



# Open Source Used In AsyncOS 14.2 Cisco Secure Email Gateway

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```

*/
/**
 * A registry for service provider objects.
 * <p/>
 * Service providers are looked up from the classpath, under the path
 * { @code META-INF/services/}&lt;full-class-name&gt;;
 * <p/>
 * For example:<br/>
 * { @code META-INF/services/com.company.package.spi.MyService }.
 * <p/>
 * The file should contain a list of fully-qualified concrete class names,
 * one per line.
 * <p/>
 * The <em>full-class-name</em> represents an interface or (typically) an
 * abstract class, and is the same class used as the category for this registry.
 * Note that only one instance of a concrete subclass may be registered with a
 * specific category at a time.
 * <p/>
 * <small>Implementation detail: This class is a clean room implementation of
 * a service registry and does not use the proprietary { @code sun.misc.Service }
 * class that is referred to in the <em>JAR File specification</em>.
 * This class should work on any Java platform.
 * </small>
 *
 * @author <a href="mailto:harald.kuhr@gmail.com">Harald Kuhr</a>
 * @version $Id: com/twelvemonkeys/util/service/ServiceRegistry.java#2 $
 * @see RegisterableService
 * @see <a href="http://java.sun.com/j2se/1.3/docs/guide/jar/jar.html#Service%20Provider">JAR File
 * Specification</a>
 */

```

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```

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jar/com/twelvemonkeys/util/service/ServiceRegistry.java

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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

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- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to



exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the

Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining

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Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with



the library.

We call this license the @dfn{Lesser} General Public License because it does @emph{Less} to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a ``work based on the library" and a ``work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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The modified work must itself be a software library.

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You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

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You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

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If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a ``work that uses the Library''. Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a ``work that uses the Library'' with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a ``work that uses the library''. The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

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Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable ``work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

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Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs

one, as long as the modified version is interface-compatible with the version that the work was made with.

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Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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## 1.9 curl 7.55.1

### 1.9.1 Available under license :

License Mixing

=====

libcurl can be built to use a fair amount of various third party libraries,  
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## ## c-ares

(Used for asynchronous name resolves) Uses an MIT license that is very liberal and imposes no restrictions on any other library or part you may link with.

## ## zlib

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

## ## MIT Kerberos

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## ## Heimdal

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## 1.10 tomcat-i18n-ja 8.0.43

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## 1.11 python 2.5.1

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#### A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes

2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes

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Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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## 1.12 libjpeg 6b

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README for release 6b of 27-Mar-1998

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#### DOCUMENTATION ROADMAP

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This file contains the following sections:

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

Other documentation files in the distribution are:

User documentation:

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

Programmer and internal documentation:

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

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

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

## OVERVIEW

=====

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

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

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

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

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular,

the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh). Another support script, install-sh, is copyright by M.I.T. but is also freely distributable.

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

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

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## REFERENCES

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

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44. (Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at <ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz>. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

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

The 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 (Compression tag 7). Copies of this Note can be obtained from [ftp.sgi.com](ftp://ftp.sgi.com) or from <ftp://ftp.uu.net/graphics/jpeg/>. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from <ftp://ftp.sgi.com/graphics/tiff/>.

## ARCHIVE LOCATIONS

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The "official" archive site for this software is [ftp.uu.net](ftp://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/jpegsrvc.v6b.tar.gz>. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact [help@uunet.uu.net](mailto: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](ftp://ftp.uu.net) is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (<ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/>), or



on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the ftp.uu.net release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups comp.graphics.misc, news.answers, and other groups. It is available on the World Wide Web at <http://www.faqs.org/faqs/jpeg-faq/> and other news.answers archive sites, including the official news.answers archive at rtfm.mit.edu: <ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/>. If you don't have Web or FTP access, send e-mail to [mail-server@rtfm.mit.edu](mailto:mail-server@rtfm.mit.edu) with body  
send usenet/news.answers/jpeg-faq/part1  
send usenet/news.answers/jpeg-faq/part2

## RELATED SOFTWARE

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

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBPLUS 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 PBPLUS/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

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Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own,

creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

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

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

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

TO DO

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

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

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to [jpeg-info@uunet.uu.net](mailto:jpeg-info@uunet.uu.net).

# 1.13 Lucene 6.2.1

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```

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---

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`analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java`  
`analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java`  
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### Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration

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This software includes a binary and/or source version of data from

mecab-ipadic-2.7.0-20070801

which can be obtained from

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<http://jaist.dl.sourceforge.net/project/mecab/mecab-ipadic/2.7.0-20070801/mecab-ipadic-2.7.0-20070801.tar.gz>

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 */
/*
 * $Id: Version.src 1225426 2011-12-29 04:13:08Z mrglavas $
 */
package org.apache.xalan;

/**
 * Administrative class to keep track of the version number of
 * the Xalan release.
 * <P>This class implements the upcoming standard of having
 * org.apache.project-name.Version.getVersion() be a standard way
 * to get version information. This class will replace the older
 * org.apache.xalan.processor.Version class.</P>
 * <P>See also: org/apache/xalan/res/XSLTInfo.properties for
 * information about the version of the XSLT spec we support.</P>
 * @xsl.usage general
 */
public class Version
{

/**
 * Get the basic version string for the current Xalan release.
 * Version String formatted like
 * <CODE>"<B>Xalan</B> <B>Java</B> v.r[.dd] <B>D</B>nn]"</CODE>.
 */
}
```

```

* Futurework: have this read version info from jar manifest.
*
* @return String denoting our current version
*/
public static String getVersion()
{
    return getProduct()+" "+getImplementationLanguage()+" "
        +getMajorVersionNum()+"."+getReleaseVersionNum()+". "
        +( getDevelopmentVersionNum() > 0) ?
            ("D"+getDevelopmentVersionNum()) : (""+getMaintenanceVersionNum());
}

/**
 * Print the processor version to the command line.
 *
 * @param argv command line arguments, unused.
 */
public static void main(String argv[])
{
    System.out.println(getVersion());
}

/**
 * Name of product: Xalan.
 */
public static String getProduct()
{
    return "Xalan";
}

/**
 * Implementation Language: Java.
 */
public static String getImplementationLanguage()
{
    return "Java";
}

/**
 * Major version number.
 * Version number. This changes only when there is a
 * significant, externally apparent enhancement from
 * the previous release. 'n' represents the n'th
 * version.
 *
 * Clients should carefully consider the implications
 * of new versions as external interfaces and behaviour

```

```

*    may have changed.
*/
public static int getMajorVersionNum()
{
    return @version.VERSION@;
}

/**
 * Release Number.
 * Release number. This changes when:
 *     - a new set of functionality is to be added, eg,
 *       implementation of a new W3C specification.
 *     - API or behaviour change.
 *     - its designated as a reference release.
 */
public static int getReleaseVersionNum()
{
    return @version.RELEASE@;
}

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */
public static int getMaintenanceVersionNum()
{
    return @version.MINOR@;
}

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 * a specific release. D01 is the first development drop
 * of a new release.
 *
 * Development drops are works in progress towards a
 * completed, final release. A specific development drop
 * may not completely implement all aspects of a new
 * feature, which may take several development drops to
 * complete. At the point of the final drop for the
 * release, the D suffix will be omitted.
 */

```

```
* Each 'D' drops can contain functional enhancements as
* well as defect fixes. 'D' drops may not be as stable as
* the final releases.
*/
```

```
public static int getDevelopmentVersionNum()
{
    try {
        if ((new String("@version.DEVELOPER@")).length() == 0)
            return 0;
        else
            return Integer.parseInt("@version.DEVELOPER@");
    } catch (NumberFormatException nfe) {
        return 0;
    }
}
}
```

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```
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*/
```

```
/**
* This is a special exception that is used to stop parsing when
* search for an element. For instance, when searching for xml:stylesheet
* PIs, it is used to stop the parse once the document element is found.
* @see StylesheetPIHandler
* @xsl.usage internal
*/
```

Found in path(s):

```
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
```

jar/org/apache/xml/utils/StopParseException.java

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/\*

\* \$Id: Version.src 468654 2006-10-28 07:09:23Z minchau \$

\*/

package org.apache.xml.serializer;

/\*\*

```

* Administrative class to keep track of the version number of
* the Serializer release.
* <P>This class implements the upcoming standard of having
* org.apache.project-name.Version.getVersion() be a standard way
* to get version information.</P>
* @xsl.usage general
*/
public final class Version
{

/**
 * Get the basic version string for the current Serializer.
 * Version String formatted like
 * <CODE>"<B>Serializer</B> <B>Java</B> v.r[.dd| <B>D</B>nm]"</CODE>.
 *
 * Futurework: have this read version info from jar manifest.
 *
 * @return String denoting our current version
 */
public static String getVersion()
{
    return getProduct()+" "+getImplementationLanguage()+" "
        +getMajorVersionNum()+"."+getReleaseVersionNum()+"."
        +( (getDevelopmentVersionNum() > 0) ?
            ("D"+getDevelopmentVersionNum()) : (""+getMaintenanceVersionNum()));
}

/**
 * Print the processor version to the command line.
 *
 * @param argv command line arguments, unused.
 */
public static void main(String argv[])
{
    System.out.println(getVersion());
}

/**
 * Name of product: Serializer.
 */
public static String getProduct()
{
    return "Serializer";
}

/**
 * Implementation Language: Java.
 */

```

```

public static String getImplementationLanguage()
{
    return "Java";
}

/**
 * Major version number.
 * Version number. This changes only when there is a
 * significant, externally apparent enhancement from
 * the previous release. 'n' represents the n'th
 * version.
 *
 * Clients should carefully consider the implications
 * of new versions as external interfaces and behaviour
 * may have changed.
 */
public static int getMajorVersionNum()
{
    return @version.VERSION@;
}

/**
 * Release Number.
 * Release number. This changes when:
 * - a new set of functionality is to be added, eg,
 *   implementation of a new W3C specification.
 * - API or behaviour change.
 * - its designated as a reference release.
 */
public static int getReleaseVersionNum()
{
    return @version.RELEASE@;
}

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */
public static int getMaintenanceVersionNum()
{
    return @version.MINOR@;
}

```



```

}

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 * a specific release. D01 is the first development drop
 * of a new release.
 *
 * Development drops are works in progress towards a
 * completed, final release. A specific development drop
 * may not completely implement all aspects of a new
 * feature, which may take several development drops to
 * complete. At the point of the final drop for the
 * release, the D suffix will be omitted.
 *
 * Each 'D' drops can contain functional enhancements as
 * well as defect fixes. 'D' drops may not be as stable as
 * the final releases.
 */
public static int getDevelopmentVersionNum()
{
    try {
        if ((new String("@version.DEVELOPER@")).length() == 0)
            return 0;
        else
            return Integer.parseInt("@version.DEVELOPER@");
    } catch (NumberFormatException nfe) {
        return 0;
    }
}
}
}

```

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\* Major version number.  
\* Version number. This changes only when there is a  
\* significant, externally apparent enhancement from  
\* the previous release. 'n' represents the n'th  
\* version.  
\*  
\* Clients should carefully consider the implications  
\* of new versions as external interfaces and behaviour  
\* may have changed.

\*/

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\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xalan/processor/XSLProcessorVersion.java  
\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/Version.java

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 */
// Proprietary
/** The 'document-location()' id (Proprietary). */
```

Found in path(s):

```
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xpath/compiler/FunctionTable.java
```

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

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# you may not use this file except in compliance with the License.
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```

Found in path(s):

```
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/serializer/Encodings.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/serializer/XMLEntities.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/serializer/output_text.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/res/XSLTInfo.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/serializer/output_xml.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xsltc/compiler/Makefile.inc
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/serializer/output_unknown.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/serializer/HTMLEntities.properties
```

```
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xml/serializer/output_html.properties
```

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* See the License for the specific language governing permissions and
```

```
* limitations under the License.
```

```
*/
```

```
/*
```

```
* $Id: xpath.cup 1225752 2011-12-30 04:12:46Z mrglavas $
```

```
*/
```

```
/*
```

```
* @author Jacek Ambroziak
```

```
* @author Santiago Pericas-Geertsen
```

```
* @author Morten Jorgensen
```

```
* @author G. Todd Miller
```

```
*/
```

```
package org.apache.xalan.xsltc.compiler;
```

```
import java.util.Stack;
```

```
import java.util.Vector;
```

```
import java.io.StringReader;
```

```
import java_cup.runtime.*;
```

```
import org.apache.xml.dtm.DTM;
```

```
import org.apache.xalan.xsltc.DOM;
```

```
import org.apache.xml.dtm.Axis;
```

```
import org.apache.xalan.xsltc.runtime.Operators;
```

```
import org.apache.xalan.xsltc.compiler.util.ErrorMsg;
```

```
parser code {:
```

```
/**
```

```
 * Used by function calls with no args.
```

```

*/
static public final Vector EmptyArgs = new Vector(0);

/**
 * Reference to non-existing variable.
 */
static public final VariableRef DummyVarRef = null;

/**
 * Reference to the Parser class.
 */
private Parser _parser;
private XSLTC _xsltc;

/**
 * String representation of the expression being parsed.
 */
private String _expression;

/**
 * Line number where this expression/pattern was declared.
 */
private int _lineNumber = 0;

/**
 * Reference to the symbol table.
 */
public SymbolTable _symbolTable;

public XPathParser(Parser parser) {
    _parser = parser;
    _xsltc = parser.getXSLTC();
    _symbolTable = parser.getSymbolTable();
}

public int getLineNumber() {
    return _lineNumber;
}

public QName getQNameIgnoreDefaultNs(String name) {
    return _parser.getQNameIgnoreDefaultNs(name);
}

public QName getQName(String namespace, String prefix, String localname) {
    return _parser.getQName(namespace, prefix, localname);
}

public void setMultiDocument(boolean flag) {

```

```

        _xslt.setMultiDocument(flag);
    }

    public void setCallsNodeset(boolean flag) {
        _xslt.setCallsNodeset(flag);
    }

    public void setHasIdCall(boolean flag) {
        _xslt.setHasIdCall(flag);
    }

    /**
     * This method is similar to findNodeType(int, Object) except that it
     * creates a StepPattern instead of just returning a node type. It also
     * differs in the way it handles "{uri}:*" and "{uri}:@*". The last two
     * patterns are expanded as "[namespace-uri() = 'uri']" and
     * "@*[namespace-uri() = 'uri']", respectively. This expansion considerably
     * simplifies the grouping of patterns in the Mode class. For this
     * expansion to be correct, the priority of the pattern/template must be
     * set to -0.25 (when no other predicates are present).
     */
    public StepPattern createStepPattern(int axis, Object test, Vector predicates) {
int nodeType;

    if (test == null) { // "*"
        nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
(axi s == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;

        return new StepPattern(axis, nodeType, predicates);
    }
    else if (test instanceof Integer) {
nodeType = ((Integer) test).intValue();

        return new StepPattern(axis, nodeType, predicates);
    }
    else {
QName name = (QName)test;
boolean setPriority = false;

        if (axis == Axis.NAMESPACE) {
nodeType = (name.toString().equals("*")) ? -1
: _xslt.registerNamespacePrefix(name);
        }
        else {
final String uri = name.getNamespace();
final String local = name.getLocalPart();
final QName namespace_uri =

```

```

    _parser.getQNameIgnoreDefaultNs("namespace-uri");

// Expand {uri}:* to *[namespace-uri() = 'uri'] - same for @*
if (uri != null && (local.equals("") || local.equals("@*"))) {
    if (predicates == null) {
        predicates = new Vector(2);
    }

    // Priority is set by hand if no other predicates exist
    setPriority = (predicates.size() == 0);

    predicates.add(
new Predicate(
    new EqualityExpr(Operators.EQ,
new NamespaceUriCall(namespace_uri),
new LiteralExpr(uri))););
}

if (local.equals("")) {
    nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE
: NodeTest.ELEMENT;
}
else if (local.equals("@*")) {
    nodeType = NodeTest.ATTRIBUTE;
}
else {
    nodeType = (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name)
: _xsltc.registerElement(name);
}
}

final StepPattern result = new StepPattern(axis, nodeType, predicates);

// Set priority for case prefix:* and prefix:@* (no predicates)
if (setPriority) {
result.setPriority(-0.25);
}

return result;
}
}

public int findNodeType(int axis, Object test) {
if (test == null) { // *
    return (axis == Axis.ATTRIBUTE) ?
NodeTest.ATTRIBUTE :
(axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;
}
}

```

```

        else if (test instanceof Integer) {
            return ((Integer)test).intValue();
        }
        else {
            QName name = (QName)test;

            if (axis == Axis.NAMESPACE) {
                return (name.toString().equals("*")) ? -1
                    : _xslt.registerNamespacePrefix(name);
            }

            if (name.getNamespace() == null) {
                final String local = name.getLocalPart();

                if (local.equals("*")) {
                    return (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE
                        : NodeTest.ELEMENT;
                }
                else if (local.equals("@*")) {
                    return NodeTest.ATTRIBUTE;
                }
            }

            return (axis == Axis.ATTRIBUTE) ? _xslt.registerAttribute(name)
                : _xslt.registerElement(name);
        }
    }

    /**
     * Parse the expression passed to the current scanner. If this
     * expression contains references to local variables and it will be
     * compiled in an external module (not in the main class) request
     * the current template to create a new variable stack frame.
     *
     * @param lineNumber Line where the current expression is defined.
     * @param external Set to <tt>true</tt> if this expression is
     * compiled in a separate module.
     */
    public Symbol parse(String expression, int lineNumber) throws Exception {
        try {
            _expression = expression;
            _lineNumber = lineNumber;
            return super.parse();
        }
        catch (IllegalCharException e) {
            ErrorMessage err = new ErrorMessage(ErrorMessage.ILLEGAL_CHAR_ERR,
                lineNumber, e.getMessage());
        }
    }

```



```

        _parser.reportError(Constants.FATAL, err);
    }
    return null;
}

/**
 * Lookup a variable or parameter in the symbol table given its name.
 *
 * @param name Name of the symbol being looked up.
 */
final SyntaxTreeNode lookupName(QName name) {
    // Is it a local var or param ?
    final SyntaxTreeNode result = _parser.lookupVariable(name);
    if (result != null)
        return(result);
    else
        return(_symbolTable.lookupName(name));
}

public final void addError(ErrorMsg error) {
    _parser.reportError(Constants.ERROR, error);
}

public void report_error(String message, Object info) {
    final ErrorMsg err = new ErrorMsg(ErrorMsg.SYNTAX_ERR, _lineNumber,
        _expression);
    _parser.reportError(Constants.FATAL, err);
}

public void report_fatal_error(String message, Object info) {
    // empty
}

public RelativeLocationPath insertStep(Step step, RelativeLocationPath rlp) {
    if (rlp instanceof Step) {
        return new ParentLocationPath(step, (Step) rlp);
    }
    else if (rlp instanceof ParentLocationPath) {
        final ParentLocationPath plp = (ParentLocationPath) rlp;
        final RelativeLocationPath newrlp = insertStep(step, plp.getPath());
        return new ParentLocationPath(newrlp, plp.getStep());
    }
    else {
        addError(new ErrorMsg(ErrorMsg.INTERNAL_ERR, "XPathParser.insertStep"));
        return rlp;
    }
}
}

```

```

/**
 * Returns true if the axis applies to elements only. The axes
 * child, attribute, namespace, descendant result in non-empty
 * nodesets only if the context node is of type element.
 */
public boolean isElementAxis(int axis) {
return (axis == Axis.CHILD || axis == Axis.ATTRIBUTE ||
axis == Axis.NAMESPACE || axis == Axis.DESCENDANT);
}
:}

terminal SLASH, DOT, LBRACK, RBRACK, VBAR, LPAREN, RPAREN, STAR, COMMA;
terminal DOLLAR, ATSIGN;
terminal DDOT, DCOLON, DSLASH;
terminal EQ, NE;
terminal LT, GT, LE, GE;
terminal PLUS, MINUS, DIV, MOD, MULT;
terminal String Literal;
terminal String QNAME;
terminal ID, KEY, TEXT, NODE, OR, AND, COMMENT, PI, PIPARAM, PRECEDINGSIBLING;
terminal SELF, PARENT, CHILD, ATTRIBUTE, ANCESTOR, ANCESTORORSELF, DESCENDANT;
terminal DESCENDANTORSELF, FOLLOWING, FOLLOWINGSIBLING, NAMESPACE, PRECEDING;
terminal Double REAL;
terminal Long INT;
terminal PATTERN, EXPRESSION;

non terminal SyntaxTreeNode TopLevel;

non terminal Expression Expr, Argument, LocationPath;
non terminal Expression Predicate, FilterExpr, Step;
non terminal Expression OrExpr, AndExpr, EqualityExpr;
non terminal Expression RelationalExpr, AdditiveExpr;
non terminal Expression MultiplicativeExpr, UnaryExpr;
non terminal Expression VariableReference, FunctionCall;
non terminal Expression PrimaryExpr, UnionExpr, PathExpr, AbbreviatedStep;
non terminal Expression RelativeLocationPath, AbbreviatedRelativeLocationPath;
non terminal Expression AbsoluteLocationPath, AbbreviatedAbsoluteLocationPath;

non terminal Object NodeTest, NameTest;

non terminal IdKeyPattern IdKeyPattern;
non terminal Pattern Pattern;
non terminal Pattern LocationPathPattern;
non terminal StepPattern ProcessingInstructionPattern;
non terminal RelativePathPattern RelativePathPattern;
non terminal StepPattern StepPattern;
non terminal Object NodeTestPattern, NameTestPattern;

```

non terminal Vector Predicates, NonemptyArgumentList;  
non terminal QName QName, FunctionName, VariableName;  
non terminal Integer AxisName, AxisSpecifier;  
non terminal Integer ChildOrAttributeAxisSpecifier;

precedence left VBAR;  
precedence left OR;  
precedence left AND;  
precedence nonassoc EQ, NE;  
precedence left LT, GT, LE, GE;

precedence left PLUS, MINUS;  
precedence left DIV, MOD, MULT;  
precedence left DOLLAR;  
precedence left ATSIGN;  
precedence right DCOLON;

start with TopLevel;

TopLevel ::= PATTERN Pattern:pattern

{: RESULT = pattern; :}

| EXPRESSION Expr:expr

{: RESULT = expr; :};

/\* ----- Patterns ----- \*/

Pattern ::= LocationPathPattern:lpp

{: RESULT = lpp; :}

| LocationPathPattern:lpp VBAR Pattern:p

{: RESULT = new AlternativePattern(lpp, p); :};

LocationPathPattern ::= SLASH

{: RESULT = new AbsolutePathPattern(null); :}

| SLASH RelativePathPattern:rpp

{: RESULT = new AbsolutePathPattern(rpp); :}

| IdKeyPattern:ikp

{: RESULT = ikp; :}

| IdKeyPattern:ikp SLASH RelativePathPattern:rpp

{: RESULT = new ParentPattern(ikp, rpp); :}

| IdKeyPattern:ikp DSLASH RelativePathPattern:rpp

{: RESULT = new AncestorPattern(ikp, rpp); :}

```

| DSLASH RelativePathPattern:rpp
{: RESULT = new AncestorPattern(rpp); :}

| RelativePathPattern:rpp
{: RESULT = rpp; :};

IdKeyPattern ::= ID LPAREN Literal:l RPAREN
{: RESULT = new IdPattern(l);
  parser.setHasIdCall(true);
:}

| KEY LPAREN Literal:l1 COMMA Literal:l2 RPAREN
{: RESULT = new KeyPattern(l1, l2); :};

ProcessingInstructionPattern ::= PIPARAM LPAREN Literal:l RPAREN
{: RESULT = new ProcessingInstructionPattern(l); :};

RelativePathPattern ::= StepPattern:sp
{: RESULT = sp; :}

| StepPattern:sp SLASH RelativePathPattern:rpp
{: RESULT = new ParentPattern(sp, rpp); :}

| StepPattern:sp DSLASH RelativePathPattern:rpp
{: RESULT = new AncestorPattern(sp, rpp); :};

StepPattern ::= NodeTestPattern:nt
{:
  RESULT = parser.createStepPattern(Axis.CHILD, nt, null);
:}

| NodeTestPattern:nt Predicates:pp
{:
  RESULT = parser.createStepPattern(Axis.CHILD, nt, pp);
:}

| ProcessingInstructionPattern:pip
{: RESULT = pip; :}

| ProcessingInstructionPattern:pip Predicates:pp
{: RESULT = (ProcessingInstructionPattern)pip.setPredicates(pp); :}

| ChildOrAttributeAxisSpecifier:axis NodeTestPattern:nt
{:
  RESULT = parser.createStepPattern(axis.intValue(), nt, null);
:}

| ChildOrAttributeAxisSpecifier:axis

```

```

NodeTestPattern:nt Predicates:pp
  {
  RESULT = parser.createStepPattern(axis.intValue(), nt, pp);
  :}

  | ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
  {
  RESULT = pip; // TODO: report error if axis is attribute
  :}

  | ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
Predicates:pp
  {
  // TODO: report error if axis is attribute
  RESULT = (ProcessingInstructionPattern)pip.setPredicates(pp);
  :};

NodeTestPattern ::= NameTestPattern:nt
  { : RESULT = nt; :}

  | NODE
  { : RESULT = new Integer(NodeTest.ANODE); :}

  | TEXT
  { : RESULT = new Integer(NodeTest.TEXT); :}

  | COMMENT
  { : RESULT = new Integer(NodeTest.COMMENT); :}

  | PI
  { : RESULT = new Integer(NodeTest.PI); :};

NameTestPattern ::= STAR
  { : RESULT = null; :}

  | QName:qn
  { : RESULT = qn; :};

ChildOrAttributeAxisSpecifier ::= ATSIGN
  { : RESULT = new Integer(Axis.ATTRIBUTE); :}

  | CHILD DCOLON
  { : RESULT = new Integer(Axis.CHILD); :}

  | ATTRIBUTE DCOLON
  { : RESULT = new Integer(Axis.ATTRIBUTE); :};

Predicates ::= Predicate:p

```

```

    {
    Vector temp = new Vector();
    temp.addElement(p);
    RESULT = temp;
    :}

    | Predicate:p Predicates:pp
    { : pp.insertElementAt(p, 0); RESULT = pp; : };

Predicate ::= LBRACK Expr:e RBRACK
    {
    RESULT = new Predicate(e);
    :};

/* ----- Expressions ----- */

Expr ::= OrExpr:ex
    { : RESULT = ex; : };

OrExpr ::= AndExpr:ae
    { : RESULT = ae; : }

    | OrExpr:oe OR AndExpr:ae
    { : RESULT = new LogicalExpr(LogicalExpr.OR, oe, ae); : };

AndExpr ::= EqualityExpr:e
    { : RESULT = e; : }

    | AndExpr:ae AND EqualityExpr:ee
    { : RESULT = new LogicalExpr(LogicalExpr.AND, ae, ee); : };

EqualityExpr ::= RelationalExpr:re
    { : RESULT = re; : }

    | EqualityExpr:ee EQ RelationalExpr:re
    { : RESULT = new EqualityExpr(Operators.EQ, ee, re); : }

    | EqualityExpr:ee NE RelationalExpr:re
    { : RESULT = new EqualityExpr(Operators.NE, ee, re); : };

RelationalExpr ::= AdditiveExpr:ae
    { : RESULT = ae; : }

    | RelationalExpr:re LT AdditiveExpr:ae
    { : RESULT = new RelationalExpr(Operators.LT, re, ae); : }

    | RelationalExpr:re GT AdditiveExpr:ae
    { : RESULT = new RelationalExpr(Operators.GT, re, ae); : }

```

```

| RelationalExpr:re LE AdditiveExpr:ae
{: RESULT = new RelationalExpr(Operators.LE, re, ae); :}

| RelationalExpr:re GE AdditiveExpr:ae
{: RESULT = new RelationalExpr(Operators.GE, re, ae); :};

AdditiveExpr ::= MultiplicativeExpr:me
{: RESULT = me; :}

| AdditiveExpr:ae PLUS MultiplicativeExpr:me
{: RESULT = new BinOpExpr(BinOpExpr.PLUS, ae, me); :}

| AdditiveExpr:ae MINUS MultiplicativeExpr:me
{: RESULT = new BinOpExpr(BinOpExpr.MINUS, ae, me); :};

MultiplicativeExpr ::= UnaryExpr:ue
{: RESULT = ue; :}

| MultiplicativeExpr:me MULT UnaryExpr:ue
{: RESULT = new BinOpExpr(BinOpExpr.TIMES, me, ue); :}

| MultiplicativeExpr:me DIV UnaryExpr:ue
{: RESULT = new BinOpExpr(BinOpExpr.DIV, me, ue); :}

| MultiplicativeExpr:me MOD UnaryExpr:ue
{: RESULT = new BinOpExpr(BinOpExpr.MOD, me, ue); :};

UnaryExpr ::= UnionExpr:ue
{: RESULT = ue; :}

| MINUS UnaryExpr:ue
{: RESULT = new UnaryOpExpr(ue); :};

UnionExpr ::= PathExpr:pe
{: RESULT = pe; :}

| PathExpr:pe VBAR UnionExpr:rest
{: RESULT = new UnionPathExpr(pe, rest); :};

PathExpr ::= LocationPath:lp
{: RESULT = lp; :}

| FilterExpr:fexp
{: RESULT = fexp; :}

| FilterExpr:fexp SLASH RelativeLocationPath:rlp
{: RESULT = new FilterParentPath(fexp, rlp); :}

```

```

| FilterExpr:fexp DSLASH RelativeLocationPath:rlp
{:
  //
  // Expand '/' into '/descendant-or-self::node()' or
  // into '/descendant-or-self:*/
  //
  int nodeType = DOM.NO_TYPE;
  if (rlp instanceof Step &&
      parser.isElementAxis(((Step) rlp).getAxis()))
  {
    nodeType = DTM.ELEMENT_NODE;
  }
  final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
  FilterParentPath fpp = new FilterParentPath(fexp, step);
  fpp = new FilterParentPath(fpp, rlp);
  if (fexp instanceof KeyCall == false) {
    fpp.setDescendantAxis();
  }
  RESULT = fpp;
:};

```

```

LocationPath ::= RelativeLocationPath:rlp
{: RESULT = rlp; :}

```

```

| AbsoluteLocationPath:alp
{: RESULT = alp; :};

```

```

RelativeLocationPath ::= Step:step
{: RESULT = step; :}

```

```

| RelativeLocationPath:rlp SLASH Step:step
{:
  if (rlp instanceof Step && ((Step) rlp).isAbbreviatedDot()) {
    RESULT = step;    // Remove '/' from the middle
  }
  else if (((Step) step).isAbbreviatedDot()) {
    RESULT = rlp;    // Remove '/' from the end
  }
  else {
    RESULT =
      new ParentLocationPath((RelativeLocationPath) rlp, step);
  }
:}

```

```

| AbbreviatedRelativeLocationPath:arlp
{: RESULT = arlp; :};

```



```

AbsolutePath ::= SLASH
    { : RESULT = new AbsoluteLocationPath(); : }

    | SLASH RelativeLocationPath:rlp
    { : RESULT = new AbsoluteLocationPath(rlp); : }

    | AbbreviatedAbsolutePath:aalp
    { : RESULT = aalp; : };

AbbreviatedRelativeLocationPath ::= RelativeLocationPath:rlp DSLASH Step:step
    { :
    final Step right = (Step)step;
    final int axis = right.getAxis();
    final int type = right.getNodeType();
    final Vector predicates = right.getPredicates();

    if ((axis == Axis.CHILD) && (type != NodeTest.ATTRIBUTE)) {
        // Compress '//child:E' into 'descendant::E' - if possible
        if (predicates == null) {
            right.setAxis(Axis.DESCENDANT);
            if (rlp instanceof Step && ((Step)rlp).isAbbreviatedDot()) {
                RESULT = right;
            }
            else {
                // Expand 'rlp//child::E' into 'rlp/descendant::E'
                RelativeLocationPath left = (RelativeLocationPath)rlp;
                RESULT = new ParentLocationPath(left, right);
            }
        }
        else {
            // Expand '//step' -> 'descendant-or-self::*step'
            if (rlp instanceof Step && ((Step)rlp).isAbbreviatedDot()) {
                Step left = new Step(Axis.DESCENDANTORSELF,
                    DTM.ELEMENT_NODE, null);
                RESULT = new ParentLocationPath(left, right);
            }
            else {
                // Expand 'rlp//step' -> 'rlp/descendant-or-self::*step'
                RelativeLocationPath left = (RelativeLocationPath)rlp;
                Step mid = new Step(Axis.DESCENDANTORSELF,
                    DTM.ELEMENT_NODE, null);
                ParentLocationPath ppl = new ParentLocationPath(mid, right);
                RESULT = new ParentLocationPath(left, ppl);
            }
        }
    }
    else if ((axis == Axis.ATTRIBUTE) || (type == NodeTest.ATTRIBUTE)) {
        // Expand 'rlp//step' -> 'rlp/descendant-or-self::*step'

```

```

        RelativeLocationPath left = (RelativeLocationPath)rlp;
        Step middle = new Step(Axis.DESCENDANTORSELF,
DTM.ELEMENT_NODE, null);
        ParentLocationPath ppl = new ParentLocationPath(middle, right);
        RESULT = new ParentLocationPath(left, ppl);
    }
else {
    // Expand 'rlp//step' -> 'rlp/descendant-or-self::node()/step'
    RelativeLocationPath left = (RelativeLocationPath)rlp;
    Step middle = new Step(Axis.DESCENDANTORSELF,
DOM.NO_TYPE, null);
    ParentLocationPath ppl = new ParentLocationPath(middle, right);
    RESULT = new ParentLocationPath(left, ppl);
}
};

```

AbbreviatedAbsolutePath ::= DSLASH RelativeLocationPath:rlp

```

{:
    //
    // Expand '/' into '/descendant-or-self::node()/' or
    // into '/descendant-or-self::*/'
    //
    int nodeType = DOM.NO_TYPE;
    if (rlp instanceof Step &&
        parser.isElementAxis(((Step) rlp).getAxis()))
    {
        nodeType = DTM.ELEMENT_NODE;
    }
    final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
    RESULT = new AbsoluteLocationPath(parser.insertStep(step,
(RelativeLocationPath) rlp));
};

```

Step ::= NodeTest:ntest

```

{:
    if (ntest instanceof Step) {
        RESULT = (Step)ntest;
    }
    else {
        RESULT = new Step(Axis.CHILD,
            parser.findNodeType(Axis.CHILD, ntest),
            null);
    }
};

```

| NodeTest:ntest Predicates:pp

```

{:

```

```

    if (ntest instanceof Step) {
        Step step = (Step)ntest;
        step.addPredicates(pp);
        RESULT = (Step)ntest;
    }
    else {
        RESULT = new Step(Axis.CHILD,
            parser.findNodeType(Axis.CHILD, ntest), pp);
    }
    :}

```

```

| AxisSpecifier:axis NodeTest:ntest Predicates:pp
{: RESULT = new Step(axis.intValue(),
    parser.findNodeType(axis.intValue(), ntest),
    pp);
:}

```

```

| AxisSpecifier:axis NodeTest:ntest
{: RESULT = new Step(axis.intValue(),
    parser.findNodeType(axis.intValue(), ntest),
    null);
:}

```

```

| AbbreviatedStep:abbrev
{: RESULT = abbrev; :};

```

```

AxisSpecifier ::= AxisName:an DCOLON
{: RESULT = an; :}

```

```

| ATSIGN
{: RESULT = new Integer(Axis.ATTRIBUTE); :};

```

```

AxisName ::= ANCESTOR
{: RESULT = new Integer(Axis.ANCESTOR); :}

```

```

| ANCESTORORSELF
{: RESULT = new Integer(Axis.ANCESTORORSELF); :}

```

```

| ATTRIBUTE
{: RESULT = new Integer(Axis.ATTRIBUTE); :}

```

```

| CHILD
{: RESULT = new Integer(Axis.CHILD); :}

```

```

| DESCENDANT
{: RESULT = new Integer(Axis.DECENDANT); :}

```

```

| DESCENDANTORSELF

```

```
{: RESULT = new Integer(Axis.DESCENDANTORSELF); :}
```

```
| FOLLOWING
```

```
{: RESULT = new Integer(Axis.FOLLOWING); :}
```

```
| FOLLOWINGSIBLING
```

```
{: RESULT = new Integer(Axis.FOLLOWINGSIBLING); :}
```

```
| NAMESPACE
```

```
{: RESULT = new Integer(Axis.NAMESPACE); :}
```

```
| PARENT
```

```
{: RESULT = new Integer(Axis.PARENT); :}
```

```
| PRECEDING
```

```
{: RESULT = new Integer(Axis.PRECEDING); :}
```

```
| PRECEDINGSIBLING
```

```
{: RESULT = new Integer(Axis.PRECEDINGSIBLING); :}
```

```
| SELF
```

```
{: RESULT = new Integer(Axis.SELF); :};
```

```
AbbreviatedStep ::= DOT
```

```
{: RESULT = new Step(Axis.SELF, NodeTest.ANODE, null); :}
```

```
| DDOT
```

```
{: RESULT = new Step(Axis.PARENT, NodeTest.ANODE, null); :};
```

```
FilterExpr ::= PrimaryExpr:primary
```

```
{: RESULT = primary; :}
```

```
| PrimaryExpr:primary Predicates:pp
```

```
{: RESULT = new FilterExpr(primary, pp); :};
```

```
PrimaryExpr ::= VariableReference:vr
```

```
{: RESULT = vr; :}
```

```
| LPAREN Expr:ex RPAREN
```

```
{: RESULT = ex; :}
```

```
| Literal:string
```

```
{:
```

```
/*
```

```
* If the string appears to have the syntax of a QName, store  
* namespace info in the literal expression. This is used for  
* element-available and function-available functions, among  
* others. Also, the default namespace must be ignored.
```

```

*/
String namespace = null;
final int index = string.lastIndexOf(':');

if (index > 0) {
    final String prefix = string.substring(0, index);
    namespace = parser._symbolTable.lookupNamespace(prefix);
}
RESULT = (namespace == null) ? new LiteralExpr(string)
    : new LiteralExpr(string, namespace);
:}

| INT:num
{:
    long value = num.longValue();
    if (value < Integer.MIN_VALUE || value > Integer.MAX_VALUE) {
RESULT = new RealExpr(value);
    }
    else {
        if (num.doubleValue() == -0)
            RESULT = new RealExpr(num.doubleValue());
        else if (num.intValue() == 0)
            RESULT = new IntExpr(num.intValue());
        else if (num.doubleValue() == 0.0)
            RESULT = new RealExpr(num.doubleValue());
        else
            RESULT = new IntExpr(num.intValue());
    }
:}

| REAL:num
{: RESULT = new RealExpr(num.doubleValue()); :}

| FunctionCall:fc
{: RESULT = fc; :};

```

```

VariableReference ::= DOLLAR VariableName:varName
{:
    // An empty QName prefix for a variable or parameter reference
    // should map to the null namespace and not the default URI.
    SyntaxTreeNode node = parser.lookupName(varName);

    if (node != null) {
        if (node instanceof Variable) {
            RESULT = new VariableRef((Variable)node);
        }
        else if (node instanceof Param) {
            RESULT = new ParameterRef((Param)node);
        }
    }
}

```

```

    }
    else {
        RESULT = new UnresolvedRef(varName);
    }
}

if (node == null) {
    RESULT = new UnresolvedRef(varName);
}
:};

```

FunctionCall ::= FunctionName:fname LPAREN RPAREN

```

{:

    if (parser.getQNameIgnoreDefaultNs("current").equals(fname)) {
        RESULT = new CurrentCall(fname);
    }
    else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) {
        RESULT = new NumberCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) {
        RESULT = new StringCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) {
        RESULT = new ConcatCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("true").equals(fname)) {
        RESULT = new BooleanExpr(true);
    }
    else if (parser.getQNameIgnoreDefaultNs("false").equals(fname)) {
        RESULT = new BooleanExpr(false);
    }
    else if (parser.getQNameIgnoreDefaultNs("name").equals(fname)) {
        RESULT = new NameCall(fname);
    }
    else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) {
        RESULT = new GenerateIdCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
        RESULT = new StringLengthCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("position").equals(fname)) {
        RESULT = new PositionCall(fname);
    }
    else if (parser.getQNameIgnoreDefaultNs("last").equals(fname)) {
        RESULT = new LastCall(fname);
    }
    else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {

```

```

    RESULT = new LocalNameCall(fname);
}
else if (parser.getQNameIgnoreDefaultNs("namespace-uri").equals(fname)) {
    RESULT = new NamespaceUriCall(fname);
}
else {
    RESULT = new FunctionCall(fname, parser.EmptyArgs);
}
:}

| FunctionName:fname LPAREN NonemptyArgumentList:argl RPAREN
{:
if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) {
    RESULT = new ConcatCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) {
    RESULT = new NumberCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("document").equals(fname)) {
parser.setMultiDocument(true);
    RESULT = new DocumentCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) {
    RESULT = new StringCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("boolean").equals(fname)) {
    RESULT = new BooleanCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("name").equals(fname)) {
    RESULT = new NameCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) {
    RESULT = new GenerateIdCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("not").equals(fname)) {
    RESULT = new NotCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("format-number").equals(fname)) {
    RESULT = new FormatNumberCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("unparsed-entity-uri").equals(fname)) {
    RESULT = new UnparsedEntityUriCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("key").equals(fname)) {
    RESULT = new KeyCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("id").equals(fname)) {
    RESULT = new KeyCall(fname, argl);
}

```

```

    parser.setHasIdCall(true);
}
else if (parser.getQNameIgnoreDefaultNs("ceiling").equals(fname)) {
    RESULT = new CeilingCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("round").equals(fname)) {
    RESULT = new RoundCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("floor").equals(fname)) {
    RESULT = new FloorCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("contains").equals(fname)) {
    RESULT = new ContainsCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
    RESULT = new StringLengthCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("starts-with").equals(fname)) {
    RESULT = new StartsWithCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("function-available").equals(fname)) {
    RESULT = new FunctionAvailableCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("element-available").equals(fname)) {
    RESULT = new ElementAvailableCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {
    RESULT = new LocalNameCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("lang").equals(fname)) {
    RESULT = new LangCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("namespace-uri").equals(fname)) {
    RESULT = new NamespaceUriCall(fname, argl);
}
else if (parser.getQName(Constants.TRANSLET_URI, "xslt", "cast").equals(fname)) {
    RESULT = new CastCall(fname, argl);
}
// Special case for extension function nodeset()
else if (fname.getLocalPart().equals("nodeset") || fname.getLocalPart().equals("node-set")) {
parser.setCallsNodeset(true); // implies MultiDOM
    RESULT = new FunctionCall(fname, argl);
}
else {
    RESULT = new FunctionCall(fname, argl);
}
};

```



```

NonemptyArgumentList ::= Argument:arg
    {:
        Vector temp = new Vector();
        temp.addElement(arg);
        RESULT = temp;
    :}

| Argument:arg COMMA NonemptyArgumentList:argl
    {: argl.insertElementAt(arg, 0); RESULT = argl; :};

FunctionName ::= QName:fname
    {:
        RESULT = fname;
    :};

VariableName ::= QName:vname
    {:
        RESULT = vname;
    :};

Argument ::= Expr:ex
    {: RESULT = ex; :};

NodeTest ::= NameTest:nt
    {: RESULT = nt; :}

| NODE
    {: RESULT = new Integer(NodeTest.ANODE); :}

| TEXT
    {: RESULT = new Integer(NodeTest.TEXT); :}

| COMMENT
    {: RESULT = new Integer(NodeTest.COMMENT); :}

| PIPARAM LPAREN Literal:l RPAREN
    {:
        QName name = parser.getQNameIgnoreDefaultNs("name");
        Expression exp = new EqualityExpr(Operators.EQ,
            new NameCall(name),
            new LiteralExpr(l));
        Vector predicates = new Vector();
        predicates.addElement(new Predicate(exp));
        RESULT = new Step(Axis.CHILD, NodeTest.PI, predicates);
    :}

| PI
    {: RESULT = new Integer(NodeTest.PI); :};

```

```

NameTest ::= STAR
    { : RESULT = null; : }

    | QName:qn
    { : RESULT = qn; : };

QName ::= QNAME:qname
    { : RESULT = parser.getQNameIgnoreDefaultNs(qname); : }

| DIV
    { : RESULT = parser.getQNameIgnoreDefaultNs("div"); : }

| MOD
    { : RESULT = parser.getQNameIgnoreDefaultNs("mod"); : }

| KEY
    { : RESULT = parser.getQNameIgnoreDefaultNs("key"); : }

| ANCESTOR
    { : RESULT = parser.getQNameIgnoreDefaultNs("child"); : }

| ANCESTORORSELF
    { : RESULT = parser.getQNameIgnoreDefaultNs("ancestor-or-self"); : }

| ATTRIBUTE
    { : RESULT = parser.getQNameIgnoreDefaultNs("attribute"); : }

| CHILD
    { : RESULT = parser.getQNameIgnoreDefaultNs("child"); : }

| DESCENDANT
    { : RESULT = parser.getQNameIgnoreDefaultNs("decendant"); : }

| DESCENDANTORSELF
    { : RESULT = parser.getQNameIgnoreDefaultNs("decendant-or-self"); : }

| FOLLOWING
    { : RESULT = parser.getQNameIgnoreDefaultNs("following"); : }

| FOLLOWINGSIBLING
    { : RESULT = parser.getQNameIgnoreDefaultNs("following-sibling"); : }

| NAMESPACE
    { : RESULT = parser.getQNameIgnoreDefaultNs("namespace"); : }

| PARENT
    { : RESULT = parser.getQNameIgnoreDefaultNs("parent"); : }

```

| PRECEDING

```
{: RESULT = parser.getQNameIgnoreDefaultNs("preceding"); :}
```

| PRECEDINGSIBLING

```
{: RESULT = parser.getQNameIgnoreDefaultNs("preceding-sibling"); :}
```

| SELF

```
{: RESULT = parser.getQNameIgnoreDefaultNs("self"); :}
```

| ID

```
{: RESULT = parser.getQNameIgnoreDefaultNs("id"); :};
```

Found in path(s):

```
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xalan/xsltc/compiler/xpath.cup
```

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

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```

\*/

```
// is found, then throw a special exception in order to terminate
```

Found in path(s):

```
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xalan/processor/TransformerFactoryImpl.java
```

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Found in path(s):

\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xpath/domapi/XPathStylesheetDOM3Exception.java  
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\*/

/\*\*

\* Execute the proprietary document-location() function, which returns  
\* a node set of documents.  
\* @xsl.usage advanced  
\*/

Found in path(s):

\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xpath/functions/FuncDoclocation.java  
No license file was found, but licenses were detected in source scan.

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* distributed under the License is distributed on an "AS IS" BASIS,
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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* limitations under the License.
*/
/*
* $Id: xpath.lex 1225752 2011-12-30 04:12:46Z mrglavas $
*/

/*
* @author Jacek Ambroziak
* @author Santiago Pericas-Geertsen
* @author Morten Jorgensen
*
*/

```

```
package org.apache.xalan.xsltc.compiler;
```

```
import java_cup.runtime.Symbol;
```

```
%%
```

```
%cup
```

```
%unicode
```

```
%class XPathLexer
```

```
%yyeof
```

```
{
```

```
    int last;
```

```
    void initialize() {
```

```
        last = -1;
```

```
    }
```

```
    static boolean isWhitespace(int c) {
```

```
        return (c == ' ' || c == '\t' || c == '\r' || c == '\n' || c == '\f');
```

```
    }
```

```
/**
```

```
 * If symbol is not followed by ':' or '(', then treat it as a
```

```
 * name instead of an axis or function (Jira-1912).
```

```
 */
```

```
Symbol disambiguateAxisOrFunction(int ss) throws Exception {
```

```
    // Peek in the input buffer without changing the internal state
```

```
    int index = yy_buffer_index;
```

```
    // Skip whitespace
```

```
    while (index < yy_buffer_read && isWhitespace(yy_buffer[index])) {
```

```

        index++;
    }

    // If end of buffer, can't disambiguate :(
    if (index >= yy_buffer_read) {
        // Can't disambiguate, so return as symbol
        return new Symbol(ss);
    }

    // Return symbol if next token is ':' or '('
    return (yy_buffer[index] == ':' && yy_buffer[index+1] == ':' ||
            yy_buffer[index] == '(') ?
        newSymbol(ss) : newSymbol(sym.QNAME, yytext());
}

/**
 * If symbol is first token or if it follows any of the operators
 * listed in http://www.w3.org/TR/xpath#exprlex then treat as a
 * name instead of a keyword (Jira-1912).
 */
Symbol disambiguateOperator(int ss) throws Exception {
    switch (last) {
        case -1: // first token
        case sym.ATSIGN:
        case sym.DCOLON:
        case sym.LPAREN:
        case sym.LBRACK:
        case sym.COMMA:
        case sym.AND:
        case sym.OR:
        case sym.MOD:
        case sym.DIV:
        case sym.MULT:
        case sym.SLASH:
        case sym.DSLASH:
        case sym.VBAR:
        case sym.PLUS:
        case sym.MINUS:
        case sym.EQ:
        case sym.NE:
        case sym.LT:
        case sym.LE:
        case sym.GT:
        case sym.GE:
            return newSymbol(sym.QNAME, yytext());
    }
    return newSymbol(ss);
}

```

```

/**
 * If symbol is first token or if it follows any of the operators
 * listed in http://www.w3.org/TR/xpath#exprlex then treat as a
 * wildcard instead of a multiplication operator
 */

```

```

Symbol disambiguateStar() throws Exception {

```

```

    switch (last) {
    case -1: // first token
    case sym.ATSIGN:
    case sym.DCOLON:
    case sym.LPAREN:
    case sym.LBRACK:
    case sym.COMMA:
    case sym.AND:
    case sym.OR:
    case sym.MOD:
    case sym.DIV:
    case sym.MULT:
    case sym.SLASH:
    case sym.DSLASH:
    case sym.VBAR:
    case sym.PLUS:
    case sym.MINUS:
    case sym.EQ:
    case sym.NE:
    case sym.LT:
    case sym.LE:
    case sym.GT:
    case sym.GE:
        return newSymbol(sym.STAR);
    }
    return newSymbol(sym.MULT);
}

```

```

Symbol newSymbol(int ss) {

```

```

    last = ss;
    return new Symbol(ss);
}

```

```

Symbol newSymbol(int ss, String value) {

```

```

    last = ss;
    return new Symbol(ss, value);
}

```

```

Symbol newSymbol(int ss, Long value) {

```

```

    last = ss;
    return new Symbol(ss, value);
}

```

```

    }

    Symbol newSymbol(int ss, Double value) {
        last = ss;
        return new Symbol(ss, value);
    }
% }

%eofval{
return newSymbol(sym.EOF);
%eofval}

%yylexthrow{
Exception
%yylexthrow}

Letter={BaseChar}|{Ideographic}

BaseChar=[\u0041-\u005A\u0061-\u007A\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u00FF\u0100-\u0131\u0134-
\u013E\u0141-\u0148\u014A-\u017E\u0180-\u01C3\u01CD-\u01F0\u01F4-\u01F5\u01FA-\u0217\u0250-
\u02A8\u02BB-\u02C1\u0386\u0388-\u038A\u038C\u038E-\u03A1\u03A3-\u03CE\u03D0-
\u03D6\u03DA\u03DC\u03DE\u03E0\u03E2-\u03F3\u0401-\u040C\u040E-\u044F\u0451-\u045C\u045E-
\u0481\u0490-\u04C4\u04C7-\u04C8\u04CB-\u04CC\u04D0-\u04EB\u04EE-\u04F5\u04F8-\u04F9\u0531-
\u0556\u0559\u0561-\u0586\u05D0-\u05EA\u05F0-\u05F2\u0621-\u063A\u0641-\u064A\u0671-\u06B7\u06BA-
\u06BE\u06C0-\u06CE\u06D0-\u06D3\u06D5\u06E5-\u06E6\u0905-\u0939\u093D\u0958-\u0961\u0985-
\u098C\u098F-\u0990\u0993-\u09A8\u09AA-\u09B0\u09B2\u09B6-\u09B9\u09DC-\u09DD\u09DF-
\u09E1\u09F0-\u09F1\u0A05-\u0A0A\u0A0F-\u0A10\u0A13-\u0A28\u0A2A-\u0A30\u0A32-\u0A33\u0A35-
\u0A36\u0A38-\u0A39\u0A59-\u0A5C\u0A5E\u0A72-\u0A74\u0A85-\u0A8B\u0A8D\u0A8F-\u0A91\u0A93-
\u0AA8\u0AAA-\u0AB0\u0AB2-\u0AB3\u0AB5-\u0AB9\u0ABD\u0AE0\u0B05-\u0B0C\u0B0F-\u0B10\u0B13-
\u0B28\u0B2A-\u0B30\u0B32-\u0B33\u0B36-\u0B39\u0B3D\u0B5C-\u0B5D\u0B5F-\u0B61\u0B85-
\u0B8A\u0B8E-\u0B90\u0B92-\u0B95\u0B99-\u0B9A\u0B9C\u0B9E-\u0B9F\u0BA3-\u0BA4\u0BA8-
\u0BAA\u0BAE-\u0BB5\u0BB7-\u0BB9\u0C05-\u0C0C\u0C0E-\u0C10\u0C12-\u0C28\u0C2A-\u0C33\u0C35-
\u0C39\u0C60-\u0C61\u0C85-\u0C8C\u0C8E-\u0C90\u0C92-\u0CA8\u0CAA-\u0CB3\u0CB5-
\u0CB9\u0CDE\u0CE0-\u0CE1\u0D05-\u0D0C\u0D0E-\u0D10\u0D12-\u0D28\u0D2A-\u0D39\u0D60-
\u0D61\u0E01-\u0E2E\u0E30\u0E32-\u0E33\u0E40-\u0E45\u0E81-\u0E82\u0E84\u0E87-
\u0E88\u0E8A\u0E8D\u0E94-\u0E97\u0E99-\u0E9F\u0EA1-\u0EA3\u0EA5\u0EA7\u0EAA-\u0EAB\u0EAD-
\u0EAE\u0EB0\u0EB2-\u0EB3\u0EBD\u0EC0-\u0EC4\u0F40-\u0F47\u0F49-\u0F69\u10A0-\u10C5\u10D0-
\u10F6\u1100\u1102-\u1103\u1105-\u1107\u1109\u110B-\u110C\u110E-
\u1112\u113C\u113E\u1140\u114C\u114E\u1150\u1154-\u1155\u1159\u115F-
\u1161\u1163\u1165\u1167\u1169\u116D-\u116E\u1172-\u1173\u1175\u119E\u11A8\u11AB\u11AE-
\u11AF\u11B7-\u11B8\u11BA\u11BC-\u11C2\u11EB\u11F0\u11F9\u1E00-\u1E9B\u1EA0-\u1EF9\u1F00-
\u1F15\u1F18-\u1F1D\u1F20-\u1F45\u1F48-\u1F4D\u1F50-\u1F57\u1F59\u1F5B\u1F5D\u1F5F-\u1F7D\u1F80-
\u1FB4\u1FB6-\u1FBC\u1FBE\u1FC2-\u1FC4\u1FC6-\u1FCC\u1FD0-\u1FD3\u1FD6-\u1FDB\u1FE0-
\u1FEC\u1FF2-\u1FF4\u1FF6-\u1FFC\u2126\u212A-\u212B\u212E\u2180-\u2182\u3041-\u3094\u30A1-
\u30FA\u3105-\u312C\uAC00-\uD7A3]

Ideographic=[\u4E00-\u9FA5\u3007\u3021-\u3029]

```



CombiningChar=[\u0300-\u0345\u0360-\u0361\u0483-\u0486\u0591-\u05A1\u05A3-\u05B9\u05BB-\u05BD\u05BF\u05C1-\u05C2\u05C4\u064B-\u0652\u0670\u06D6-\u06DC\u06DD-\u06DF\u06E0-\u06E4\u06E7-\u06E8\u06EA-\u06ED\u0901-\u0903\u093C\u093E-\u094C\u094D\u0951-\u0954\u0962-\u0963\u0981-\u0983\u09BC\u09BE\u09BF\u09C0-\u09C4\u09C7-\u09C8\u09CB-\u09CD\u09D7\u09E2-\u09E3\u0A02\u0A3C\u0A3E\u0A3F\u0A40-\u0A42\u0A47-\u0A48\u0A4B-\u0A4D\u0A70-\u0A71\u0A81-\u0A83\u0ABC\u0ABE-\u0AC5\u0AC7-\u0AC9\u0ACB-\u0ACD\u0B01-\u0B03\u0B3C\u0B3E-\u0B43\u0B47-\u0B48\u0B4B-\u0B4D\u0B56-\u0B57\u0B82-\u0B83\u0BBE-\u0BC2\u0BC6-\u0BC8\u0BCA-\u0BCD\u0BD7\u0C01-\u0C03\u0C3E-\u0C44\u0C46-\u0C48\u0C4A-\u0C4D\u0C55-\u0C56\u0C82-\u0C83\u0CBE-\u0CC4\u0CC6-\u0CC8\u0CCA-\u0CCD\u0CD5-\u0CD6\u0D02-\u0D03\u0D3E-\u0D43\u0D46-\u0D48\u0D4A-\u0D4D\u0D57\u0E31\u0E34-\u0E3A\u0E47-\u0E4E\u0EB1\u0EB4-\u0EB9\u0EBB-\u0EBC\u0EC8-\u0ECD\u0F18-\u0F19\u0F35\u0F37\u0F39\u0F3E\u0F3F\u0F71-\u0F84\u0F86-\u0F8B\u0F90-\u0F95\u0F97\u0F99-\u0FAD\u0FB1-\u0FB7\u0FB9\u20D0-\u20DC\u20E1\u302A-\u302F\u3099\u309A]

Digit=[\u0030-\u0039\u0660-\u0669\u06F0-\u06F9\u0966-\u096F\u09E6-\u09EF\u0A66-\u0A6F\u0AE6-\u0AEF\u0B66-\u0B6F\u0BE7-\u0BEF\u0C66-\u0C6F\u0CE6-\u0CEF\u0D66-\u0D6F\u0E50-\u0E59\u0ED0-\u0ED9\u0F20-\u0F29]

Extender=[\u00B7\u02D0\u02D1\u0387\u0640\u0E46\u0EC6\u3005\u3031-\u3035\u309D-\u309E\u30FC-\u30FE]

NCName={({Letter}}|"\_"){NCNameStartChar}({NCNameChar})\*

NCNameChar={Letter}|{Digit}|"."-|\_|{CombiningChar}|{Extender}|{NCNameStartChar}|\u00B7|[\u0300-\u036F]|[\u203F-\u2040]|[\u0130-\u0136]

NCNameStartChar=[\u0041-\u005A\u0061-\u007A\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u02FF\u0370-\u037D\u037F-\u1FFF\u200C-\u200D\u2070-\u218F\u2C00-\u2FEF\u3001-\uD7FF\uF900-\uFDCF\uFDF0-\uFFFD]| \u005F |({HighSurrogate}{LowSurrogate})

HighSurrogate=[\uD800-\uDBFF]

LowSurrogate=[\uDC00-\uDFFF]

%%

```
"*"      { return disambiguateStar(); }
"/"      { return newSymbol(sym.SLASH); }
"+"      { return newSymbol(sym.PLUS); }
"-"      { return newSymbol(sym.MINUS); }
"div"    { return disambiguateOperator(sym.DIV); }
"mod"    { return disambiguateOperator(sym.MOD); }
"::"     { return newSymbol(sym.DCOLON); }
","      { return newSymbol(sym.COMMA); }
"@ "     { return newSymbol(sym.ATSIGN); }
".."     { return newSymbol(sym.DDOT); }
"|"      { return newSymbol(sym.VBAR); }
"$"      { return newSymbol(sym.DOLLAR); }
"//"     { return newSymbol(sym.DSLASH); }
"="      { return newSymbol(sym.EQ); }
```

```

"!="          { return newSymbol(sym.NE); }
"<"          { return newSymbol(sym.LT); }
">"          { return newSymbol(sym.GT); }
"<="         { return newSymbol(sym.LE); }
">="         { return newSymbol(sym.GE); }
"id"          { return disambiguateAxisOrFunction(sym.ID); }
"key"         { return disambiguateAxisOrFunction(sym.KEY); }
"text()"      { return newSymbol(sym.TEXT); }
"text"+[ \t\r\n\f]+"()" { return newSymbol(sym.TEXT); }
"node()"      { return newSymbol(sym.NODE); }
"node"+[ \t\r\n\f]+"()" { return newSymbol(sym.NODE); }
"comment()"   { return newSymbol(sym.COMMENT); }
"comment"+[ \t\r\n\f]+"()" { return newSymbol(sym.COMMENT); }
"processing-instruction" { return disambiguateAxisOrFunction(sym.PIPARAM); }
"processing-instruction()" { return newSymbol(sym.PI); }
"processing-instruction"+[ \t\r\n\f]+"()" { return newSymbol(sym.PI); }
"or"          { return disambiguateOperator(sym.OR); }
"and"         { return disambiguateOperator(sym.AND); }
"child"       { return disambiguateAxisOrFunction(sym.CHILD); }
"attribute"   { return disambiguateAxisOrFunction(sym.ATTRIBUTE); }
"ancestor"    { return disambiguateAxisOrFunction(sym.ANCESTOR); }
"ancestor-or-self" { return disambiguateAxisOrFunction(sym.ANCESTORORSELF); }
"descendant"  { return disambiguateAxisOrFunction(sym.DESCENDANT); }
"descendant-or-self" { return disambiguateAxisOrFunction(sym.DESCENDANTORSELF); }
"following"   { return disambiguateAxisOrFunction(sym.FOLLOWING); }
"following-sibling" { return disambiguateAxisOrFunction(sym.FOLLOWINGSIBLING); }
"namespace"   { return disambiguateAxisOrFunction(sym.NAMESPACE); }
"parent"      { return disambiguateAxisOrFunction(sym.PARENT); }
"preceding"   { return disambiguateAxisOrFunction(sym.PRECEDING); }
"preceding-sibling" { return disambiguateAxisOrFunction(sym.PRECEDINGSIBLING); }
"self"        { return disambiguateAxisOrFunction(sym.SELF); }
"["           { return newSymbol(sym.LBRACK); }
"]"           { return newSymbol(sym.RBRACK); }
"("           { return newSymbol(sym.LPAREN); }
")"           { return newSymbol(sym.RPAREN); }
"<PATTERN>"   { initialize(); return new Symbol(sym.PATTERN); }
"<EXPRESSION>" { initialize(); return new Symbol(sym.EXPRESSION); }
\[^\]*\      { return newSymbol(sym.Literal,
    yytext().substring(1, yytext().length() - 1)); }
\[^\]*\      { return newSymbol(sym.Literal,
    yytext().substring(1, yytext().length() - 1)); }
{Digit}+     { return newSymbol(sym.INT, new Long(yytext())); }
{Digit}+("."{Digit})*? { return newSymbol(sym.REAL, new Double(yytext())); }
"."{Digit}+  { return newSymbol(sym.REAL, new Double(yytext())); }
"."          { return newSymbol(sym.DOT); }
({NCName}":")?{NCName} { return newSymbol(sym.QNAME, yytext()); }
({NCName}":")?@"*      { return newSymbol(sym.QNAME, yytext()); }
({NCName}":")?@"*     { return newSymbol(sym.QNAME, yytext()); }

```

```
[ \t\r\n\f]      { /* ignore white space. */ }
.                { throw new Exception(yytext()); }
```

Found in path(s):

```
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xsltc/compiler/xpath.lex
```

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```
/*
```

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```

```
*/
```

```
/*
```

```
* $Id: XSLProcessorVersion.src 468640 2006-10-28 06:53:53Z minchau $
```

```
*/
```

```
package org.apache.xalan.processor;
```

```
/**
```

```
* Administrative class to keep track of the version number of
* the Xalan release.
* <P>See also: org/apache/xalan/res/XSLTInfo.properties</P>
* @deprecated To be replaced by org.apache.xalan.Version.getVersion()
* @xsl.usage general
```

```
*/
```

```
public class XSLProcessorVersion
```

```
{
```

```
/**
```

```
* Print the processor version to the command line.
*
* @param argv command line arguments, unused.
```

```
*/
```

```
public static void main(String argv[])
```

```
{
```

```
    System.out.println(S_VERSION);
```

```

}

/**
 * Constant name of product.
 */
public static final String PRODUCT = "Xalan";

/**
 * Implementation Language.
 */
public static final String LANGUAGE = "Java";

/**
 * Major version number.
 * Version number. This changes only when there is a
 *   significant, externally apparent enhancement from
 *   the previous release. 'n' represents the n'th
 *   version.
 *
 * Clients should carefully consider the implications
 * of new versions as external interfaces and behaviour
 * may have changed.
 */
public static final int VERSION = @version.VERSION@;

/**
 * Release Number.
 * Release number. This changes when:
 *   - a new set of functionality is to be added, eg,
 *     implementation of a new W3C specification.
 *   - API or behaviour change.
 *   - its designated as a reference release.
 */
public static final int RELEASE = @version.RELEASE@;

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */
public static final int MAINTENANCE = @version.MINOR@;

/**
 * Development Drop Number.

```

```

* Optional identifier designates development drop of
*   a specific release. D01 is the first development drop
*   of a new release.
*
*   Development drops are works in progress towards a
*   completed, final release. A specific development drop
*   may not completely implement all aspects of a new
*   feature, which may take several development drops to
*   complete. At the point of the final drop for the
*   release, the D suffix will be omitted.
*
*   Each 'D' drops can contain functional enhancements as
*   well as defect fixes. 'D' drops may not be as stable as
*   the final releases.
*/
public static final int DEVELOPMENT = 0;

/**
 * Version String like <CODE>"<B>Xalan</B> <B>Language</B>
 * v.r[.dd] <B>D</B>nn]"</CODE>.
 * <P>Semantics of the version string are identical to the Xerces project.</P>
 */
public static final String S_VERSION = PRODUCT+" "+LANGUAGE+" "
    +VERSION+"."+RELEASE+"."
    +(DEVELOPMENT > 0 ? ("D"+DEVELOPMENT)
    : (""+MAINTENANCE));
}

```

Found in path(s):

```

* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/processor/XSLProcessorVersion.src

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- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/trace/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/functions/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/client/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/domapi/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/extensions/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/operations/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/compiler/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/patterns/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/objects/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/axes/package.html
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/res/package.html

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```
*/  
// Proprietary, built in functions  
/** current function string (Proprietary). */
```

Found in path(s):

```
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xpath/compiler/Keywords.java
```

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*/
```

Found in path(s):

```
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xalan/transformer/QueuedEvents.java  
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xalan/xsltc/compiler/XslAttribute.java  
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xml/dtm/ref/NodeLocator.java  
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/ToStream.java  
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xalan/xsltc/runtime/MessageHandler.java  
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xalan/xsltc/dom/KeyIndex.java  
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/ElemDesc.java  
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xalan/templates/ElemForEach.java  
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xpath/patterns/ContextMatchStepPattern.java  
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xpath/res/XPATHErrorResources_zh.java  
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-  
jar/org/apache/xpath/functions/FuncBoolean.java
```

\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/NodeSetType.java  
\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/CurrentCall.java  
\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/TransformerHandlerImpl.java  
\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/When.java  
\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/SecuritySupport.java  
\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/axes/WalkingIteratorSorted.java  
\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemWhen.java  
\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages\_ja.java  
\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/StylesheetPIHandler.java  
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\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessageMessages\_ko.java  
\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/functions/Function.java  
\* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/XSLTSource.java  
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- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages\_ca.java
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- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Param.java
- \* /opt/cola/permits/1134796662\_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AttributeValueTemplate.java
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/\*

\* \$Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons/httpclient/src/java/org/apache/commons/httpclient/AutoCloseInputStream.java,v 1.9 2004/04/18 23:51:34 jsdever Exp \$

\* \$Revision: 291181 \$

\* \$Date: 2005-09-23 14:13:25 -0400 (Fri, 23 Sep 2005) \$

\*

\* =====

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\*

\*/

```
package org.apache.commons.httpclient;
```

```
import java.io.FilterInputStream;
```

```
import java.io.IOException;
```

```
import java.io.InputStream;
```

```
/**
```

```
* Closes an underlying stream as soon as the end of the stream is reached, and
```

```
* notifies a client when it has done so.
```

```
*
```

```
* @author Ortwin Glueck
```

```
* @author Eric Johnson
```

```
* @author <a href="mailto:mbowler@GargoyleSoftware.com">Mike Bowler</a>
```

```
*
```

```
* @since 2.0
```

```
*/
```

```
class AutoCloseInputStream extends FilterInputStream {
```

```
/**
```

```
* True if this stream is open. Assume that the underlying stream
```

```
* is open until we get an EOF indication.
```

```
*/
```

```
private boolean streamOpen = true;
```

```
/** True if the stream closed itself. */
```

```
private boolean selfClosed = false;
```

```
/**
```

```
* The watcher is notified when the contents of the stream have
```

```
* been exhausted
```

```
*/
```

```
private ResponseConsumedWatcher watcher = null;
```

```
/**
```

```
* Create a new auto closing stream for the provided connection
```

```
*
```

```
* @param in the input stream to read from
```



```

* @param watcher To be notified when the contents of the stream have been
* consumed.
*/
public AutoCloseInputStream(
    final InputStream in, final ResponseConsumedWatcher watcher) {
    super(in);
    this.watcher = watcher;
}

/**
* Reads the next byte of data from the input stream.
*
* @throws IOException when there is an error reading
* @return the character read, or -1 for EOF
*/
public int read() throws IOException {
    int l = -1;

    if (isReadAllowed()) {
        // underlying stream not closed, go ahead and read.
        l = super.read();
        checkClose(l);
    }

    return l;
}

/**
* Reads up to <code>len</code> bytes of data from the stream.
*
* @param b a <code>byte</code> array to read data into
* @param off an offset within the array to store data
* @param len the maximum number of bytes to read
* @return the number of bytes read or -1 for EOF
* @throws IOException if there are errors reading
*/
public int read(byte[] b, int off, int len) throws IOException {
    int l = -1;

    if (isReadAllowed()) {
        l = super.read(b, off, len);
        checkClose(l);
    }

    return l;
}

/**

```

```

* Reads some number of bytes from the input stream and stores them into the
* buffer array b.
*
* @param b a <code>byte</code> array to read data into
* @return the number of bytes read or -1 for EOF
* @throws IOException if there are errors reading
*/
public int read(byte[] b) throws IOException {
    int l = -1;

    if (isReadAllowed()) {
        l = super.read(b);
        checkClose(l);
    }
    return l;
}

/**
* Close the stream, and also close the underlying stream if it is not
* already closed.
* @throws IOException If an IO problem occurs.
*/
public void close() throws IOException {
    if (!selfClosed) {
        selfClosed = true;
        notifyWatcher();
    }
}

/**
* Close the underlying stream should the end of the stream arrive.
*
* @param readResult The result of the read operation to check.
* @throws IOException If an IO problem occurs.
*/
private void checkClose(int readResult) throws IOException {
    if (readResult == -1) {
        notifyWatcher();
    }
}

/**
* See whether a read of the underlying stream should be allowed, and if
* not, check to see whether our stream has already been closed!
*
* @return <code>true</code> if it is still OK to read from the stream.
* @throws IOException If an IO problem occurs.
*/

```

```

private boolean isReadAllowed() throws IOException {
    if (!streamOpen && selfClosed) {
        throw new IOException("Attempted read on closed stream.");
    }
    return streamOpen;
}

/**
 * Notify the watcher that the contents have been consumed.
 * @throws IOException If an IO problem occurs.
 */
private void notifyWatcher() throws IOException {
    if (streamOpen) {
        super.close();
        streamOpen = false;

        if (watcher != null) {
            watcher.responseConsumed();
        }
    }
}
}

```

## 1.21 binutils freebsd-release-10.4.0

### 1.21.1 Available under license :

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```

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This file will eventually be deleted: The general info will go into the documentation, and info on specific files will go into an AUTHORS file, as requested by the FSF.

+++++

Dean Elsner wrote the original gas for vax. [more details?]

Jay Fenlason maintained gas for a while, adding support for gdb-specific debug information and the 68k series machines, most of

the preprocessing pass, and extensive changes in messages.c, input-file.c, write.c.

K. Richard Pixley maintained gas for a while, adding various enhancements and many bug fixes, including merging support for several processors, breaking gas up to handle multiple object file format backends (including heavy rewrite, testing, an integration of the coff and b.out backends), adding configuration including heavy testing and verification of cross assemblers and file splits and renaming, converted gas to strictly ansi C including full prototypes, added support for m680[34]0 & cpu32, considerable work on i960 including a coff port (including considerable amounts of reverse engineering), a sparc opcode file rewrite, decstation, rs6000, and hp300hpux host ports, updated "know" assertions and made them work, much other reorganization, cleanup, and lint.

Ken Raeburn wrote the high-level BFD interface code to replace most of the code in format-specific I/O modules.

The original Vax-VMS support was contributed by David L. Kashtan. Eric Youngdale and Pat Rankin have done much work with it since.

The Intel 80386 machine description was written by Eliot Dresselhaus.

Minh Tran-Le at IntelliCorp contributed some AIX 386 support.

The Motorola 88k machine description was contributed by Devon Bowen of Buffalo University and Torbjorn Granlund of the Swedish Institute of Computer Science.

Keith Knowles at the Open Software Foundation wrote the original MIPS back end (tc-mips.c, tc-mips.h), and contributed Rose format support that hasn't been merged in yet. Ralph Campbell worked with the MIPS code to support a.out format.

Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors (tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format (obj-ieee), was written by Steve Chamberlain of Cygnus Solutions. Steve also modified the COFF back end (obj-coffbfd) to use BFD for some low-level operations, for use with the Hitachi, 29k and Zilog targets.

John Gilmore built the AMD 29000 support, added .include support, and simplified the configuration of which versions accept which pseudo-ops. He updated the 68k machine description so that Motorola's opcodes always produced fixed-size instructions (e.g. jsr), while synthetic instructions remained shrinkable (jbsr). John fixed many bugs, including true tested cross-compilation support, and one bug in

relaxation that took a week and required the proverbial one-bit fix.

Ian Lance Taylor of Cygnus Solutions merged the Motorola and MIT syntaxes for the 68k, completed support for some COFF targets (68k, i386 SVR3, and SCO Unix), wrote the ECOFF support based on Michael Meissner's mips-tfile program, wrote the PowerPC and RS/6000 support, and made a few other minor patches. He handled the binutils releases for versions 2.7 through 2.9.

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

Support for the HP9000/300 was contributed by Glenn Engel of HP.

Support for ELF format files has been worked on by Mark Eichin of Cygnus Solutions (original, incomplete implementation), Pete Hoogenboom at the University of Utah (HPPA mainly), Michael Meissner of the Open Software Foundation (i386 mainly), and Ken Raeburn of Cygnus Solutions (sparc, initial 64-bit support).

Several engineers at Cygnus Solutions have also provided many small bug fixes and configuration enhancements.

The initial Alpha support was contributed by Carnegie-Mellon University. Additional work was done by Ken Raeburn of Cygnus Solutions. Richard Henderson then rewrote much of the Alpha support.

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).

H.J. Lu has contributed many patches and much testing.

Alan Modra reworked much of the i386 backend, improving the error checking, updating the code, and improving the 16 bit support, using patches from the work of Martynas Kunigelis and H.J. Lu.

Many others have contributed large or small bugfixes and enhancements. If you've contributed significant work and are not mentioned on this list, and want to be, let us know. Some of the history has been lost; we aren't intentionally leaving anyone out.

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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

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5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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## 1.22 slf4j 1.7.5

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"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">

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  <head>
    <meta http-equiv="content-type" content="text/html; charset=iso-8859-1" />
    <title>SLF4J License</title>
    <link rel="stylesheet" type="text/css" media="screen" href="css/site.css" />
  </head>
  <body>
    <script type="text/javascript">prefix="";</script>

    <script src="templates/header.js" type="text/javascript"></script>
    <div id="left">
      <script src="templates/left.js" type="text/javascript"></script>
    </div>
    <div id="content">

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<script src="templates/footer.js" type="text/javascript"></script>

</div>

</body>

</html>

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## 1.23 python 2.7

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes

2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
2.7	2.6	2010	PSF	yes

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\* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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\* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.  
\* org.eclipse.jetty.orbit:javax.mail.glassfish

-----  
Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.  
<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

\* javax.servlet:javax.servlet-api  
\* javax.annotation:javax.annotation-api  
\* javax.transaction:javax.transaction-api  
\* javax.websocket:javax.websocket-api

-----  
Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

\* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

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MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el  
org.apache.tomcat:tomcat-jasper-el  
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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## 1.26 zlib 1.2.1

### 1.26.1 Available under license :

```
/* zlib.h -- interface of the 'zlib' general purpose compression library  
version 1.2.1, November 17th, 2003
```

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Jean-loup Gailly      Mark Adler  
jloup@gzip.org      madler@alumni.caltech.edu

The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://www.ietf.org/rfc/rfc1950.txt> (zlib format), [rfc1951.txt](http://www.ietf.org/rfc/rfc1951.txt) (deflate format) and [rfc1952.txt](http://www.ietf.org/rfc/rfc1952.txt) (gzip format).

\*/

## 1.27 jetty-util 9.4.16.v20190411

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Eclipse

The following artifacts are EPL.

\* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

\* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.

\* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

\* javax.servlet:javax.servlet-api

\* javax.annotation:javax.annotation-api

\* javax.transaction:javax.transaction-api

\* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

\* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api



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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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## 1.28 bzip2 1.0.4

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Julian Seward, Cambridge, UK.

jseward@bzip.org

bzip2/libbzip2 version 1.0.4 of 20 December 2006

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## 1.29 ipmi-tool 1.8.9

### 1.29.1 Available under license :

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2003-11-18 17:55:21 +0100.

It was downloaded from <URL:<http://ipmitool.sourceforge.net/>>

Upstream Author: Duncan Laurie <duncan@iceblink.org>

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## 1.30 tomcat-el-api 8.0.43

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## 1.32 bcmail 1.34.0

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```
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The End

## 1.41 procps 3.2.8 36.el6

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Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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## 1.42 libiconv 1.14

### 1.42.1 Available under license :

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(For example, a function in a library to compute square roots has

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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```

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```
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GNU LIBICONV - character set conversion library

This library provides an iconv() implementation, for use on systems which don't have one, or whose implementation cannot convert from/to Unicode.

It provides support for the encodings:

European languages

ASCII, ISO-8859-{1,2,3,4,5,7,9,10,13,14,15,16},  
KOI8-R, KOI8-U, KOI8-RU,  
CP{1250,1251,1252,1253,1254,1257}, CP{850,866,1131},  
Mac{Roman,CentralEurope,Iceland,Croatian,Romania},  
Mac{Cyrillic,Ukraine,Greek,Turkish},  
Macintosh

Semitic languages

ISO-8859-{6,8}, CP{1255,1256}, CP862, Mac{Hebrew,Arabic}

Japanese

EUC-JP, SHIFT\_JIS, CP932, ISO-2022-JP, ISO-2022-JP-2, ISO-2022-JP-1

Chinese

EUC-CN, HZ, GBK, CP936, GB18030, EUC-TW, BIG5, CP950, BIG5-HKSCS,  
BIG5-HKSCS:2004, BIG5-HKSCS:2001, BIG5-HKSCS:1999, ISO-2022-CN,  
ISO-2022-CN-EXT

Korean  
 EUC-KR, CP949, ISO-2022-KR, JOHAB

Armenian  
 ARMSII-8

Georgian  
 Georgian-Academy, Georgian-PS

Tajik  
 KOI8-T

Kazakh  
 PT154, RK1048

Thai  
 ISO-8859-11, TIS-620, CP874, MacThai

Laotian  
 MuleLao-1, CP1133

Vietnamese  
 VISCII, TCVN, CP1258

Platform specifics  
 HP-ROMAN8, NEXTSTEP

Full Unicode  
 UTF-8  
 UCS-2, UCS-2BE, UCS-2LE  
 UCS-4, UCS-4BE, UCS-4LE  
 UTF-16, UTF-16BE, UTF-16LE  
 UTF-32, UTF-32BE, UTF-32LE  
 UTF-7  
 C99, JAVA

Full Unicode, in terms of 'uint16\_t' or 'uint32\_t'  
 (with machine dependent endianness and alignment)  
 UCS-2-INTERNAL, UCS-4-INTERNAL

Locale dependent, in terms of 'char' or 'wchar\_t'  
 (with machine dependent endianness and alignment, and with OS and  
 locale dependent semantics)  
 char, wchar\_t  
 The empty encoding name "" is equivalent to "char": it denotes the  
 locale dependent character encoding.

When configured with the option `--enable-extra-encodings`, it also provides support for a few extra encodings:

European languages  
 CP{437,737,775,852,853,855,857,858,860,861,863,865,869,1125}

Semitic languages  
 CP864

Japanese  
 EUC-JISX0213, Shift\_JISX0213, ISO-2022-JP-3

Chinese  
 BIG5-2003 (experimental)

Turkmen

TDS565

Platform specifics

ATARIST, RISCOS-LATIN1

It can convert from any of these encodings to any other, through Unicode conversion.

It has also some limited support for transliteration, i.e. when a character cannot be represented in the target character set, it can be approximated through one or several similarly looking characters. Transliteration is activated when "//TRANSLIT" is appended to the target encoding name.

libiconv is for you if your application needs to support multiple character encodings, but that support lacks from your system.

Installation

-----

As usual for GNU packages:

```
$ ./configure --prefix=/usr/local
$ make
$ make install
```

After installing GNU libiconv for the first time, it is recommended to recompile and reinstall GNU gettext, so that it can take advantage of libiconv.

On systems other than GNU/Linux, the iconv program will be internationalized only if GNU gettext has been built and installed before GNU libiconv. This means that the first time GNU libiconv is installed, we have a circular dependency between the GNU libiconv and GNU gettext packages, which can be resolved by building and installing either

- first libiconv, then gettext, then libiconv again,
- or (on systems supporting shared libraries, excluding AIX)
- first gettext, then libiconv, then gettext again.

Recall that before building a package for the second time, you need to erase the traces of the first build by running "make distclean".

This library can be built and installed in two variants:

- The library mode. This works on all systems, and uses a library 'libiconv.so' and a header file '<iconv.h>'. (Both are installed through "make install".)

To use it, simply #include <iconv.h> and use the functions.

To use it in an autoconfiguring package:

- If you don't use automake, append m4/iconv.m4 to your aclocal.m4 file.
- If you do use automake, add m4/iconv.m4 to your m4 macro repository.
- Add to the link command line of libraries and executables that use the functions the placeholder @LIBICONV@ (or, if using libtool for the link, @LTLIBICONV@). If you use automake, the right place for these additions are the \*\_LDADD variables.

Note that 'iconv.m4' is also part of the GNU gettext package, which installs it in /usr/local/share/aclocal/iconv.m4.

- The libc plug/override mode. This works on GNU/Linux, Solaris and OSF/1 systems only. It is a way to get good iconv support without having glibc-2.1. It installs a library 'preloadable\_libiconv.so'. This library can be used with LD\_PRELOAD, to override the iconv\* functions present in the C library.

On GNU/Linux and Solaris:

```
$ export LD_PRELOAD=/usr/local/lib/preloadable_libiconv.so
```

On OSF/1:

```
$ export _RLD_LIST=/usr/local/lib/preloadable_libiconv.so:DEFAULT
```

A program's source need not be modified, the program need not even be recompiled. Just set the LD\_PRELOAD environment variable, that's it!

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## Download

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<http://ftp.gnu.org/gnu/libiconv/libiconv-1.14.tar.gz>

## Homepage

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<http://www.gnu.org/software/libiconv/>

## Bug reports to

-----

<bug-gnu-libiconv@gnu.org>

Bruno Haible <bruno@clisp.org>

## 1.43 unbound 1.5.7

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## 1.44 commons-lang3 2.0

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\* /opt/cola/permits/1136703788\_1613865199.18/0/commons-lang-2-0-sources-3-jar/org/apache/commons/lang/RandomStringUtils.java  
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## 1.46 snake-yaml 1.18

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# This file contains a list of people who've made non-trivial  
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```
include/GL/glext.h
include/GL/glxext.h
include/GL/wglxext.h :
```

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# 1.51 dom 1.0

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\* used to check the 3 constraints against each complex type

\* (should be each model group):

\* Unique Particle Attribution, Particle Derivation (Restriction),

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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDHandler.java

\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DateDV.java

\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XMLSchemaValidator.java

\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/XSSimpleTypeDecl.java

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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDUniqueOrKeyTraverser.java

\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/dv/xs/MonthDayDV.java  
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jar/org/apache/xerces/impl/dv/xs/YearMonthDV.java  
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jar/org/apache/xerces/impl/xs/traversers/XSDKeyrefTraverser.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/dv/xs/DayDV.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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jar/org/apache/xerces/impl/xs/traversers/XSAttributeChecker.java  
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jar/org/apache/xerces/impl/dv/xs/AbstractDateTimeDV.java  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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jar/org/apache/xerces/dom3/as/ASModel.java  
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jar/org/apache/xerces/dom3/as/DocumentEditAS.java  
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jar/org/apache/xerces/dom3/as/DOMASWriter.java  
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jar/org/apache/xerces/dom3/as/ASDataType.java  
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jar/org/apache/xerces/dom3/as/ASObject.java  
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jar/org/apache/xerces/dom3/as/DocumentAS.java  
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jar/org/apache/xerces/dom3/as/ASContentModel.java  
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jar/org/apache/xerces/dom3/as/DOMImplementationAS.java  
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jar/org/apache/xerces/dom3/as/ASAttributeDeclaration.java  
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jar/org/apache/xerces/dom3/as/NodeEditAS.java  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom3/as/DOMASException.java  
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jar/org/apache/xerces/dom3/as/DOMASBuilder.java  
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jar/org/apache/xerces/dom3/as/ASEntityDeclaration.java

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jar/org/apache/xerces/xs/XSException.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/wml/dom/WMLInputElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/xs/models/XSCMLLeaf.java  
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jar/org/apache/xerces/impl/XMLNamespaceBinder.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/xs/XSModel.java  
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jar/org/apache/wml/WMLAnchorElement.java  
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jar/org/apache/xerces/dom/events/EventImpl.java  
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jar/org/apache/wml/dom/WMLFieldsetElementImpl.java  
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jar/org/apache/xerces/impl/dv/xs/FullDVFactory.java  
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jar/org/apache/xerces/dom/DeferredCommentImpl.java  
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jar/org/apache/xerces/xs/XSObjectList.java  
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jar/org/apache/html/dom/HTMLLegendElementImpl.java

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jar/org/apache/xerces/jaxp/datatype/SerializedXMLGregorianCalendar.java  
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jar/org/apache/html/dom/HTMLDOMImplementationImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/html/dom/HTMLAnchorElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/jaxp/validation/SimpleXMLSchema.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/xs/datatypes/XSDecimal.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/html/dom/HTMLIFrameElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/jaxp/validation/WeakReferenceXMLSchema.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/html/dom/HTMLDocumentImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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jar/org/apache/xerces/parsers/XPointerParserConfiguration.java  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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jar/org/apache/xerces/impl/dtd/XMLDTDLoader.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/wml/WMLSetvarElement.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/jaxp/validation/StAXDocumentHandler.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/xs/models/CMNodeFactory.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-

jar/org/apache/xerces/util/NamespaceSupport.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xml/serialize/XMLSerializer.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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jar/org/apache/xml/serialize/EncodingInfo.java  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
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\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/wml/WMLDOMImplementation.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/xs/datatypes/XSDateTime.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/RevalidationHandler.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/html/dom/HTMLDivElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/parsers/IntegratedParserConfiguration.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/dv/dtd/StringDatatypeValidator.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/html/dom/HTMLQuoteElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/wml/dom/WMLImgElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/xpath/regex/CaseInsensitiveMap.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/xs/util/XSGrammarPool.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/util/IntStack.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/dv/xs/SchemaDVFactoryImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/wml/dom/WMLTemplateElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/xni/grammars/XMLGrammarPool.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/wml/dom/WMLAnchorElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/parsers/DOMParser.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/TreeWalkerImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/wml/WMLIElement.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/wml/dom/WMLOptionElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-

jar/org/apache/html/dom/SecuritySupport.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/parsers/XMLGrammarCachingConfiguration.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/util/LocatorProxy.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/xs/models/CMBUILDER.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/util/DOMErrorHandlerWrapper.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/util/DOMEntityResolverWrapper.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/DOMConfigurationImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/html/dom/HTMLMapElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/util/EncodingMap.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/DeferredDOMImplementationImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/jaxp/validation/ReadOnlyGrammarPool.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/wml/WMLMetaElement.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/dv/DatatypeValidator.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/xs/XSAttributeDeclaration.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/html/dom/HTMLMenuElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/DOMErrorImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/xpointer/XPointerPart.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/DeferredCDATASectionImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/wml/WMLHeadElement.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/DeferredElementDefinitionImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/html/dom/HTMLImageElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/xs/XSNamespaceItem.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/ProcessingInstructionImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/jaxp/validation/Util.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-

jar/org/apache/wml/dom/WMLWmlElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/xpath/XPath.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/html/dom/HTMLScriptElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/xs/StringList.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/xni/XMLLocator.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/util/MessageFormatter.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/jaxp/validation/XMLSchema.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/DocumentFragmentImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/wml/dom/WMLCardElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/util/PrimeNumberSequenceGenerator.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/xs/SchemaSymbols.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/CharacterDataImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/dtd/DTDGrammar.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/dv/xs/UnionDV.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/html/dom/HTMLSelectElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/parsers/SecuritySupport.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/xinclude/XIncludeTextReader.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/dv/dtd/NMTOKENDatatypeValidator.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/RangeImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/parsers/CachingParserPool.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/NodeListCache.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/wml/WMLTdElement.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/jaxp/validation/JAXPValidationMessageFormatter.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/xs/opti/SchemaDOM.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-

jar/org/apache/html/dom/HTMLLIIndexElementImpl.java  
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jar/org/apache/xerces/impl/xs/identity/FieldActivator.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/EntityImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/dv/xs/HexBinaryDV.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/util/ParserConfigurationSettings.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/xni/XMLString.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/xs/util/XSNamedMap4Types.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/PSVIDocumentImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/xs/traversers/XSDAttributeGroupTraverser.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/xs/AttributePSVImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/stax/events/StartElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/parsers/DOMParserImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/xs/traversers/StAXSchemaParser.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/html/dom/HTMLCollectionImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/xs/opti/ElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/parsers/NonValidatingConfiguration.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/wml/dom/WMLStrongElementImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/util/JAXPNamespaceContextWrapper.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/dv/util/Base64.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/impl/dv/xs/DoubleDV.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/DOMNormalizer.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/jaxp/validation/XMLSchemaFactory.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/dom/ElementNSImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-  
jar/org/apache/xerces/jaxp/datatype/DurationImpl.java  
\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-



```
jar/org/apache/xerces/impl/dtd/models/DFAContentModel.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/opti/NodeImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/dom/WMLSetvarElementImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom/DeferredTextImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/parsers/XMLParser.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dtd/models/CMBinOp.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xs/datatypes/ByteList.java
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*/
/**
 * Checks if this content model has had its min/maxOccurs values reduced for
 * purposes of speeding up UPA. If so, this content model should not be used
 * for any purpose other than checking unique particle attribution
 *
 * @return a boolean that says whether this content has been compacted for UPA
 */
```

```
Found in path(s):
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/models/XSCMValidator.java
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```

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 \* limitations under the License.  
 \*/  
 /\*\*  
 \* DOM Level 3 LS CR - Experimental.  
 \* Create a new `LSParser`. The newly constructed parser may  
 \* then be configured by means of its `DOMConfiguration`  
 \* object, and used to parse documents by means of its `parse`  
 \* method.  
 \* @param mode The `mode` argument is either  
 \* `MODE_SYNCHRONOUS` or `MODE_ASYNCHRONOUS`, if  
 \* `mode` is `MODE_SYNCHRONOUS` then the  
 \* `LSParser` that is created will operate in synchronous  
 \* mode, if it's `MODE_ASYNCHRONOUS` then the  
 \* `LSParser` that is created will operate in asynchronous  
 \* mode.  
 \* @param schemaType An absolute URI representing the type of the schema  
 \* language used during the load of a `Document` using the  
 \* newly created `LSParser`. Note that no lexical checking  
 \* is done on the absolute URI. In order to create a  
 \* `LSParser` for any kind of schema types (i.e. the  
 \* `LSParser` will be free to use any schema found), use the value  
 \* `null`.  
 \* <p><b>Note:</b> For W3C XML Schema [[XML Schema Part 1](http://www.w3.org/TR/2001/REC-xmlschema-1-20010502)]  
 \* , applications must use the value  
 \* `"http://www.w3.org/2001/XMLSchema"`. For XML DTD [[XML 1.0](http://www.w3.org/TR/2000/REC-xml-20001006)],  
 \* applications must use the value  
 \* `"http://www.w3.org/TR/REC-xml"`. Other Schema languages  
 \* are outside the scope of the W3C and therefore should recommend an  
 \* absolute URI in order to use this method.  
 \* @return The newly created `LSParser` object. This  
 \* `LSParser` is either synchronous or asynchronous  
 \* depending on the value of the `mode` argument.  
 \* <p><b>Note:</b> By default, the newly created `LSParser`  
 \* does not contain a `DOMErrorHandler`, i.e. the value of  
 \* the "[parameter-error-  
 handler](http://www.w3.org/TR/2003/WD-DOM-Level-3-Core-20030609/core.html#parameter-error-handler)">

- \* `error-handler` configuration parameter is `null`. However, implementations
- \* may provide a default error handler at creation time. In that case,
- \* the initial value of the `"error-handler"` configuration
- \* parameter on the new created `LSParser` contains a
- \* reference to the default error handler.
- \* @exception DOMException
- \* `NOT_SUPPORTED_ERR`: Raised if the requested mode or schema type is
- \* not supported.

\*/

Found in path(s):

\* /opt/cola/permits/1217727294\_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/CoreDOMImplementationImpl.java

## 1.52 python 2.6.4

### 1.52.1 Available under license :

A C-program for MT19937, with initialization improved 2002/1/26.

Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)`  
or `init_by_array(init_key, key_length)`.

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.. highlightlang:: none

.. \_history-and-license:

\*\*\*\*\*

History and License

\*\*\*\*\*

History of the software

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl/>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us/>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to

form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation; see <http://www.zope.com/>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org/> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release        | Derived from | Year      | Owner      | GPL compatible? |
|----------------|--------------|-----------|------------|-----------------|
| 0.9.0 thru 1.2 | n/a          | 1991-1995 | CWI        | yes             |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes             |
| 1.6            | 1.5.2        | 2000      | CNRI       | no              |
| 2.0            | 1.6          | 2000      | BeOpen.com | no              |
| 1.6.1          | 1.6          | 2001      | CNRI       | no              |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no              |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes             |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes             |
| 2.2            | 2.1.1        | 2001      | PSF        | yes             |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes             |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes             |
| 2.2.1          | 2.2          | 2002      | PSF        | yes             |
| 2.2.2          | 2.2.1        | 2002      | PSF        | yes             |
| 2.2.3          | 2.2.2        | 2002-2003 | PSF        | yes             |
| 2.3            | 2.2.2        | 2002-2003 | PSF        | yes             |
| 2.3.1          | 2.3          | 2002-2003 | PSF        | yes             |
| 2.3.2          | 2.3.1        | 2003      | PSF        | yes             |

|                                 |       |      |     |     |  |
|---------------------------------|-------|------|-----|-----|--|
| 2.3.3                           | 2.3.2 | 2003 | PSF | yes |  |
| +-----+-----+-----+-----+-----+ |       |      |     |     |  |
| 2.3.4                           | 2.3.3 | 2004 | PSF | yes |  |
| +-----+-----+-----+-----+-----+ |       |      |     |     |  |
| 2.3.5                           | 2.3.4 | 2005 | PSF | yes |  |
| +-----+-----+-----+-----+-----+ |       |      |     |     |  |
| 2.4                             | 2.3   | 2004 | PSF | yes |  |
| +-----+-----+-----+-----+-----+ |       |      |     |     |  |
| 2.4.1                           | 2.4   | 2005 | PSF | yes |  |
| +-----+-----+-----+-----+-----+ |       |      |     |     |  |
| 2.4.2                           | 2.4.1 | 2005 | PSF | yes |  |
| +-----+-----+-----+-----+-----+ |       |      |     |     |  |
| 2.4.3                           | 2.4.2 | 2006 | PSF | yes |  |
| +-----+-----+-----+-----+-----+ |       |      |     |     |  |
| 2.4.4                           | 2.4.3 | 2006 | PSF | yes |  |
| +-----+-----+-----+-----+-----+ |       |      |     |     |  |
| 2.5                             | 2.4   | 2006 | PSF | yes |  |
| +-----+-----+-----+-----+-----+ |       |      |     |     |  |
| 2.5.1                           | 2.5   | 2007 | PSF | yes |  |
| +-----+-----+-----+-----+-----+ |       |      |     |     |  |
| 2.5.2                           | 2.5.1 | 2008 | PSF | yes |  |
| +-----+-----+-----+-----+-----+ |       |      |     |     |  |
| 2.5.3                           | 2.5.2 | 2008 | PSF | yes |  |
| +-----+-----+-----+-----+-----+ |       |      |     |     |  |
| 2.6                             | 2.5   | 2008 | PSF | yes |  |
| +-----+-----+-----+-----+-----+ |       |      |     |     |  |
| 2.6.1                           | 2.6   | 2008 | PSF | yes |  |
| +-----+-----+-----+-----+-----+ |       |      |     |     |  |

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Mersenne Twister

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The `:mod:'_random'` module includes code based on a download from <http://www.math.keio.ac.jp/matsumoto/MT2002/emt19937ar.html>. The following are the verbatim comments from the original code::

A C-program for MT19937, with initialization improved 2002/1/26.

Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)`  
or `init_by_array(init_key, key_length)`.

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<http://www.math.keio.ac.jp/matsumoto/emt.html>  
email: [matumoto@math.keio.ac.jp](mailto:matumoto@math.keio.ac.jp)

Sockets

-----

The `:mod:'socket'` module uses the functions, `:func:'getaddrinfo'`, and  
`:func:'getnameinfo'`, which are coded in separate source files from the WIDE  
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MD5 message digest algorithm

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L. Peter Deutsch  
ghost@aladdin.com

Independent implementation of MD5 (RFC 1321).

This code implements the MD5 Algorithm defined in RFC 1321, whose text is available at

<http://www.ietf.org/rfc/rfc1321.txt>

The code is derived from the text of the RFC, including the test suite (section A.5) but excluding the rest of Appendix A. It does not include any code or documentation that is identified in the RFC as being copyrighted.

The original and principal author of md5.h is L. Peter Deutsch <ghost@aladdin.com>. Other authors are noted in the change history that follows (in reverse chronological order):

2002-04-13 lpd Removed support for non-ANSI compilers; removed references to Ghostscript; clarified derivation from RFC 1321; now handles byte order either statically or dynamically.  
1999-11-04 lpd Edited comments slightly for automatic TOC extraction.  
1999-10-18 lpd Fixed typo in header comment (ansi2knr rather than md5); added conditionalization for C++ compilation from Martin Purschke <purschke@bnl.gov>.  
1999-05-03 lpd Original version.

Asynchronous socket services

-----

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Execution tracing

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UUencode and UUdecode functions

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Modified by Jack Jansen, CWI, July 1995:

- Use binascii module to do the actual line-by-line conversion between ascii and binary. This results in a 1000-fold speedup. The C version is still 5 times faster, though.
- Arguments more compliant with python standard

XML Remote Procedure Calls

-----

The :mod:'xmlrpc' module contains the following notice::

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test\_epoll

-----

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Select kqueue

-----

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Additional handlers for the logging package for Python. The core package is based on PEP 282 and comments thereto in comp.lang.python, and influenced by Apache's log4j system.

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/\* parsermodule.c

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- \*
- \* This module serves to replace the original parser module written
- \* by Guido. The functionality is not matched precisely, but the
- \* original may be implemented on top of this. This is desirable
- \* since the source of the text to be parsed is now divorced from
- \* this interface.
- \*
- \* Unlike the prior interface, the ability to give a parse tree
- \* produced by Python code as a tuple to the compiler is enabled by
- \* this module. See the documentation for more details.
- \*
- \* I've added some annotations that help with the lint code-checking
- \* program, but they're not complete by a long shot. The real errors
- \* that lint detects are gone, but there are still warnings with
- \* Py\_[X]DECREF() and Py\_[X]INCREC() macros. The lint annotations
- \* look like "NOTE(...)".
- \*/

## A. HISTORY OF THE SOFTWARE

=====

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release | Derived | Year | Owner | GPL-            |
|---------|---------|------|-------|-----------------|
|         | from    |      |       | compatible? (1) |

|                |           |           |            |         |
|----------------|-----------|-----------|------------|---------|
| 0.9.0 thru 1.2 |           | 1991-1995 | CWI        | yes     |
| 1.3 thru 1.5.2 | 1.2       | 1995-1999 | CNRI       | yes     |
| 1.6            | 1.5.2     | 2000      | CNRI       | no      |
| 2.0            | 1.6       | 2000      | BeOpen.com | no      |
| 1.6.1          | 1.6       | 2001      | CNRI       | yes (2) |
| 2.1            | 2.0+1.6.1 | 2001      | PSF        | no      |
| 2.0.1          | 2.0+1.6.1 | 2001      | PSF        | yes     |
| 2.1.1          | 2.1+2.0.1 | 2001      | PSF        | yes     |
| 2.2            | 2.1.1     | 2001      | PSF        | yes     |
| 2.1.2          | 2.1.1     | 2002      | PSF        | yes     |
| 2.1.3          | 2.1.2     | 2002      | PSF        | yes     |
| 2.2.1          | 2.2       | 2002      | PSF        | yes     |
| 2.2.2          | 2.2.1     | 2002      | PSF        | yes     |
| 2.2.3          | 2.2.2     | 2003      | PSF        | yes     |
| 2.3            | 2.2.2     | 2002-2003 | PSF        | yes     |
| 2.3.1          | 2.3       | 2002-2003 | PSF        | yes     |
| 2.3.2          | 2.3.1     | 2002-2003 | PSF        | yes     |
| 2.3.3          | 2.3.2     | 2002-2003 | PSF        | yes     |
| 2.3.4          | 2.3.3     | 2004      | PSF        | yes     |
| 2.3.5          | 2.3.4     | 2005      | PSF        | yes     |
| 2.4            | 2.3       | 2004      | PSF        | yes     |
| 2.4.1          | 2.4       | 2005      | PSF        | yes     |
| 2.4.2          | 2.4.1     | 2005      | PSF        | yes     |
| 2.4.3          | 2.4.2     | 2006      | PSF        | yes     |
| 2.4.4          | 2.4.3     | 2006      | PSF        | yes     |
| 2.5            | 2.4       | 2006      | PSF        | yes     |
| 2.5.1          | 2.5       | 2007      | PSF        | yes     |
| 2.5.2          | 2.5.1     | 2008      | PSF        | yes     |
| 2.5.3          | 2.5.2     | 2008      | PSF        | yes     |
| 2.6            | 2.5       | 2008      | PSF        | yes     |
| 2.6.1          | 2.6       | 2008      | PSF        | yes     |

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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## 1.53 perl 5.24.1

### 1.53.1 Available under license :

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

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---  
abstract: 'Build and install Perl modules'  
author:  
- 'Ken Williams <kwilliams@cpan.org>'  
- "Development questions, bug reports, and patches should be sent to the\nModule-Build mailing list at <module-  
build@perl.org>."  
build\_requires:  
File::Temp: 0.15  
Test::Harness: 3.16  
Test::More: 0.49  
generated\_by: 'Module::Build version 0.3608'  
license: gpl  
meta-spec:  
url: <http://module-build.sourceforge.net/META-spec-v1.4.html>  
version: 1.4  
name: Module-Build  
resources:  
MailingList: <mailto:module-build@perl.org>  
license: <http://dev.perl.org/licenses/>  
repository: <http://github.com/dagolden/module-build/>  
version: 3

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```

```
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Ty Coon, President of Vice
```

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```

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The End

```
#!perl
```

```
=head1 NAME
```

```
copyright.t
```

```
=head1 DESCRIPTION
```

Tests that the latest copyright years in the top-level README file and the C<perl -v> output match each other.

If the test fails, update at least one of README and perl.c so that they match reality.

Optionally you can pass the C<--now> option to check they are at the current year. This isn't checked by default, so that it doesn't fail for people working on older releases. It should be run before making a new release.

```
=cut
```

```
use strict;
```

```
use Config;
```

```
BEGIN { require './test.pl' }
```

```
if ( $Config{usecrosscompile} ) {
```

```
    skip_all( "Not all files are available during cross-compilation" );
```

```

}

my ($opt) = @ARGV;

my $readme_year = readme_year();
my $v_year = v_year();

# Check that both copyright dates are up-to-date, but only if requested, so
# that tests still pass for people intentionally working on older versions:
if ($opt eq '--now')
{
    my $current_year = (gmtime)[5] + 1900;
    is $v_year, $current_year, 'perl -v copyright includes current year';
    is $readme_year, $current_year, 'README copyright includes current year';
}

# Otherwise simply check that the two copyright dates match each other:
else
{
    is $readme_year, $v_year, 'README and perl -v copyright dates match';
}

done_testing;

sub readme_year
# returns the latest copyright year from the top-level README file
{

    open my $readme, '<', './README' or die "Opening README failed: $!";

    # The copyright message is the first paragraph:
    local $/ = "";
    my $copyright_msg = <$readme>;

    my ($year) = $copyright_msg =~ /\b(\d{4,})/s
        or die "Year not found in README copyright message '$copyright_msg'";

    $year;
}

sub v_year
# returns the latest copyright year shown in perl -v
{

    my $output = runperl switches => ['-v'];
    my ($year) = $output =~ /copyright 1987.*\b(\d{4,})/i

```

```
or die "Copyright statement not found in perl -v output '$output';
```

```
$year;  
}
```

## 1.54 expat 2.2.0

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# 69d355db5304c0f7f809a2edc054553e7142f016

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## 1.56 unbound 1.11.0-1

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@comment node-name, next, previous, up

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@item KCM credential cache.

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@heading Vincent Rijmen, Antoon Bosselaers, Paulo Barreto

AES in libcrypto

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rijndael-alg-fst.c

@version 3.0 (December 2000)

Optimised ANSI C code for the Rijndael cipher (now AES)

@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>

@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

@author Paulo Barreto <paulo.barreto@terra.com.br>

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DES core in libcrypto

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D3DES (V5.09) -

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lib/hcrypto/test\_dh.c

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## 1.63 bean-validation-api 1.1.0

## 1.64 zlib 1.2.11

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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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## 1.70 xmlunit-legacy 2.3.0

## 1.71 jackson 2.9.5

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# 1.77 stunnel 5.03

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# 1.78 cryptography 2.8-2.ph3

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```
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include/GL/glxext.h
include/GL/wglxext.h :
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Found in path(s):

```
* /opt/cola/permits/1001100689_1651084720.69/0/jetty-xml-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/xml/XmlConfiguration.java
* /opt/cola/permits/1001100689_1651084720.69/0/jetty-xml-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/xml/XmlAppendable.java
* /opt/cola/permits/1001100689_1651084720.69/0/jetty-xml-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/xml/ConfigurationProcessor.java
* /opt/cola/permits/1001100689_1651084720.69/0/jetty-xml-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/xml/ConfigurationProcessorFactory.java
* /opt/cola/permits/1001100689_1651084720.69/0/jetty-xml-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/xml/XmlParser.java
* /opt/cola/permits/1001100689_1651084720.69/0/jetty-xml-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/xml/package-info.java
```

## 1.85 golang-snappy

553a641470496b2327abcac10b36396bd98e45

c9

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Jan Mercl <0xjnm1@gmail.com>

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Marc-Antoine Ruel <maruel@chromium.org>

Nigel Tao <nigeltao@golang.org>

Rob Pike <r@golang.org>

Rodolfo Carvalho <rhcarvalho@gmail.com>

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 \*/

```
phpTypeInitMap ::= [
  "int": "0",
  "long": "0",
  "float": "0.0",
  "double": "0.0",
  "boolean": "false",
  default: "null"
]
```

```
// args must be <object-model-object>, <fields-resulting-in-STs>
```

```
ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<parser>
>>
```

```
ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage>;
<endif>
<header>
use Antlr\Antlr4\Runtime\Tree\ParseTreeListener;
```

```
/**
```

```

* This interface defines a complete listener for a parse tree produced by
* { @see <file.parserName> }.
*/
interface <file.grammarName>Listener extends ParseTreeListener {
  <file.listenerNames: {Iname |
/**
<if(file.listenerLabelRuleNames.(Iname))>
* Enter a parse tree produced by the `<Iname>`
* labeled alternative in { @see <file.parserName>::<file.listenerLabelRuleNames.(Iname)>() }.
<else>
* Enter a parse tree produced by { @see <file.parserName>::<Iname>() }.
<endif>
* @param $context The parse tree.
*/
public function enter<Iname; format="cap">(Context\<Iname; format="cap">Context $context) : void;
/**
<if(file.listenerLabelRuleNames.(Iname))>
* Exit a parse tree produced by the `<Iname>` labeled alternative
* in { @see <file.parserName>::<file.listenerLabelRuleNames.(Iname)>() }.
<else>
* Exit a parse tree produced by { @see <file.parserName>::<Iname>() }.
<endif>
* @param $context The parse tree.
*/
public function exit<Iname; format="cap">(Context\<Iname; format="cap">Context $context) : void;};
separator="\n">
}
>>

```

```

BaseListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage>;
<endif>
<header>

```

```

use Antlr\Antlr4\Runtime\ParserRuleContext;
use Antlr\Antlr4\Runtime\Tree\ErrorNode;
use Antlr\Antlr4\Runtime\Tree\TerminalNode;

```

```

/**
* This class provides an empty implementation of { @see <file.grammarName>Listener },
* which can be extended to create a listener which only needs to handle a subset
* of the available methods.
*/
class <file.grammarName>BaseListener implements <file.grammarName>Listener
{
  <file.listenerNames: {Iname |

```

```

/**
 * {@inheritDoc}
 *
 * The default implementation does nothing.
 */
public function enter<lname; format="cap">(Context\<lname; format="cap">Context $context) : void {}

```

```

/**
 * {@inheritDoc}
 *
 * The default implementation does nothing.
 */
public function exit<lname; format="cap">(Context\<lname; format="cap">Context $context) : void {};
separator="\n">

```

```

/**
 * {@inheritDoc}
 *
 * The default implementation does nothing.
 */
public function enterEveryRule(ParserRuleContext $context) : void {}

```

```

/**
 * {@inheritDoc}
 *
 * The default implementation does nothing.
 */
public function exitEveryRule(ParserRuleContext $context) : void {}

```

```

/**
 * {@inheritDoc}
 *
 * The default implementation does nothing.
 */
public function visitTerminal(TerminalNode $node) : void {}

```

```

/**
 * {@inheritDoc}
 *
 * The default implementation does nothing.
 */
public function visitErrorNode(ErrorNode $node) : void {}
}
>>

```

```

VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>

```

```

namespace <file.genPackage>;
<endif>

<header>
use Antlr\Antlr4\Runtime\Tree\ParseTreeVisitor;

/**
 * This interface defines a complete generic visitor for a parse tree produced by { @see <file.parserName> }.
 */
interface <file.grammarName>Visitor extends ParseTreeVisitor
{
    <file.visitorNames:{ lname |
/**
<if(file.visitorLabelRuleNames.(lname))>
 * Visit a parse tree produced by the `<lname>` labeled alternative
 * in { @see <file.parserName>::<file.visitorLabelRuleNames.(lname)>() }.
<else>
 * Visit a parse tree produced by { @see <file.parserName>::<lname>() }.
<endif>
 *
 * @param Context\<lname; format="cap">Context $context The parse tree.
 *
 * @return mixed The visitor result.
 */
public function visit<lname; format="cap">(Context\<lname; format="cap">Context $context);};
separator="\n\n"
}
>>

BaseVisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage>;
<endif>
<header>
use Antlr\Antlr4\Runtime\Tree\AbstractParseTreeVisitor;

/**
 * This class provides an empty implementation of { @see <file.grammarName>Visitor },
 * which can be extended to create a visitor which only needs to handle a subset
 * of the available methods.
 */
class <file.grammarName>BaseVisitor extends AbstractParseTreeVisitor implements <file.grammarName>Visitor
{
    <file.visitorNames:{ lname |
/**
 * { @inheritdoc }
 *

```

```

* The default implementation returns the result of calling
* { @see self::visitChildren() } on `context`.
*/
public function visit<Iname; format="cap">(Context\<Iname; format="cap">Context $context)
{
    return $this->visitChildren($context);
\}}; separator="\n\n">
}
>>

```

```

fileHeader(grammarFileName, ANTLRVersion) ::= <<
\<?php

/*
* Generated from <grammarFileName> by ANTLR <ANTLRVersion>
*/

>>

```

```

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

```

```

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
namespace<if(file.genPackage)> <file.genPackage><endif> {
<if(namedActions.header)><namedActions.header><endif>
use Antlr\Antlr4\Runtime\Atn\ATN;
use Antlr\Antlr4\Runtime\Atn\ATNDeserializer;
use Antlr\Antlr4\Runtime\Atn\ParserATNSimulator;
use Antlr\Antlr4\Runtime\Dfa\DFA;
use Antlr\Antlr4\Runtime\Error\Exceptions\FailedPredicateException;
use Antlr\Antlr4\Runtime\Error\Exceptions\NoViableAltException;
use Antlr\Antlr4\Runtime\PredictionContexts\PredictionContextCache;
use Antlr\Antlr4\Runtime\Error\Exceptions\RecognitionException;
use Antlr\Antlr4\Runtime\RuleContext;
use Antlr\Antlr4\Runtime\Token;
use Antlr\Antlr4\Runtime\TokenStream;
use Antlr\Antlr4\Runtime\Vocabulary;
use Antlr\Antlr4\Runtime\VocabularyImpl;
use Antlr\Antlr4\Runtime\RuntimeMetaData;
use Antlr\Antlr4\Runtime\Parser;
<if(namedActions.definitions)><namedActions.definitions><endif>

```

```

final class <parser.name> extends <superClass; null="Parser">
{
    <if(parser.tokens)>
    public const <parser.tokens>:{k | <k> = <parser.tokens.(k)>}; separator=", ", wrap, anchor;>
    <endif>
}

```



```

public const <parser.rules:{r | RULE_<r.name> = <r.index>}; separator=", ", wrap, anchor>;

/**
 * @var array<string>
 */
public const RULE_NAMES = [
<parser.ruleNames:{r | '<r>'}; separator=", ", wrap, anchor>
];

<vocabulary(parser.literalNames, parser.symbolicNames)>

<atn>
protected static $atn;
protected static $decisionToDFA;
protected static $sharedContextCache;
<if(namedActions.members)>

<namedActions.members>
<endif>

<parser:(ctor())>

private static function initialize() : void
{
if (self::$atn !== null) {
return;
}

RuntimeMetaData::checkVersion('<file.ANTLRVersion>', RuntimeMetaData::VERSION);

$atn = (new ATNDeserializer()->deserialize(self::SERIALIZED_ATN);

$decisionToDFA = [];
for ($i = 0, $count = $atn->getNumberOfDecisions(); $i < $count; $i++) {
$decisionToDFA[] = new DFA($atn->getDecisionState($i), $i);
}

self::$atn = $atn;
self::$decisionToDFA = $decisionToDFA;
self::$sharedContextCache = new PredictionContextCache();
}

public function getGrammarFileName() : string
{
return "<parser.grammarFileName>";
}

```

```

public function getRuleNames() : array
{
    return self::RULE_NAMES;
}

public function getSerializedATN() : string
{
    return self::SERIALIZED_ATN;
}

public function getATN() : ATN
{
    return self::$atn;
}

public function getVocabulary() : Vocabulary
{
    static $vocabulary;

    return $vocabulary = $vocabulary ?? new VocabularyImpl(self::LITERAL_NAMES, self::SYMBOLIC_NAMES);
}
<if(funcs)>

    <funcs; separator="\n\n">
<endif>
<if(sempredFuncs)>

public function sempred(?RuleContext $localContext, int $ruleIndex, int $predicateIndex) : bool
{
    switch ($ruleIndex) {
    <parser.sempredFuncs.values:{f}
    case <f.ruleIndex>:
        return $this->sempred<f.name; format="cap">($localContext, $predicateIndex);}; separator="\n\n">

        default:
            return true;
    }
}

    <sempredFuncs.values; separator="\n\n">
<endif>
}
}

namespace <if(file.genPackage)><file.genPackage>\<endif>Context {
    use Antlr\Antlr4\Runtime\ParserRuleContext;
    use Antlr\Antlr4\Runtime\Token;
    use Antlr\Antlr4\Runtime\Tree\ParseTreeVisitor;

```

```

use Antlr4\Antlr4\Runtime\Tree\TerminalNode;
use Antlr4\Antlr4\Runtime\Tree\ParseTreeListener;
use <if(file.genPackage)><file.genPackage>\<endif><parser.name>;
<if (file.genVisitor)>use <if(file.genPackage)><file.genPackage>\<endif><file.grammarName>Visitor;<endif>
<if (file.genListener)>use <if(file.genPackage)><file.genPackage>\<endif><file.grammarName>Listener;<endif>
<namedActions.contexts>

<funcs :{ func | <func.ruleCtx><if(func.altLabelCtxs)>

<func.altLabelCtxs:{l | <func.altLabelCtxs.(l)>; separator="\n\n"><endif> }; separator="\n\n">
}
>>

vocabulary(literalNames, symbolicNames) ::= <<
/**
 * @var array<string|null>
 */
private const LITERAL_NAMES = [
    <literalNames:{t | <t>; null="null", separator=", ", wrap, anchor>
];

/**
 * @var array<string>
 */
private const SYMBOLIC_NAMES = [
    <symbolicNames:{t | <t>; null="null", separator=", ", wrap, anchor>
];
>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>

public function action(?RuleContext $localContext, int $ruleIndex, int $actionIndex) : void
{
    switch ($ruleIndex) {
        <recog.actionFuncs.values:{f}
        case <f.ruleIndex>:
            $this->action<f.name; format="cap">($localContext, $actionIndex);
            break; }; separator="\n\n">
    }
}

<actionFuncs.values; separator="\n">
<endif>
<if(sempredFuncs)>

public function sempred(?RuleContext $localContext, int $ruleIndex, int $predicateIndex) : bool
{

```

```

switch ($ruleIndex) {
<recog.sempredFuncs.values:{f|
  case <f.ruleIndex>:
    return $this->sempred<f.name; format="cap">($localContext, $predicateIndex);}; separator="\n\n">
}

return true;
}
<sempredFuncs.values; separator="\n\n">
<endif>
>>

parser_ctor(p) ::= <<
public function __construct(TokenStream $input)
{
  parent::__construct($input);

  self::initialize();

  $this->interp = new ParserATNSimulator($this, self::$atn, self::$decisionToDFA, self::$sharedContextCache);
}
>>

/**
 * This generates a private method since the actionIndex is generated, making
 * an overriding implementation impossible to maintain.
 */
RuleActionFunction(r, actions) ::= <<
private function action<r.name; format="cap">(?<r.ctxType> $localContext, int $actionIndex) : void
{
  switch ($actionIndex) {
<actions:{index|
  case <index>:
<actions.(index)>

  break;}; separator="\n\n">
}
}
>>

/**
 * This generates a private method since the predicateIndex is generated, making
 * an overriding implementation impossible to maintain.
 */
RuleSempredFunction(r, actions) ::= <<
private function sempred<r.name; format="cap">(?Context\\<r.ctxType> $localContext, int $predicateIndex) : bool
{
  switch ($predicateIndex) {

```

```

<actions:{index|
  case <index>:
    return <actions.(index)>;}; separator="\n\n">
}

return true;
}
>>

```

```

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,exceptions,postamble)
::= <<
/**
 * @throws RecognitionException
 */
<if(currentRule.modifiers)><currentRule.modifiers:{f| <f> }><endif>public function <currentRule.name>(<args;
separator=", ">) : Context\|<currentRule.ctxType>
{
  $localContext = new Context\|<currentRule.ctxType>($this->ctx, $this->getState())<currentRule.args:{a| ,
$a.name}>);

  $this->enterRule($localContext, <currentRule.startState>, self::RULE_<currentRule.name>);
  <namedActions.init>
  <locals; separator="\n">

  try {
    <code>
    <postamble; separator="\n">
    <namedActions.after>
  }<if(exceptions)><exceptions; separator="\n"><else> catch (RecognitionException $exception) {
    $localContext->exception = $exception;
    $this->errorHandler->reportError($this, $exception);
    $this->errorHandler->recover($this, $exception);
  }<endif> finally {
    <finallyAction>
    $this->exitRule();
  }

  return $localContext;
}
>>

```

```

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble)
::= <<
/**
 * @throws RecognitionException
 */
<if(currentRule.modifiers)><currentRule.modifiers:{f| <f> }><endif>public function <currentRule.name>(<args;
separator=", ">) : Context\|<currentRule.ctxType>

```

```

{
return $this->recursive<currentRule.name; format="cap">(0<currentRule.args:{a | , <a.name>}>);
}

/**
 * @throws RecognitionException
 */
private function recursive<currentRule.name; format="cap">(int $precedence<args:{a | , <a>}>) :
Context\<currentRule.ctxType>
{
    $parentContext = $this->ctx;
    $parentState = $this->getState();
    $localContext = new Context\<currentRule.ctxType>($this->ctx, $parentState<currentRule.args:{a | ,
<a.name>}>);
    $previousContext = $localContext;
    $startState = <currentRule.startState>;
    $this->enterRecursionRule($localContext, <currentRule.startState>, self::RULE_<currentRule.name>,
$precedence);
    <namedActions.init>
    <locals; separator="\n">

    try {
        <code>
        <postamble; separator="\n">
        <namedActions.after>
    } catch (RecognitionException $exception) {
        $localContext->exception = $exception;
        $this->errorHandler->reportError($this, $exception);
        $this->errorHandler->recover($this, $exception);
    } finally {
        <finallyAction>
        $this->unrollRecursionContexts($parentContext);
    }

    return $localContext;
}
>>

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>$localContext = new
Context\<currentOuterMostAltCodeBlock.altLabel; format="cap">Context($localContext);<endif>
$this->enterOuterAlt($localContext, <currentOuterMostAltCodeBlock.alt.altNum>);
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
<locals; separator="\n">
<preamble; separator="\n">

```

```
<ops; separator="\n">
```

```
>>
```

```
LL1AltBlock(choice, preamble, alts, error) ::= <<
```

```
$this->setState(<choice.stateNumber>);
```

```
$this->errorHandler->sync($this);
```

```
<if(choice.label)><labelref(choice.label)> = $this->input->LT(1);<endif>
```

```
<preamble; separator="\n">
```

```
switch ($this->input->LA(1)) {
```

```
  <choice.altLook,alts:{look,alt| <cases(ttypes=look)>
```

```
  <alt>
```

```
  break;}; separator="\n\n">
```

```
default:
```

```
  <error>
```

```
}
```

```
>>
```

```
LL1OptionalBlock(choice, alts, error) ::= <<
```

```
$this->setState(<choice.stateNumber>);
```

```
$this->errorHandler->sync($this);
```

```
switch ($this->input->LA(1)) {
```

```
  <choice.altLook,alts:{look,alt| <cases(ttypes=look)>
```

```
  <alt>
```

```
  break;}; separator="\n\n">
```

```
default:
```

```
  break;
```

```
}
```

```
>>
```

```
LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
```

```
$this->setState(<choice.stateNumber>);
```

```
$this->errorHandler->sync($this);
```

```
<preamble; separator="\n">
```

```
if (<expr>) {
```

```
  <alts; separator="\n">
```

```
}
```

```
>>
```

```
LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
```

```
$this->setState(<choice.stateNumber>);
```

```
$this->errorHandler->sync($this);
```

```
<preamble; separator="\n">
```

```

while (<loopExpr>) {
  <alts; separator="\n">
  $this->setState(<choice.loopBackStateNumber>);
  $this->errorHandler->sync($this);
  <iteration>
}
>>

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
$this->setState(<choice.blockStartStateNumber>); <! alt block decision !>
$this->errorHandler->sync($this);

<preamble; separator="\n">
do {
  <alts; separator="\n">
  $this->setState(<choice.stateNumber>); <! loopback/exit decision !>
  $this->errorHandler->sync($this);
  <iteration>
} while (<loopExpr>);
>>

// LL(*) stuff

AltBlock(choice, preamble, alts, error) ::= <<
$this->setState(<choice.stateNumber>);
$this->errorHandler->sync($this);
<if(choice.label)><labelref(choice.label)> = $this->input->LT(1);<endif>
<preamble; separator="\n">

switch ($this->getInterpreter()->adaptivePredict($this->input, <choice.decision>, $this->ctx)) {
  <alts:{ alt |
case <i>:
  <alt>
break;}; separator="\n\n">
}
>>

OptionalBlock(choice, alts, error) ::= <<
$this->setState(<choice.stateNumber>);
$this->errorHandler->sync($this);

switch ($this->getInterpreter()->adaptivePredict($this->input, <choice.decision>, $this->ctx)) {
  <alts:{ alt |
  case <i><if(!choice.ast.greedy)>+1<endif>:
  <alt>
break;}; separator="\n\n">
}
>>

```



```

StarBlock(choice, alts, sync, iteration) ::= <<
$this->setState(<choice.stateNumber>);
$this->errorHandler->sync($this);

$alt = $this->getInterpreter()->adaptivePredict($this->input, <choice.decision>, $this->ctx);

while ($alt !== <choice.exitAlt> && $alt !== ATN::INVALID_ALT_NUMBER) {
if ($alt === 1<if(!choice.ast.greedy)>+1<endif>) {
<iteration>
<alts> <! should only be one !>
}

$this->setState(<choice.loopBackStateNumber>);
$this->errorHandler->sync($this);

$alt = $this->getInterpreter()->adaptivePredict($this->input, <choice.decision>, $this->ctx);
}
>>

PlusBlock(choice, alts, error) ::= <<
$this->setState(<choice.blockStartStateNumber>); <! alt block decision !>
$this->errorHandler->sync($this);

$alt = 1<if(!choice.ast.greedy)>+1<endif>;

do {
switch ($alt) {
<alts:{alt|
case <i><if(!choice.ast.greedy)>+1<endif>:
<alt>
break;}; separator="\n\n">
default:
<error>
}

$this->setState(<choice.loopBackStateNumber>); <! loopback/exit decision !>
$this->errorHandler->sync($this);

$alt = $this->getInterpreter()->adaptivePredict($this->input, <choice.decision>, $this->ctx);
} while ($alt !== <choice.exitAlt> && $alt !== ATN::INVALID_ALT_NUMBER);
>>

Sync(s) ::= "sync(<s.expecting.name>);"

ThrowNoViableAlt(t) ::= "throw new NoViableAltException($this);"

TestSetInline(s) ::= <<

```

```

<s.bitsets:{bits | <if(rest(rest(bits.ttypes))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" || ">
>>

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) === 0
>>

// produces smaller bytecode only when bits.ttypes contains more than two items
bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShiftVar(s.varName, bits.shift)>}) && ((1 \<< <offsetShiftVar(s.varName,
bits.shift)>) & (<bits.ttypes:{ttype | (1 \<< <offsetShiftConst(ttype, bits.shift)>}); separator=" | ">)) !== 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShiftVar(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<shiftAmount> - <offset>)<else><shiftAmount><endif>
%>
offsetShiftConst(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(self::<shiftAmount> - <offset>)<else>self::<shiftAmount><endif>
%>

// produces more efficient bytecode when bits.ttypes contains at most two items
bitsetInlineComparison(s, bits) ::= <%
<bits.ttypes:{ttype | $<s.varName> === self::<ttype>}; separator=" || ">
%>

cases(ttypes) ::= <<
<types:{t | case self::<t>}; separator="\n">
>>

InvokeRule(r, argExprsChunks) ::= <<
$this->setState(<r.stateNumber>);
<if(r.labels)><r.labels:{1 | <labelref(l)> = }><endif>$this-><if(r.ast.options.p)>recursive<r.name>;
format="cap"><else><r.name><endif>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)><endif><endif>
<argExprsChunks>);
>>

MatchToken(m) ::= <<
$this->setState(<m.stateNumber>);
<if(m.labels)><m.labels:{1 | <labelref(l)> = }><endif>$this->match(self::<m.name>);
>>

```

```
MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"
```

```
MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"
```

```
CommonSetStuff(m, expr, capture, invert) ::= <<  
$this->setState(<m.stateNumber>);
```

```
<if(m.labels)><m.labels:{1 | <labelref(l)> = }>$this->input->LT(1);<endif>  
<capture>
```

```
if (<if(invert)>$<m.varName> \<= 0 || <else>!<endif>(<expr>)) {  
    <if(m.labels)><m.labels:{1 | <labelref(l)> = }><endif>$this->errorHandler->recoverInline($this);  
} else {  
    if ($this->input->LA(1) === Token::EOF) {  
        $this->matchedEOF = true;  
    }  
}
```

```
$this->errorHandler->reportMatch($this);  
$this->consume();  
}  
>>
```

```
Wildcard(w) ::= <<  
$this->setState(<w.stateNumber>);  
<if(w.labels)><w.labels:{1 | <labelref(l)> = }><endif>$this->matchWildcard();  
>>
```

```
// ACTION STUFF
```

```
Action(a, foo, chunks) ::= "<chunks>"
```

```
ArgAction(a, chunks) ::= "<chunks>"
```

```
SemPred(p, chunks, failChunks) ::= <<  
$this->setState(<p.stateNumber>);
```

```
if (!(<chunks>)) {  
    throw new FailedPredicateException($this, <p.predicate><if(failChunks)>, <failChunks><elseif(p.msg)>,  
<p.msg><endif>);  
}  
>>
```

```
ExceptionClause(e, catchArg, catchAction) ::= <<  
catch (<catchArg>) {  
    <catchAction>  
}  
>>
```

```

// lexer actions are not associated with model objects

LexerSkipCommand() ::= "$this->skip();"
LexerMoreCommand() ::= "$this->more();"
LexerPopModeCommand() ::= "$this->popMode();"

LexerTypeCommand(arg, grammar) ::= "$this->type = <arg>);"
LexerChannelCommand(arg, grammar) ::= "$this->channel = <arg>);"
LexerModeCommand(arg, grammar) ::= "$this->mode = <arg>);"
LexerPushModeCommand(arg, grammar) ::= "$this->pushMode(<arg>);"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "$localContext-><a.name>"
LocalRef(a) ::= "$localContext-><a.name>"
RetValRef(a) ::= "$localContext-><a.name>"
QRetValRef(a) ::= "<ctx(a)-><a.dict-><a.name>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)-><t.name>"
LabelRef(t) ::= "<ctx(t)-><t.name>"
ListLabelRef(t) ::= "<ctx(t)-><ListLabelName(t.name)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)-><s.name> = <rhsChunks>);"

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "(<ctx(t)-><t.label> != null ? <ctx(t)-><t.label->getText() : null)"
TokenPropertyRef_type(t) ::= "(<ctx(t)-><t.label> != null ? <ctx(t)-><t.label->getType() : 0)"
TokenPropertyRef_line(t) ::= "(<ctx(t)-><t.label> != null ? <ctx(t)-><t.label->getLine() : 0)"
TokenPropertyRef_pos(t) ::= "(<ctx(t)-><t.label> != null ? <ctx(t)-><t.label->getCharPositionInLine() : 0)"
TokenPropertyRef_channel(t) ::= "(<ctx(t)-><t.label> != null ? <ctx(t)-><t.label->getChannel() : 0)"
TokenPropertyRef_index(t) ::= "(<ctx(t)-><t.label> != null ? <ctx(t)-><t.label->getTokenIndex() : 0)"
TokenPropertyRef_int(t) ::= "(<ctx(t)-><t.label> != null ? (int) <ctx(t)-><t.label->getText() : 0)"

RulePropertyRef_start(r) ::= "(<ctx(r)-><r.label> != null ? (<ctx(r)-><r.label->start) : null)"
RulePropertyRef_stop(r) ::= "(<ctx(r)-><r.label> != null ? (<ctx(r)-><r.label->stop) : null)"
RulePropertyRef_text(r) ::= "(<ctx(r)-><r.label> != null ? $this->input->getTextByTokens(<ctx(r)-><r.label->start, <ctx(r)-><r.label->stop) : null)"
RulePropertyRef_ctx(r) ::= "<ctx(r)-><r.label>"
RulePropertyRef_parser(r) ::= "\$this"

ThisRulePropertyRef_start(r) ::= "$localContext->start"
ThisRulePropertyRef_stop(r) ::= "$localContext->stop"
ThisRulePropertyRef_text(r) ::= "$this->input->getTextByTokens($localContext->start, $this->input->LT(-1))"
ThisRulePropertyRef_ctx(r) ::= "$localContext"
ThisRulePropertyRef_parser(r) ::= "$this"

NonLocalAttrRef(s) ::= "\$this->getInvokingContext(<s.ruleIndex>-><s.name>)"

```

```
SetNonLocalAttr(s, rhsChunks) ::= "\$this->getInvokingContext(<s.ruleIndex>)-><s.name> = <rhsChunks>";
```

```
AddToLabelList(a) ::= "<ctx(a.label)>-><a.listName>[] = <labelref(a.label)>";
```

```
TokenDecl(t) ::= "<TokenLabelType()> $<t.name>"
```

```
TokenTypeDecl(t) ::= ""
```

```
TokenListDecl(t) ::= "array $<t.name> = []"
```

```
RuleContextDecl(r) ::= "<r.ctxName> $<r.name>"
```

```
RuleContextListDecl(rdecl) ::= "array $<rdecl.name> = []"
```

```
AttributeDecl(d) ::= "<d.type> $<d.name><if(d.initValue)> = <d.initValue><endif>"
```

```
PropertiesDecl(struct) ::= <<
```

```
<if(struct.tokenListDecls)>
```

```
<struct.tokenListDecls : {d | /**
```

```
* @var array<Token>|null $<d.name>
```

```
*/
```

```
public $<d.name>;}; separator="\n\n">
```

```
<endif>
```

```
<if(struct.tokenDecls)>
```

```
<if(struct.tokenListDecls)>
```

```
<endif>
```

```
<struct.tokenDecls : {d | /**
```

```
* @var <TokenLabelType()>|null $<d.name>
```

```
*/
```

```
public $<d.name>;}; separator="\n\n">
```

```
<endif>
```

```
<if(struct.ruleContextDecls)>
```

```
<if(struct.tokenListDecls || struct.tokenDecls)>
```

```
<endif>
```

```
<struct.ruleContextDecls : {d | /**
```

```
* @var <d.ctxName>|null $<d.name>
```

```
*/
```

```
public $<d.name>;}; separator="\n\n">
```

```
<endif>
```

```
<if(struct.ruleContextListDecls)>
```

```
<if(struct.tokenListDecls || struct.tokenDecls || struct.ruleContextDecls)>
```

```
<endif>
```

```
<struct.ruleContextListDecls : {d | /**
```

```
* @var array<<d.ctxName>>|null $<d.name>
```

```
*/
```

```
public $<d.name>;}; separator="\n\n">
```

```
<endif>
```

```
<if(struct.attributeDecls)>
```

```
<if(struct.tokenListDecls || struct.tokenDecls || struct.ruleContextDecls || struct.ruleContextListDecls)>
```

```

<endif>
<struct.attributeDecls : {d | /**
* @var <d.type><if(!d.initValue)>|null<endif> $<d.name>
*/
public $<d.name><if(d.initValue)> = <d.initValue><endif>;}; separator="\n\n">
<endif>

```

```
>>
```

```

ContextTokenGetterDecl(t) ::= <<
public function <t.name>() : ?TerminalNode
{
    return $this->getToken(<parser.name>::<t.name>, 0);
}
>>

```

```

ContextTokenListGetterDecl(t) ::= <<
>>

```

```

ContextTokenListIndexedGetterDecl(t) ::= <<
/**
* @return array<TerminalNode>|TerminalNode|null
*/
public function <t.name>(int $index = null)
{
    if ($index === null) {
        return $this->getTokens(<parser.name>::<t.name>);
    }

    return $this->getToken(<parser.name>::<t.name>, $index);
}
>>

```

```

ContextRuleGetterDecl(r) ::= <<
public function <r.name>() : ?<r.ctxName>
{
    return $this->getTypedRuleContext(<r.ctxName>::class, 0);
}
>>

```

```

ContextRuleListGetterDecl(r) ::= <<
>>

```

```

ContextRuleListIndexedGetterDecl(r) ::= <<
/**
* @return array<<r.ctxName>>|<r.ctxName>|null
*/
public function <r.name>(int $index = null)

```

```

{
if ($index === null) {
return $this->getTypedRuleContexts(<r.ctxName>::class);
}

return $this->getTypedRuleContext(<r.ctxName>::class, $index);
}
>>

LexerRuleContext() ::= "RuleContext"

/**
 * The rule context name is the rule followed by a suffix; e.g., r becomes rContext.
 */
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "<tokenName>"
ImplicitRuleLabel(ruleName) ::= "<ruleName>"
ImplicitSetLabel(id) ::= "_tset<id>"
ListLabelName(label) ::= "<label>"

CaptureNextToken(d) ::= "$<d.varName> = \$this->input->LT(1);"
CaptureNextTokenType(d) ::= "$<d.varName> = $this->input->LA(1);"

StructDecl(struct,ctorAttrs,attrs, getters,dispatchMethods,interfaces,extensionMembers) ::= <<
class <struct.name> extends
<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif><if(interfaces)> implements
<interfaces; separator=", "><endif>
{
<PropertiesDecl(struct)>
public function __construct(?ParserRuleContext $parent, ?int $invokingState = null<ctorAttrs:{a | , ?<a> = null}>)
{
parent::__construct($parent, $invokingState);
<if(struct.ctorAttrs)>

<struct.ctorAttrs:{a | $this-><a.name> = $<a.name> ?? $this-><a.name>;}; separator="\n">
<endif>
}

public function getRuleIndex() : int
{
return <parser.name>::RULE_<struct.derivedFromName>;
}
<if(getters)>

<getters:{g | <g>;}; separator="\n\n">
<endif>
<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>

```

```

public function copyFrom(ParserRuleContext $context) : void
{
    parent::copyFrom($context);

    <struct.attrs:{a | $this-><a.name> = $context-><a.name>;}; separator="\n">
    }
<endif>
<if(dispatchMethods)>

    <dispatchMethods; separator="\n\n">
<endif>
<if(extensionMembers)>

    <extensionMembers; separator="\n\n">
<endif>
}
>>

```

```

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
class <struct.name> extends <struct.parentRule; format="cap">Context
{
    <PropertiesDecl(struct)>
    public function __construct(<struct.parentRule; format="cap">Context $context)
    {
        parent::__construct($context);

        $this->copyFrom($context);
    }
<if(getters)>

    <getters:{g | <g>;}; separator="\n\n">
<endif>
<if(dispatchMethods)>

    <dispatchMethods; separator="\n\n">
<endif>
}
>>

```

```

ListenerDispatchMethod(method) ::= <<
public function <if(method.isEnter)>enter<else>exit<endif>Rule(ParseTreeListener $listener) : void
{
    if ($listener instanceof <parser.grammarName>Listener) {
        $listener-><if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">($this);
    }
}
>>

```



```

VisitorDispatchMethod(method) ::= <<
public function accept(ParseTreeVisitor $visitor)
{
  if ($visitor instanceof <parser.grammarName>Visitor) {
    return $visitor->visit<struct.derivedFromName; format="cap">($this);
  }

  return $visitor->visitChildren($this);
}
>>

/** If we don't know location of label def x, use this template */
labelref(x) ::= "<if(!x.isLocal)>$localContext-><endif><x.name>"

/** For any action chunk, what is correctly-typed context struct ptr? */
ctx(actionChunk) ::= "$localContext"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec) ::= "\$this->precpred(\$this->ctx, <opPrec>)"

recRuleSetReturnAction(src,name) ::= "\$<name> = \$<src-><name>;"

recRuleSetStopToken()      ::= "$this->ctx->stop = $this->input->LT(-1);"

recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<
$localContext = new Context\\<ctxName>Context($parentContext, $parentState);
<if(label)>
<if(isListLabel)>
$localContext-><label>[] = $previousContext;
<else>
$localContext-><label> = $previousContext;
<endif>
<endif>

$this->pushNewRecursionContext($localContext, $startState, self::RULE_<ruleName>);
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
$localContext = new Context\\<currentAltLabel; format="cap">Context(new Context\\<ruleName;
format="cap">Context($parentContext, $parentState));
<if(label)>
<if(isListLabel)>
$localContext-><label>[] = $previousContext;
<else>
$localContext-><label> = $previousContext;
<endif>
<endif>

```

```
$this->pushNewRecursionContext($localContext, $startState, self::RULE_<ruleName>);
```

```
>>
```

```
recRuleReplaceContext(ctxName) ::= <<
```

```
$localContext = new Context\<ctxName>Context($localContext);
```

```
$this->ctx = $localContext;
```

```
$previousContext = $localContext;
```

```
>>
```

```
recRuleSetPrevCtx() ::= <<
```

```
if ($this->getParseListeners() !== null) {
```

```
    $this->triggerExitRuleEvent();
```

```
}
```

```
$previousContext = $localContext;
```

```
>>
```

```
LexerFile(lexerFile, lexer, namedActions) ::= <<
```

```
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
```

```
<lexer>
```

```
>>
```

```
Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
```

```
namespace<if(lexerFile.genPackage)> <lexerFile.genPackage><endif> {
```

```
<if(namedActions.header)><namedActions.header><endif>
```

```
use Antlr\Antlr4\Runtime\Atn\ATNDeserializer;
```

```
use Antlr\Antlr4\Runtime\Atn\LexerATNSimulator;
```

```
use Antlr\Antlr4\Runtime\Lexer;
```

```
use Antlr\Antlr4\Runtime\CharStream;
```

```
use Antlr\Antlr4\Runtime\PredictionContexts\PredictionContextCache;
```

```
use Antlr\Antlr4\Runtime\RuleContext;
```

```
use Antlr\Antlr4\Runtime\Atn\ATN;
```

```
use Antlr\Antlr4\Runtime\Dfa\DFA;
```

```
use Antlr\Antlr4\Runtime\Vocabulary;
```

```
use Antlr\Antlr4\Runtime\RuntimeMetaData;
```

```
use Antlr\Antlr4\Runtime\VocabularyImpl;
```

```
<if(namedActions.definitions)><namedActions.definitions><endif>
```

```
final class <lexer.name> extends <superClass; null="Lexer">
```

```
{
```

```
<if(lexer.tokens)>
```

```
public const <lexer.tokens:{k | <k> = <lexer.tokens.(k)>}; separator=" ", wrap, anchor>;
```

```
<endif>
```

```
<if(lexer.channels)>
```

```
public const <lexer.channels:{c | <c> = <lexer.channels.(c)>}; separator=" ", wrap, anchor>;
```

```
<endif>
```

```

<if(rest(lexer.modes))>
public const <rest(lexer.modes):{m | <m>=<i>}; separator=", ", wrap, anchor>;
<endif>

/**
 * @var array<string>
 */
public const CHANNEL_NAMES = [
  'DEFAULT_TOKEN_CHANNEL', 'HIDDEN'<if (lexer.channels)>, <lexer.channels:{c | <c>}; separator=", ",
wrap, anchor><endif>
];

/**
 * @var array<string>
 */
public const MODE_NAMES = [
  <lexer.modes:{m | <m>}; separator=", ", wrap, anchor>
];

/**
 * @var array<string>
 */
public const RULE_NAMES = [
  <lexer.ruleNames:{r | <r>}; separator=", ", wrap, anchor>
];

<vocabulary(lexer.literalNames, lexer.symbolicNames)>

<atn>
protected static $atn;
protected static $decisionToDFA;
protected static $sharedContextCache;
<if(namedActions.members)>

  <namedActions.members>
<endif>

public function __construct(CharStream $input)
{
  parent::__construct($input);

  self::initialize();

  $this->interp = new LexerATNSimulator($this, self::$atn, self::$decisionToDFA, self::$sharedContextCache);
}

private static function initialize() : void

```

```

{
if (self::$atn !== null) {
return;
}

RuntimeMetaData::checkVersion('<lexerFile.ANTLRVersion>', RuntimeMetaData::VERSION);

$atn = (new ATNDeserializer()->deserialize(self::SERIALIZED_ATN);

$decisionToDFA = [];
for ($i = 0, $count = $atn->getNumberOfDecisions(); $i < $count; $i++) {
$decisionToDFA[] = new DFA($atn->getDecisionState($i), $i);
}

self::$atn = $atn;
self::$decisionToDFA = $decisionToDFA;
self::$sharedContextCache = new PredictionContextCache();
}

public static function vocabulary() : Vocabulary
{
static $vocabulary;

return $vocabulary = $vocabulary ?? new VocabularyImpl(self::LITERAL_NAMES, self::SYMBOLIC_NAMES);
}

public function getGrammarFileName() : string
{
return '<lexer.grammarFileName>';
}

public function getRuleNames() : array
{
return self::RULE_NAMES;
}

public function getSerializedATN() : string
{
return self::SERIALIZED_ATN;
}

/**
 * @return array<string>
 */
public function getChannelNames() : array
{
return self::CHANNEL_NAMES;
}
}

```

```

/**
 * @return array<string>
 */
public function getModeNames() : array
{
    return self::MODE_NAMES;
}

public function getATN() : ATN
{
    return self::$atn;
}

public function getVocabulary() : Vocabulary
{
    return self::vocabulary();
}
<dumpActions(lexer, "", actionFuncs, sempredFuncs)>
}
}
>>

SerializedATN(model) ::= <<
<if(rest(model.segments))>
/**
 * @var string
 */
private const SERIALIZED_ATN =
    <model.segments:{segment| "<segment; wrap={ " .<n>" }>" }; separator=" .\n">;
<else>
/**
 * @var string
 */
private const SERIALIZED_ATN =
    "<model.serialized; wrap={ " .<n> " }>";
<endif>
>>

/**
 * Using a type to init value map, try to init a type; if not in table
 * must be an object, default value is `null`.
 */
initValue(typeName) ::= <<
<phpTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".php"

```

Found in path(s):

```
* /opt/cola/permits/1020749546_1607585150.55/0/antlr-4-9-complete-  
jar/org/antlr/v4/tool/templates/codegen/PHP/PHP.stg
```

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```
/*
```

```
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```

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```

```
*/
```

```
atn(startState, states, edges, rankdir, decisionRanks, useBox) ::= <<
```

```
digraph ATN {
```

```
rankdir=LR;
```

```
<decisionRanks; separator="\n">
```

```
<states; separator="\n">
```

```
<edges; separator="\n">
```

```
}
```

```
>>
```

```
dfa(name, startState, states, edges, rankdir, decisionRanks, useBox) ::= <<
```

```
digraph <name> {
```

```
<if(rankdir)>rankdir=<rankdir>;<endif>
```

```

<decisionRanks; separator="\n">
<states; separator="\n">
<edges; separator="\n">
}
>>

decision-rank(states) ::= <<
{rank=same; rankdir=TB; <states:{s | s<s>}; separator=" "; ">}
>>

edge(src,target,label,arrowhead,transitionIndex) ::= <<
<src><if(transitionIndex)>p<transitionIndex><endif> -> <target> [fontsize=11, fontname="Courier", arrowsize=.7,
label = "<label>"<if(arrowhead)>, arrowhead = <arrowhead><endif>];
>>

action-edge(src,target,label,arrowhead,transitionIndex) ::= <<
<src><if(transitionIndex)>p<transitionIndex><endif> -> <target> [fontsize=11, fontname="Courier", arrowsize=.7,
label = "<label>"<if(arrowhead)>, arrowhead = <arrowhead><endif>];
>>

epsilon-edge(src,label,target,arrowhead,transitionIndex,loopback=false) ::= <<
<src><if(transitionIndex)>p<transitionIndex><endif> -> <target> [fontname="Times-Italic",
label="&epsilon;"<if(loopback)>, style="dashed"<endif>];
>>

state(state, label, name, transitions) ::= <%
<name>[fontsize=11,
label="
    <! rest(transition) tests for decision states: these nodes have a non-empty set of transitions after the first one. !>
    <if(rest(transitions))>
        {
            <! Label on the left side of the record node. !>
            <label>
            |
            <! Named ports in order on right side of record node, no display text. !>
            {<transitions:{t|\<p<i0>>}; separator="|">}}
        <else>
            <label>
        <endif>
    "
    <if(rest(transitions))>
        , shape=record, fixedsize=false
    <else>
        , shape=circle, fixedsize=true, width=.55
    <endif>
    , peripheries=1];
%>

```

```
stopstate(name,label,actionIndex,useBox) ::= <<
<name>[fontsize=11, label="<label><if(actionIndex)>,\naction:<actionIndex><endif>",
<if(useBox)>shape=polygon,sides=4,peripheries=2,fixedsized=false<else>shape=doublecircle, fixedsized=true,
width=.6<endif>];
>>
```

Found in path(s):

```
* /opt/cola/permits/1020749546_1607585150.55/0/antlr-4-9-complete-jar/org/antlr/v4/tool/templates/dot/graphs.stg
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/*
```

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```
*/
```

```
/*
```

```
This file contains the actual layout of the messages emitted by ANTLR.
```

```
The text itself is coming out of the languages/*stg files, according to the chosen locale.
```

```
This file contains the default format ANTLR uses.
```

```
*/
```

```
location(file, line, column) ::= "<file><(<line>,<column>)"
```

```
message(id, text) ::= "error <id> : <text>"
```

```
report(location, message, type) ::= "<location> : <type> <message.id> : <message.text>"
```



```
wantsSingleLineMessage() ::= "true"
```

Found in path(s):

```
* /opt/cola/permits/1020749546_1607585150.55/0/antlr-4-9-complete-  
jar/org/antlr/v4/tool/templates/messages/formats/vs2005.stg
```

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```
*/
```

```
/** templates used to generate make-compatible dependencies */
```

```
/** Generate "f : x, y, z" dependencies for input
```

```
* dependencies and generated files. in and out
```

```
* are File objects. For example, you can say
```

```
* <f.canonicalPath>
```

```
*/
```

```
dependencies(grammarFileName,in,out) ::= <<
```

```
<if(in)><grammarFileName>: <in; separator=", "><endif>
```

```
<out: { f | <f> : <grammarFileName> }; separator="\n">
```

>>

Found in path(s):

\* /opt/cola/permits/1020749546\_1607585150.55/0/antlr-4-9-complete-jar/org/antlr/v4/tool/templates/depend.stg  
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\*/

```
javaTypeInitMap ::= [
```

```
  "int": "0",
```

```
  "long": "0",
```

```
  "float": "0.0f",
```

```
  "double": "0.0",
```

```
  "boolean": "false",
```

```
  "byte": "0",
```

```
  "short": "0",
```

```
  "char": "0",
```

```
  default: "null" // anything other than a primitive type is an object
```

```
]
```

```
// args must be <object-model-object>, <fields-resulting-in-STs>
```

```
ParserFile(file, parser, namedActions, contextSuperClass) ::= <<  
<fileHeader(file.grammarFileName, file.ANTLRVersion)>  
<if(file.genPackage)>  
package <file.genPackage>;  
<endif>  
<namedActions.header>  
import org.antlr.v4.runtime.atn.*;  
import org.antlr.v4.runtime.dfa.DFA;  
import org.antlr.v4.runtime.*;  
import org.antlr.v4.runtime.misc.*;  
import org.antlr.v4.runtime.tree.*;  
import java.util.List;  
import java.util.Iterator;  
import java.util.ArrayList;  
  
<parser>  
>>
```

```
ListenerFile(file, header, namedActions) ::= <<  
<fileHeader(file.grammarFileName, file.ANTLRVersion)>  
<if(file.genPackage)>  
package <file.genPackage>;  
<endif>  
<header>  
import org.antlr.v4.runtime.tree.ParseTreeListener;
```

```
/**  
 * This interface defines a complete listener for a parse tree produced by  
 * { @link <file.parserName> }.  
 */  
public interface <file.grammarName>Listener extends ParseTreeListener {  
    <file.listenerNames> {Iname |  
/**  
    <if(file.listenerLabelRuleNames.(Iname))>  
    * Enter a parse tree produced by the { @code <Iname>\}  
    * labeled alternative in { @link <file.parserName>#<file.listenerLabelRuleNames.(Iname)>\}.  
    <else>  
    * Enter a parse tree produced by { @link <file.parserName>#<Iname>\}.  
    <endif>  
    * @param ctx the parse tree  
    */  
    void enter<Iname; format="cap">(<file.parserName>.<Iname; format="cap">Context ctx);  
/**  
    <if(file.listenerLabelRuleNames.(Iname))>  
    * Exit a parse tree produced by the { @code <Iname>\}  
    * labeled alternative in { @link <file.parserName>#<file.listenerLabelRuleNames.(Iname)>\}.  
    </if>  
}
```

```

<else>
* Exit a parse tree produced by { @link <file.parserName>#<lname>\}.
<endif>
* @param ctx the parse tree
*/
void exit<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx);}; separator="\n">
}
>>

BaseListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
package <file.genPackage>;
<endif>
<header>

import org.antlr.v4.runtime.ParserRuleContext;
import org.antlr.v4.runtime.tree.ErrorNode;
import org.antlr.v4.runtime.tree.TerminalNode;

/**
 * This class provides an empty implementation of { @link <file.grammarName>Listener },
 * which can be extended to create a listener which only needs to handle a subset
 * of the available methods.
 */
public class <file.grammarName>BaseListener implements <file.grammarName>Listener {
    <file.listenerNames:{lname |
/**
 * { @inheritDoc\}
 *
 * \<p>The default implementation does nothing.\</p>
 */
    @Override public void enter<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx) { \}
/**
 * { @inheritDoc\}
 *
 * \<p>The default implementation does nothing.\</p>
 */
    @Override public void exit<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx) { \} };
    separator="\n">

/**
 * { @inheritDoc\}
 *
 * \<p>The default implementation does nothing.\</p>
 */
    @Override public void enterEveryRule(ParserRuleContext ctx) { }
/**

```

```

* { @inheritDoc\}
*
* \<p>The default implementation does nothing.\</p>
*/
@Override public void exitEveryRule(ParserRuleContext ctx) { }
/**
* { @inheritDoc\}
*
* \<p>The default implementation does nothing.\</p>
*/
@Override public void visitTerminal(TerminalNode node) { }
/**
* { @inheritDoc\}
*
* \<p>The default implementation does nothing.\</p>
*/
@Override public void visitErrorNode(ErrorNode node) { }
}
>>

VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
package <file.genPackage>;
<endif>
<header>
import org.antlr.v4.runtime.tree.ParseTreeVisitor;

/**
* This interface defines a complete generic visitor for a parse tree produced
* by { @link <file.parserName> }.
*
* @param \<T> The return type of the visit operation. Use { @link Void } for
* operations with no return type.
*/
public interface <file.grammarName>Visitor\<T> extends ParseTreeVisitor\<T> {
<file.visitorNames:{Iname |
/**
<if(file.visitorLabelRuleNames.(Iname))>
* Visit a parse tree produced by the { @code <Iname>}
* labeled alternative in { @link <file.parserName>#<file.visitorLabelRuleNames.(Iname)>}.
<else>
* Visit a parse tree produced by { @link <file.parserName>#<Iname>}.
<endif>
* @param ctx the parse tree
* @return the visitor result
*/
T visit<Iname; format="cap">(<file.parserName>.<Iname; format="cap">Context ctx);}; separator="\n">

```

```

}
>>

BaseVisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
package <file.genPackage>;
<endif>
<header>
import org.antlr.v4.runtime.tree.AbstractParseTreeVisitor;

/**
 * This class provides an empty implementation of { @link <file.grammarName>Visitor},
 * which can be extended to create a visitor which only needs to handle a subset
 * of the available methods.
 *
 * @param \<T> The return type of the visit operation. Use { @link Void} for
 * operations with no return type.
 */
public class <file.grammarName>BaseVisitor\<T> extends AbstractParseTreeVisitor\<T> implements
<file.grammarName>Visitor\<T> {
    <file.visitorNames:{Iname |
/**
 * { @inheritDoc\}
 *
 * \<p>The default implementation returns the result of calling
 * { @link #visitChildren\} on { @code ctx\}.\</p>
 */
    @Override public T visit<Iname; format="cap">(<file.parserName>.<Iname; format="cap">Context ctx) { return
    visitChildren(ctx); \} }; separator="\n">
    }
>>

fileHeader(grammarFileName, ANTLRVersion) ::= <<
// Generated from <grammarFileName; format="java-escape"> by ANTLR <ANTLRVersion>
>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
@SuppressWarnings({"all", "warnings", "unchecked", "unused", "cast"})
public class <parser.name> extends <superClass; null="Parser"> {
    static { RuntimeMetaData.checkVersion("<file.ANTLRVersion>", RuntimeMetaData.VERSION); }

    protected static final DFA[] _decisionToDFA;
    protected static final PredictionContextCache _sharedContextCache =

```

```

new PredictionContextCache();
<if(parser.tokens)>
public static final int
  <parser.tokens:{k | <k>=<parser.tokens.(k)>}; separator=", ", wrap, anchor>;
<endif>
public static final int
  <parser.rules:{r | RULE_<r.name> = <r.index>}; separator=", ", wrap, anchor>;
private static String[] makeRuleNames() {
  return new String[] {
    <parser.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
  };
}
public static final String[] ruleNames = makeRuleNames();

<vocabulary(parser.literalNames, parser.symbolicNames)>

@Override
public String getGrammarFileName() { return "<parser.grammarFileName; format="java-escape">"; }

@Override
public String[] getRuleNames() { return ruleNames; }

@Override
public String getSerializedATN() { return _serializedATN; }

@Override
public ATN getATN() { return _ATN; }

<namedActions.members>
<parser:(ctor)()>
<funcs; separator="\n">

<if(sempredFuncs)>
public boolean sempred(RuleContext _localctx, int ruleIndex, int predIndex) {
  switch (ruleIndex) {
    <parser.sempredFuncs.values:{f}
  case <f.ruleIndex>:
    return <f.name>_sempred((<f.ctxType>)_localctx, predIndex);}; separator="\n">
  }
  return true;
}
<sempredFuncs.values; separator="\n">
<endif>

<atn>
}
>>

```

```

vocabulary(literalNames, symbolicNames) ::= <<
private static String[] makeLiteralNames() {
return new String[] {
<literalNames:{t | <t>}; null="null", separator=" ", wrap, anchor>
};
}
private static final String[] _LITERAL_NAMES = makeLiteralNames();
private static String[] makeSymbolicNames() {
return new String[] {
<symbolicNames:{t | <t>}; null="null", separator=" ", wrap, anchor>
};
}
private static final String[] _SYMBOLIC_NAMES = makeSymbolicNames();
public static final Vocabulary VOCABULARY = new VocabularyImpl(_LITERAL_NAMES,
_SYMBOLIC_NAMES);

/**
 * @deprecated Use {@link #VOCABULARY} instead.
 */
@Deprecated
public static final String[] tokenNames;
static {
tokenNames = new String[_SYMBOLIC_NAMES.length];
for (int i = 0; i < tokenNames.length; i++) {
tokenNames[i] = VOCABULARY.getLiteralName(i);
if (tokenNames[i] == null) {
tokenNames[i] = VOCABULARY.getSymbolicName(i);
}

if (tokenNames[i] == null) {
tokenNames[i] = "\<INVALID>";
}
}
}

@Override
@Deprecated
public String[] getTokenNames() {
return tokenNames;
}

@Override

public Vocabulary getVocabulary() {
return VOCABULARY;
}
>>

```



```

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
@Override
public void action(RuleContext _localctx, int ruleIndex, int actionIndex) {
    switch (ruleIndex) {
        <recog.actionFuncs.values: {f|
case <f.ruleIndex>:
    <f.name>_action((<f.ctxType>)_localctx, actionIndex);
    break;}; separator="\n">
    }
    }
<actionFuncs.values; separator="\n">
<endif>
<if(sempredFuncs)>
@Override
public boolean sempred(RuleContext _localctx, int ruleIndex, int predIndex) {
    switch (ruleIndex) {
        <recog.sempredFuncs.values: {f|
case <f.ruleIndex>:
    return <f.name>_sempred((<f.ctxType>)_localctx, predIndex);}; separator="\n">
    }
    return true;
    }
<sempredFuncs.values; separator="\n">
<endif>
>>

parser_ctor(p) ::= <<
public <p.name>(TokenStream input) {
    super(input);
    _interp = new ParserATNSimulator(this, _ATN, _decisionToDFA, _sharedContextCache);
}
>>

/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<
private void <r.name>_action(<r.ctxType> _localctx, int actionIndex) {
    switch (actionIndex) {
        <actions: {index|
case <index>:
    <actions.(index)>
    break;}; separator="\n">
    }
    }
>>

```

```

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleSempredFunction(r, actions) ::= <<
private boolean <r.name>_sempred(<r.ctxType> _localctx, int predIndex) {
    switch (predIndex) {
        <actions: {index|
case <index>:
return <actions.(index)>;}; separator="\n">
    }
    return true;
}
>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<

<ruleCtx>
<altLabelCtxs: {l | <altLabelCtxs.(l)>}; separator="\n">

<if(currentRule.modifiers)><currentRule.modifiers: {f | <f> }><else>public final <endif><currentRule.ctxType>
<currentRule.name><(args; separator=", ">) throws RecognitionException {
    <currentRule.ctxType> _localctx = new <currentRule.ctxType>(_ctx, getState())<currentRule.args: {a | ,
<a.name>}>);
    enterRule(_localctx, <currentRule.startState>, RULE_<currentRule.name>);
    <namedActions.init>
    <locals; separator="\n">
    try {
    <if(currentRule.hasLookaheadBlock)>
        int _alt;
    <endif>
        <code>
        <postamble; separator="\n">
        <namedActions.after>
    }
    <if(exceptions)>
    <exceptions; separator="\n">
    <else>
    catch (RecognitionException re) {
        _localctx.exception = re;
        _errHandler.reportError(this, re);
        _errHandler.recover(this, re);
    }
    <endif>
    finally {
        <finallyAction>
        exitRule();
    }
}

```

```

return _localctx;
}
>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
namedActions,finallyAction,postamble) ::=
<<

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>} ; separator="\n">

<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>public final <endif><currentRule.ctxType>
<currentRule.name><(args; separator=", "> throws RecognitionException {
return <currentRule.name><(0<currentRule.args:{a | , <a.name>}>>);
}

private <currentRule.ctxType> <currentRule.name><(int _p<args:{a | , <a>}>) throws RecognitionException {
ParserRuleContext _parentctx = _ctx;
int _parentState = getState();
<currentRule.ctxType> _localctx = new <currentRule.ctxType>(_ctx, _parentState<currentRule.args:{a | ,
<a.name>}>>);
<currentRule.ctxType> _prevctx = _localctx;
int _startState = <currentRule.startState>;
enterRecursionRule(_localctx, <currentRule.startState>, RULE_<currentRule.name>, _p);
<namedActions.init>
<locals; separator="\n">
try {
<if(currentRule.hasLookaheadBlock)>
int _alt;
<endif>
<code>
<postamble; separator="\n">
<namedActions.after>
}
catch (RecognitionException re) {
_localctx.exception = re;
_errHandler.reportError(this, re);
_errHandler.recover(this, re);
}
finally {
<finallyAction>
unrollRecursionContexts(_parentctx);
}
return _localctx;
}
>>

```

```

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<

```

```

<if(currentOuterMostAltCodeBlock.altLabel)>_localctx = new <currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(_localctx);<endif>
enterOuterAlt(_localctx, <currentOuterMostAltCodeBlock.alt.altNum>);
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

```

```

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
{
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
}
>>

```

```

LL1AltBlock(choice, preamble, alts, error) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
<if(choice.label)><labelref(choice.label)> = _input.LT(1);<endif>
<preamble; separator="\n">
switch (_input.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
<alt>
break;}; separator="\n">
default:
<error>
}
>>

```

```

LL1OptionalBlock(choice, alts, error) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
switch (_input.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
<alt>
break;}; separator="\n">
default:
break;
}
>>

```

```

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
<preamble; separator="\n">
if (<expr>) {
<alts; separator="\n">
}
<else if ( !(<followExpr>) ) <error>!>

```

>>

```
LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
  setState(<choice.stateNumber>);
  _errHandler.sync(this);
  <preamble; separator="\n">
  while (<loopExpr>) {
    <alts; separator="\n">
    setState(<choice.loopBackStateNumber>);
    _errHandler.sync(this);
    <iteration>
  }
>>
```

```
LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
  setState(<choice.blockStartStateNumber>); <! alt block decision !>
  _errHandler.sync(this);
  <preamble; separator="\n">
  do {
    <alts; separator="\n">
    setState(<choice.stateNumber>); <! loopback/exit decision !>
    _errHandler.sync(this);
    <iteration>
  } while ( <loopExpr> );
>>
```

// LL(\*) stuff

```
AltBlock(choice, preamble, alts, error) ::= <<
  setState(<choice.stateNumber>);
  _errHandler.sync(this);
  <if(choice.label)><labelref(choice.label)> = _input.LT(1);<endif>
  <preamble; separator="\n">
  switch ( getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx) ) {
    <alts:{ alt |
  case <i>:
    <alt>
    break;}; separator="\n">
  }
>>
```

```
OptionalBlock(choice, alts, error) ::= <<
  setState(<choice.stateNumber>);
  _errHandler.sync(this);
  switch ( getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx) ) {
    <alts:{ alt |
  case <i><if(!choice.ast.greedy)>+1<endif>:
    <alt>
```

```

break;}; separator="\n">
}
>>

```

```

StarBlock(choice, alts, sync, iteration) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
_alt = getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx);
while ( _alt!=<choice.exitAlt> && _alt!=org.antlr.v4.runtime.atn.ATN.INVALID_ALT_NUMBER ) {
if ( _alt==1<if(!choice.ast.greedy)>+1<endif> ) {
<iteration>
<alts>< ! should only be one !>
}
setState(<choice.loopBackStateNumber>);
_errHandler.sync(this);
_alt = getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx);
}
>>

```

```

PlusBlock(choice, alts, error) ::= <<
setState(<choice.blockStartStateNumber>); <! alt block decision !>
_errHandler.sync(this);
_alt = 1<if(!choice.ast.greedy)>+1<endif>;
do {
switch (_alt) {
<alts:{alt|
case <i><if(!choice.ast.greedy)>+1<endif>:
<alt>
break;}; separator="\n">
default:
<error>
}
setState(<choice.loopBackStateNumber>); <! loopback/exit decision !>
_errHandler.sync(this);
_alt = getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx);
} while ( _alt!=<choice.exitAlt> && _alt!=org.antlr.v4.runtime.atn.ATN.INVALID_ALT_NUMBER );
>>

```

```

Sync(s) ::= "sync(<s.expecting.name>);"

```

```

ThrowNoViableAlt(t) ::= "throw new NoViableAltException(this);"

```

```

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.ttypes)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>} ; separator=" || ">
>>

```

```

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test

```

```

testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) == 0
>>

// produces smaller bytecode only when bits.ttypes contains more than two items
bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShift(s.varName, bits.shift)>})> && ((1L \<< <offsetShift(s.varName, bits.shift)>) &
(<bits.ttypes:{ ttype | (1L \<< <offsetShift(ttype, bits.shift)>)}; separator=" | ">)) != 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShift(shiftAmount, offset) ::= <%
<if(!isZero.(offset))><shiftAmount> - <offset><else><shiftAmount><endif>
%>

// produces more efficient bytecode when bits.ttypes contains at most two items
bitsetInlineComparison(s, bits) ::= <%
<bits.ttypes:{ ttype | <s.varName>==<ttype>}; separator=" || ">
%>

cases(ttypes) ::= <<
<ttypes:{ t | case <t>: }; separator="\n">
>>

InvokeRule(r, argExprsChunks) ::= <<
setState(<r.stateNumber>);
<if(r.labels)><r.labels:{1 | <labelref(l)> =
}><endif><r.name><(if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)><endif><endif><argExprsChunks>
);
>>

MatchToken(m) ::= <<
setState(<m.stateNumber>);
<if(m.labels)><m.labels:{1 | <labelref(l)> = }><endif>match(<m.name>);
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
setState(<m.stateNumber>);
<if(m.labels)><m.labels:{1 | <labelref(l)> = }>_input.LT(1);<endif>
<capture>

```

```

if ( <if(invert)><m.varName> \<= 0 || <else>!<endif>(<expr>) ) {
  <if(m.labels)><m.labels:{1 | <labelref(1)> = (Token)}><endif>_errHandler.recoverInline(this);
}
else {
  if ( _input.LA(1)==Token.EOF ) matchedEOF = true;
  _errHandler.reportMatch(this);
  consume();
}
>>

```

```

Wildcard(w) ::= <<
  setState(<w.stateNumber>);
  <if(w.labels)><w.labels:{1 | <labelref(1)> = }><endif>matchWildcard();
>>

```

```
// ACTION STUFF
```

```
Action(a, foo, chunks) ::= "<chunks>"
```

```
ArgAction(a, chunks) ::= "<chunks>"
```

```

SemPred(p, chunks, failChunks) ::= <<
  setState(<p.stateNumber>);
  if (!<chunks>) throw new FailedPredicateException(this, <p.predicate><if(failChunks)>,
  <failChunks><elseif(p.msg)>, <p.msg><endif>);
>>

```

```

ExceptionClause(e, catchArg, catchAction) ::= <<
  catch (<catchArg>) {
    <catchAction>
  }
>>

```

```
// lexer actions are not associated with model objects
```

```
LexerSkipCommand() ::= "skip()";
```

```
LexerMoreCommand() ::= "more()";
```

```
LexerPopModeCommand() ::= "popMode()";
```

```
LexerTypeCommand(arg, grammar) ::= "_type = <arg>";
```

```
LexerChannelCommand(arg, grammar) ::= "_channel = <arg>";
```

```
LexerModeCommand(arg, grammar) ::= "_mode = <arg>";
```

```
LexerPushModeCommand(arg, grammar) ::= "pushMode(<arg>);"
```

```
ActionText(t) ::= "<t.text>"
```

```
ActionTemplate(t) ::= "<t.st>"
```

```
ArgRef(a) ::= "_localctx.<a.name>"
```

```
LocalRef(a) ::= "_localctx.<a.name>"
```



```

RetValRef(a) ::= "_localctx.<a.name>"
QRetValRef(a) ::= "<ctx(a)>.<a.dict>.<a.name>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.name>"
LabelRef(t) ::= "<ctx(t)>.<t.name>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.name)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.name> = <rhsChunks>";

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getText():null)"
TokenPropertyRef_type(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getType():0)"
TokenPropertyRef_line(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getLine():0)"
TokenPropertyRef_pos(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getCharPositionInLine():0)"
TokenPropertyRef_channel(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getChannel():0)"
TokenPropertyRef_index(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getTokenIndex():0)"
TokenPropertyRef_int(t) ::= "(<ctx(t)>.<t.label>!=null?Integer.valueOf(<ctx(t)>.<t.label>.getText()):0)"

RulePropertyRef_start(r) ::= "(<ctx(r)>.<r.label>!=null?(<ctx(r)>.<r.label>.start):null)"
RulePropertyRef_stop(r) ::= "(<ctx(r)>.<r.label>!=null?(<ctx(r)>.<r.label>.stop):null)"
RulePropertyRef_text(r) ::=
"(<ctx(r)>.<r.label>!=null?_input.getText(<ctx(r)>.<r.label>.start,<ctx(r)>.<r.label>.stop):null)"
RulePropertyRef_ctx(r) ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r) ::= "this"

ThisRulePropertyRef_start(r) ::= "_localctx.start"
ThisRulePropertyRef_stop(r) ::= "_localctx.stop"
ThisRulePropertyRef_text(r) ::= "_input.getText(_localctx.start, _input.LT(-1))"
ThisRulePropertyRef_ctx(r) ::= "_localctx"
ThisRulePropertyRef_parser(r) ::= "this"

NonLocalAttrRef(s) ::= "((<s.ruleName; format=\"cap\">Context)getInvokingContext(<s.ruleIndex>)).<s.name>"
SetNonLocalAttr(s, rhsChunks) ::=
"((<s.ruleName; format=\"cap\">Context)getInvokingContext(<s.ruleIndex>)).<s.name> = <rhsChunks>";

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.add(<labelref(a.label)>);"

TokenDecl(t) ::= "<TokenLabelType()> <t.name>"
TokenTypeDecl(t) ::= "int <t.name>;"
TokenListDecl(t) ::= "List<Token> <t.name> = new ArrayList<Token>()"
RuleContextDecl(r) ::= "<r.ctxName> <r.name>"
RuleContextListDecl(rdecl) ::= "List<<rdecl.ctxName>> <rdecl.name> = new ArrayList<<rdecl.ctxName>>()"

ContextTokenGetterDecl(t) ::=
"public TerminalNode <t.name>() { return getToken(<parser.name>.<t.name>, 0); }"
ContextTokenListGetterDecl(t) ::=
"public List<TerminalNode> <t.name>() { return getTokens(<parser.name>.<t.name>); }"

```

```

ContextTokenListIndexedGetterDecl(t) ::= <<
public TerminalNode <t.name>(int i) {
    return getToken(<parser.name>.<t.name>, i);
}
>>

ContextRuleGetterDecl(r) ::= <<
public <r.ctxName> <r.name>() {
    return getRuleContext(<r.ctxName>.class,0);
}
>>

ContextRuleListGetterDecl(r) ::= <<
public List<<r.ctxName>> <r.name>() {
    return getRuleContexts(<r.ctxName>.class);
}
>>

ContextRuleListIndexedGetterDecl(r) ::= <<
public <r.ctxName> <r.name>(int i) {
    return getRuleContext(<r.ctxName>.class,i);
}
>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
 * r becomes rContext.
 */
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "<tokenName>"
ImplicitRuleLabel(ruleName) ::= "<ruleName>"
ImplicitSetLabel(id) ::= "_tset<id>"
ListLabelName(label) ::= "<label>"

CaptureNextToken(d) ::= "<d.varName> = _input.LT(1);"
CaptureNextTokenType(d) ::= "<d.varName> = _input.LA(1);"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers)
::= <<
public static class <struct.name> extends
<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif><if(interfaces)> implements
<interfaces; separator=", "><endif> {
    <attrs:{a | public <a>;}; separator="\n">
    <getters:{g | <g>;}; separator="\n">
    <if(ctorAttrs)>public <struct.name>(ParserRuleContext parent, int invokingState) { super(parent, invokingState);
    }<endif>
    public <struct.name>(ParserRuleContext parent, int invokingState<ctorAttrs:{a | , <a>>}) {
        super(parent, invokingState);
        <struct.ctorAttrs:{a | this.<a.name> = <a.name>;}; separator="\n">

```

```

}
@Override public int getRuleIndex() { return RULE_<struct.derivedFromName>; }
<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
public <struct.name>() { }
public void copyFrom(<struct.name> ctx) {
    super.copyFrom(ctx);
    <struct.attrs:{a | this.<a.name> = ctx.<a.name>;}; separator="\n">
}
<endif>
<dispatchMethods; separator="\n">
<extensionMembers; separator="\n">
}
>>

```

```

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
public static class <struct.name> extends <currentRule.name; format="cap">Context {
    <attrs:{a | public <a>;}; separator="\n">
    <getters:{g | <g>;}; separator="\n">
    public <struct.name>(<currentRule.name; format="cap">Context ctx) { copyFrom(ctx); }
    <dispatchMethods; separator="\n">
}
>>

```

```

ListenerDispatchMethod(method) ::= <<
@Override
public void <if(method.isEnter)>enter<else>exit<endif>Rule(ParseTreeListener listener) {
    if ( listener instanceof <parser.grammarName>Listener )
        ((<parser.grammarName>Listener)listener).<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName;
format="cap">(this);
}
>>

```

```

VisitorDispatchMethod(method) ::= <<
@Override
public <T> T accept(ParseTreeVisitor<? extends T> visitor) {
    if ( visitor instanceof <parser.grammarName>Visitor ) return ((<parser.grammarName>Visitor<? extends
T>)visitor).visit<struct.derivedFromName; format="cap">(this);
    else return visitor.visitChildren(this);
}
>>

```

```

AttributeDecl(d) ::= "<d.type> <d.name><if(d.initValue)> = <d.initValue><endif>"

```

```

/** If we don't know location of label def x, use this template */
labelref(x) ::= "<if(!x.isLocal)>((<x.ctx.name>)_localctx).<endif><x.name>"

```

```

/** For any action chunk, what is correctly-typed context struct ptr? */
ctx(actionChunk) ::= "((<actionChunk.ctx.name>)_localctx)"

```

```

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec) ::= "precpred(_ctx, <opPrec>)"
recRuleSetReturnAction(src,name) ::= "$<name>=<src>.<name>;"
recRuleSetStopToken() ::= "_ctx.stop = _input.LT(-1);"

recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<
_localctx = new <ctxName>Context(_parentctx, _parentState);
<if(label)>
<if(isListLabel)>
_localctx.<label>.add(_prevctx);
<else>
_localctx.<label> = _prevctx;
<endif>
<endif>
<if(label)>_localctx.<label> = _prevctx;<endif>
pushNewRecursionContext(_localctx, _startState, RULE_<ruleName>);
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
_localctx = new <currentAltLabel; format="cap">Context(new <ruleName; format="cap">Context(_parentctx,
_parentState));
<if(label)>
<if(isListLabel)>
((<currentAltLabel; format="cap">Context)_localctx).<label>.add(_prevctx);
<else>
((<currentAltLabel; format="cap">Context)_localctx).<label> = _prevctx;
<endif>
<endif>
pushNewRecursionContext(_localctx, _startState, RULE_<ruleName>);
>>

recRuleReplaceContext(ctxName) ::= <<
_localctx = new <ctxName>Context(_localctx);
_ctx = _localctx;
_prevctx = _localctx;
>>

recRuleSetPrevCtx() ::= <<
if ( _parseListeners!=null ) triggerExitRuleEvent();
_prevctx = _localctx;
>>

LexerFile(lexerFile, lexer, namedActions) ::= <<
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
<if(lexerFile.genPackage)>
package <lexerFile.genPackage>;

```

```

<endif>
<namedActions.header>
import org.antlr.v4.runtime.Lexer;
import org.antlr.v4.runtime.CharStream;
import org.antlr.v4.runtime.Token;
import org.antlr.v4.runtime.TokenStream;
import org.antlr.v4.runtime.*;
import org.antlr.v4.runtime.atn.*;
import org.antlr.v4.runtime.dfa.DFA;
import org.antlr.v4.runtime.misc.*;

<lexer>
>>

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
@SuppressWarnings({"all", "warnings", "unchecked", "unused", "cast"})
public class <lexer.name> extends <superClass; null="Lexer"> {
    static { RuntimeMetaData.checkVersion("<lexerFile.ANTLRVersion>", RuntimeMetaData.VERSION); }

    protected static final DFA[] _decisionToDFA;
    protected static final PredictionContextCache _sharedContextCache =
        new PredictionContextCache();
    <if(lexer.tokens)>
    public static final int
    <lexer.tokens:{k | <k>=<lexer.tokens.(k)>}; separator=", ", wrap, anchor>;
    <endif>
    <if(lexer.channels)>
    public static final int
    <lexer.channels:{c | <c>=<lexer.channels.(c)>}; separator=", ", wrap, anchor>;
    <endif>
    <if(rest(lexer.modes)>
    public static final int
    <rest(lexer.modes){m | <m>=<i>}; separator=", ", wrap, anchor>;
    <endif>
    public static String[] channelNames = {
        "DEFAULT_TOKEN_CHANNEL", "HIDDEN" <if (lexer.channels)>, <lexer.channels:{c | "<c>"}; separator=", ",
wrap, anchor><endif>
    };

    public static String[] modeNames = {
    <lexer.modes:{m | "<m>"}; separator=", ", wrap, anchor>
    };

    private static String[] makeRuleNames() {
    return new String[] {
    <lexer.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
    };
    }

```

```

public static final String[] ruleNames = makeRuleNames();

<vocabulary(lexer.literalNames, lexer.symbolicNames)>

<namedActions.members>

public <lexer.name>(CharStream input) {
    super(input);
    _interp = new LexerATNSimulator(this, _ATN, _decisionToDFA, _sharedContextCache);
}

@Override
public String getGrammarFileName() { return "<lexer.grammarFileName>"; }

@Override
public String[] getRuleNames() { return ruleNames; }

@Override
public String getSerializedATN() { return _serializedATN; }

@Override
public String[] getChannelNames() { return channelNames; }

@Override
public String[] getModeNames() { return modeNames; }

@Override
public ATN getATN() { return _ATN; }

<dumpActions(lexer, "", actionFuncs, sempredFuncs)>
<atn>
}
>>

SerializedATN(model) ::= <<
<if(rest(model.segments))>
<! requires segmented representation !>
private static final int _serializedATNSegments = <length(model.segments)>;
<model.segments:{segment|private static final String _serializedATNSegment<i0> =
"<segment; wrap={" + <\n><\t>"}>";}; separator="\n">
public static final String _serializedATN = Utils.join(
    new String[] {
        <model.segments:{segment | _serializedATNSegment<i0>}; separator=",\n">
    },
    ""
);
<else>
<! only one segment, can be inlined !>

```

```

public static final String _serializedATN =
    "<model.serialized; wrap={"+<n><t>}>";
<endif>
public static final ATN _ATN =
    new ATNDeserializer().deserialize(_serializedATN.toCharArray());
static {
    _decisionToDFA = new DFA[_ATN.getNumberOfDecisions()];
    for (int i = 0; i < _ATN.getNumberOfDecisions(); i++) {
        _decisionToDFA[i] = new DFA(_ATN.getDecisionState(i), i);
    }
    <! org.antlr.v4.tool.DOTGenerator dot = new org.antlr.v4.tool.DOTGenerator(null);!>
    <! System.out.println(dot.getDOT(_ATN.decisionToState.get(0), ruleNames, false));!>
    <! System.out.println(dot.getDOT(_ATN.ruleToStartState[2], ruleNames, false));!>
}
>>

/** Using a type to init value map, try to init a type; if not in table
 * must be an object, default value is "null".
 */
initValue(typeName) ::= <<
<javaTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".java"

```

Found in path(s):

```

* /opt/cola/permits/1020749546_1607585150.55/0/antlr-4-9-complete-
jar/org/antlr/v4/tool/templates/codegen/Java/Java.stg

```

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*/

```

```

/** How to generate rules derived from left-recursive rules.

```

```

* These rely on recRuleAltPredicate(),
* recRuleArg(), recRuleSetResultAction(), recRuleSetReturnAction()
* templates in main language.stg
*/

```

```

group LeftRecursiveRules;

```

```

recRule(ruleName, argName, primaryAlts, opAlts, setResultAction,
        userRetvals, leftRecursiveRuleRefLabels) ::=

```

```

<<

```

```

<ruleName><if(userRetvals)> returns [<userRetvals>]<endif>

```

```

: ( { } <primaryAlts: { alt | <alt.altText> }; separator="\n | ">

```

```

)

```

```

(

```

```

    <opAlts; separator="\n | ">

```

```

)*

```

```

;

```

```

>>

```

```

recRuleAlt(alt, precOption, opPrec, pred) ::= <<

```

```

{<pred>}?<<precOption>=<opPrec>|> <alt.altText>

```

```

>>

```

```

Found in path(s):

```

```

* /opt/cola/permits/1020749546_1607585150.55/0/antlr-4-9-complete-
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```

```

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```

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```

```

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```

```

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```

```

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```

```

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\*/

/\*

This file contains the actual layout of the messages emitted by ANTLR.

This file contains the default format ANTLR uses.

\*/

location(file, line, column) ::= "<file>:<line>:<column>:"

message(id, text) ::= "<id> <text>"

report(location, message, type) ::= "<type>(<message.id>): <location> <message.text>"

wantsSingleLineMessage() ::= "false"

Found in path(s):

\* /opt/cola/permits/1020749546\_1607585150.55/0/antlr-4-9-complete-jar/org/antlr/v4/tool/templates/messages/formats/antlr.stg

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- \*/

// args must be <object-model-object>, <fields-resulting-in-STs>

```
ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<namedActions.header>
using System;
using System.IO;
using System.Text;
using System.Diagnostics;
using System.Collections.Generic;
using Antlr4.Runtime;
using Antlr4.Runtime.Atn;
using Antlr4.Runtime.Misc;
using Antlr4.Runtime.Tree;
using DFA = Antlr4.Runtime.Dfa.DFA;

<parser>
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>
```

```
ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
```

```

<endif>
<header>
using Antlr4.Runtime.Misc;
using IParseTreeListener = Antlr4.Runtime.Tree.IParseTreeListener;
using IToken = Antlr4.Runtime.IToken;

/// \<summary>
/// This interface defines a complete listener for a parse tree produced by
/// \<see cref="<csIdentifier.(file.parserName)>"/>.
/// \</summary>
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.CLSCompliant(false)]
public interface I<file.grammarName>Listener : IParseTreeListener {
    <file.listenerNames:{lname |
    /// \<summary>
    <if(file.listenerLabelRuleNames.(lname))>
    /// Enter a parse tree produced by the \<c><lname>\</c>
    /// labeled alternative in \<see cref="<file.parserName>.<file.listenerLabelRuleNames.(lname)>"/>.
    <else>
    /// Enter a parse tree produced by \<see cref="<file.parserName>.<lname>"/>.
    <endif>
    /// \</summary>
    /// \<param name="context">The parse tree.\</param>
    void Enter<lname; format="cap">([NotNull] <csIdentifier.(file.parserName)>.<lname; format="cap">Context
    context);
    /// \<summary>
    <if(file.listenerLabelRuleNames.(lname))>
    /// Exit a parse tree produced by the \<c><lname>\</c>
    /// labeled alternative in \<see cref="<file.parserName>.<file.listenerLabelRuleNames.(lname)>"/>.
    <else>
    /// Exit a parse tree produced by \<see cref="<file.parserName>.<lname>"/>.
    <endif>
    /// \</summary>
    /// \<param name="context">The parse tree.\</param>
    void Exit<lname; format="cap">([NotNull] <csIdentifier.(file.parserName)>.<lname; format="cap">Context
    context);}; separator="\n">
    }
    <if(file.genPackage)>
    } // namespace <file.genPackage>
    <endif>
>>

BaseListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<header>

```

```

using Antlr4.Runtime.Misc;
using IErrorNode = Antlr4.Runtime.Tree.IErrorNode;
using ITerminalNode = Antlr4.Runtime.Tree.ITerminalNode;
using IToken = Antlr4.Runtime.IToken;
using ParserRuleContext = Antlr4.Runtime.ParserRuleContext;

/// \<summary>
/// This class provides an empty implementation of \<see cref="I<file.grammarName>Listener"/>,
/// which can be extended to create a listener which only needs to handle a subset
/// of the available methods.
/// \</summary>
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.Diagnostics.DebuggerNonUserCode]
[System.CLSCompliant(false)]
public partial class <file.grammarName>BaseListener : I<file.grammarName>Listener {
    <file.listenerNames: { Iname |
/// \<summary>
<if(file.listenerLabelRuleNames.(Iname))>
/// Enter a parse tree produced by the \<c><Iname>\</c>
/// labeled alternative in \<see cref="<file.parserName>.<file.listenerLabelRuleNames.(Iname)>"/>.
<else>
/// Enter a parse tree produced by \<see cref="<file.parserName>.<Iname>"/>.
<endif>
/// \<para>The default implementation does nothing.\</para>
/// \</summary>
/// \<param name="context">The parse tree.\</param>
public virtual void Enter<Iname; format="cap">([NotNull] <csIdentifier.(file.parserName)>.<Iname;
format="cap">Context context) { \}
/// \<summary>
<if(file.listenerLabelRuleNames.(Iname))>
/// Exit a parse tree produced by the \<c><Iname>\</c>
/// labeled alternative in \<see cref="<file.parserName>.<file.listenerLabelRuleNames.(Iname)>"/>.
<else>
/// Exit a parse tree produced by \<see cref="<file.parserName>.<Iname>"/>.
<endif>
/// \<para>The default implementation does nothing.\</para>
/// \</summary>
/// \<param name="context">The parse tree.\</param>
public virtual void Exit<Iname; format="cap">([NotNull] <csIdentifier.(file.parserName)>.<Iname;
format="cap">Context context) { \} }; separator="\n">

/// \<inheritdoc/>
/// \<remarks>The default implementation does nothing.\</remarks>
public virtual void EnterEveryRule([NotNull] ParserRuleContext context) { \}
/// \<inheritdoc/>
/// \<remarks>The default implementation does nothing.\</remarks>
public virtual void ExitEveryRule([NotNull] ParserRuleContext context) { \}

```

```

/// \<inheritdoc/>
/// \<remarks>The default implementation does nothing.\</remarks>
public virtual void VisitTerminal([NotNull] ITerminalNode node) { }
/// \<inheritdoc/>
/// \<remarks>The default implementation does nothing.\</remarks>
public virtual void VisitErrorNode([NotNull] IErrorNode node) { }
}
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>

VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<header>
using Antlr4.Runtime.Misc;
using Antlr4.Runtime.Tree;
using IToken = Antlr4.Runtime.IToken;

/// \<summary>
/// This interface defines a complete generic visitor for a parse tree produced
/// by \<see cref="<csIdentifier(file.parserName)>"/>.
/// \</summary>
/// \<typeparam name="Result">The return type of the visit operation.\</typeparam>
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.CLSCompliant(false)]
public interface I<file.grammarName>Visitor<Result> : IParseTreeVisitor<Result> {
    <file.visitorNames:{Iname |
/// \<summary>
<if(file.visitorLabelRuleNames.(Iname))>
/// Visit a parse tree produced by the \<c><Iname>\</c>
/// labeled alternative in \<see cref="<file.parserName>.<file.visitorLabelRuleNames.(Iname)>"/>.
<else>
/// Visit a parse tree produced by \<see cref="<file.parserName>.<Iname>"/>.
<endif>
/// \</summary>
/// \<param name="context">The parse tree.\</param>
/// \<return>The visitor result.\</return>
Result Visit<Iname; format="cap">([NotNull] <csIdentifier(file.parserName)>.<Iname; format="cap">Context
context);}; separator="\n">
}
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>

```

```

BaseVisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<header>
using Antlr4.Runtime.Misc;
using Antlr4.Runtime.Tree;
using IToken = Antlr4.Runtime.IToken;
using ParserRuleContext = Antlr4.Runtime.ParserRuleContext;

/// \<summary>
/// This class provides an empty implementation of \<see cref="I<file.grammarName>Visitor{Result}"/>,
/// which can be extended to create a visitor which only needs to handle a subset
/// of the available methods.
/// \</summary>
/// \<typeparam name="Result">The return type of the visit operation.\</typeparam>
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.Diagnostics.DebuggerNonUserCode]
[System.CLSCompliant(false)]
public partial class <file.grammarName>BaseVisitor<<Result> : AbstractParseTreeVisitor<<Result>,
I<file.grammarName>Visitor<<Result> {
    <file.visitorNames:{ Iname |
/// \<summary>
<if(file.visitorLabelRuleNames.(Iname))>
/// Visit a parse tree produced by the \<c><Iname>\</c>
/// labeled alternative in \<see cref="<file.parserName>.<file.visitorLabelRuleNames.(Iname)>"/>.
<else>
/// Visit a parse tree produced by \<see cref="<file.parserName>.<Iname>"/>.
<endif>
/// \<para>
/// The default implementation returns the result of calling \<see
cref="AbstractParseTreeVisitor{Result}.VisitChildren(IRuleNode)"/>
/// on \<paramref name="context"/>.
/// \</para>
/// \</summary>
/// \<param name="context">The parse tree.\</param>
/// \<return>The visitor result.\</return>
public virtual Result Visit<Iname; format="cap">([NotNull] <csIdentifier.(file.parserName)>.<Iname;
format="cap">Context context) { return VisitChildren(context); \}; separator="\n">
    }
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>

fileHeader(grammarFileName, ANTLRVersion) ::= <<

```

```

//-----
//\<auto-generated>
// This code was generated by a tool.
// ANTLR Version: <ANTLRVersion>
//
// Changes to this file may cause incorrect behavior and will be lost if
// the code is regenerated.
//\</auto-generated>
//-----

// Generated from <grammarFileName> by ANTLR <ANTLRVersion>

// Unreachable code detected
#pragma warning disable 0162
// The variable '...' is assigned but its value is never used
#pragma warning disable 0219
// Missing XML comment for publicly visible type or member '...'
#pragma warning disable 1591
// Ambiguous reference in cref attribute
#pragma warning disable 419

>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.CLSCompliant(false)]
public partial class <csIdentifier.(parser.name)> : <superClass>; null="Parser"> {
    protected static DFA[] decisionToDFA;
    protected static PredictionContextCache sharedContextCache = new PredictionContextCache();
    <if(parser.tokens)>
    public const int
        <parser.tokens:{k | <k>=<parser.tokens.(k)>}; separator=", ", wrap, anchor>;
    <endif>
    public const int
        <parser.rules:{r | RULE_<r.name> = <r.index>}; separator=", ", wrap, anchor>;
    public static readonly string[] ruleNames = {
        <parser.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
    };

    <vocabulary(parser.literalNames, parser.symbolicNames)>

    public override string GrammarFileName { get { return "<parser.grammarFileName>"; } }

    public override string[] RuleNames { get { return ruleNames; } }

```

```

public override string SerializedAtn { get { return new string(_serializedATN); } }

static <csIdentifier.(parser.name)>() {
    decisionToDFA = new DFA[_ATN.NumberOfDecisions];
    for (int i = 0; i < _ATN.NumberOfDecisions; i++) {
        decisionToDFA[i] = new DFA(_ATN.GetDecisionState(i), i);
    }
}

<namedActions.members>
<parser:(ctor)()>
<funcs; separator="\n">

<if(sempredFuncs)>
public override bool Sempred(RuleContext _localctx, int ruleIndex, int predIndex) {
    switch (ruleIndex) {
        <parser.sempredFuncs.values:{f}
    case <f.ruleIndex>: return <f.name>_sempred((<f.ctxType>)_localctx, predIndex);}; separator="\n">
    }
    return true;
    }
    <sempredFuncs.values; separator="\n">
<endif>

<atn>
}
>>

vocabulary(literalNames, symbolicNames) ::= <<
private static readonly string[] _LiteralNames = {
    <literalNames:{t | <t>}; null="null", separator=", ", wrap, anchor>
};
private static readonly string[] _SymbolicNames = {
    <symbolicNames:{t | <t>}; null="null", separator=", ", wrap, anchor>
};
public static readonly IVocabulary DefaultVocabulary = new Vocabulary(_LiteralNames, _SymbolicNames);

[NotNull]
public override IVocabulary Vocabulary
{
    get
    {
        return DefaultVocabulary;
    }
}
>>

```



```

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
public override void Action(RuleContext _localctx, int ruleIndex, int actionIndex) {
    switch (ruleIndex) {
        <recog.actionFuncs.values:{f|
        case <f.ruleIndex> : <f.name>_action(<if(!recog.modes)><f.ctxType><endif>_localctx, actionIndex); break;};
        separator="\n">
        }
    }
    <actionFuncs.values; separator="\n">
<endif>
<if(sempredFuncs)>
public override bool Sempred(RuleContext _localctx, int ruleIndex, int predIndex) {
    switch (ruleIndex) {
        <recog.sempredFuncs.values:{f|
        case <f.ruleIndex> : return <f.name>_sempred(<if(!recog.modes)><f.ctxType><endif>_localctx, predIndex);};
        separator="\n">
        }
        return true;
    }
    <sempredFuncs.values; separator="\n">
<endif>
>>

```

```

parser_ctor(parser) ::= <<
    public <csIdentifier.(parser.name)>(ITokenStream input) : this(input, Console.Out, Console.Error) { }

    public <csIdentifier.(parser.name)>(ITokenStream input, TextWriter output, TextWriter errorOutput)
    : base(input, output, errorOutput)
    {
        Interpreter = new ParserATNSimulator(this, _ATN, decisionToDFA, sharedContextCache);
    }
>>

```

/\* This generates a private method since the actionIndex is generated, making an  
\* overriding implementation impossible to maintain.

\*/

```

RuleActionFunction(r, actions) ::= <<
private void <r.name>_action(<r.ctxType> _localctx, int actionIndex) {
    switch (actionIndex) {
        <actions:{index|
        case <index>: <actions.(index)> break;}; separator="\n">
        }
    }
>>

```

/\* This generates a private method since the predIndex is generated, making an  
\* overriding implementation impossible to maintain.

```

*/
RuleSempredFunction(r, actions) ::= <<
private bool <r.name>_sempred(<r.ctxType> _localctx, int predIndex) {
    switch (predIndex) {
        <actions: {index|
        case <index>: return <actions.(index)>;}; separator="\n">
        }
        return true;
    }
}>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<

<if(ruleCtx)>
<ruleCtx>
<endif>
<altLabelCtxs: {l | <altLabelCtxs.(l)>}; separator="\n">

[RuleVersion(<namedActions.version; null="0">)]
<if(currentRule.modifiers)><currentRule.modifiers: {f | <f> }><else>public <endif><currentRule.ctxType>
<csIdentifier.(currentRule.name)>(<args; separator=", ">) {
    <currentRule.ctxType> _localctx = new <currentRule.ctxType>(Context, State<currentRule.args: {a | ,
    <csIdentifier.(a.name)>}>);
    EnterRule(_localctx, <currentRule.startState>, RULE_<currentRule.name>);
    <namedActions.init>
    <locals; separator="\n">
    try {
    <if(currentRule.hasLookaheadBlock)>
        int _alt;
    <endif>
        <code>
        <postamble; separator="\n">
        <namedActions.after>
    }
    <if(exceptions)>
    <exceptions; separator="\n">
    <else>
    catch (RecognitionException re) {
        _localctx.exception = re;
        ErrorHandler.ReportError(this, re);
        ErrorHandler.Recover(this, re);
    }
    <endif>
    finally {
        <finallyAction>
        ExitRule();
    }
}

```

```

return _localctx;
}
>>

```

```

LeftFactoredRuleFunction(currentRule,args,code,locals,namedActions,finallyAction,postamble) ::=
<<

```

```

<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>private <endif><currentRule.ctxType>
<csIdentifier(currentRule.name)><(args; separator=", "> {
  <currentRule.ctxType> _localctx = new <currentRule.ctxType>(Context, State<currentRule.args:{a | ,
<csIdentifier(a.name)>>});
  EnterLeftFactoredRule(_localctx, <currentRule.startState>, RULE_<currentRule.variantOf>);
  <namedActions.init>
  <locals; separator="\n">
  try {
  <if(currentRule.hasLookaheadBlock)>
    int _alt;
  <endif>
  <code>
  <postamble; separator="\n">
  <namedActions.after>
  }
  catch (RecognitionException re) {
    _localctx.exception = re;
    ErrorHandler.ReportError(this, re);
    ErrorHandler.Recover(this, re);
  }
  finally {
  <finallyAction>
  ExitRule();
  }
  return _localctx;
}
>>

```

```

// This behaves similar to RuleFunction (enterRule is called, and no adjustments
// are made to the parse tree), but since it's still a variant no context class
// needs to be generated.

```

```

LeftUnfactoredRuleFunction(currentRule,args,code,locals,namedActions,finallyAction,postamble) ::=
<<

```

```

<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>private <endif><currentRule.ctxType>
<csIdentifier(currentRule.name)><(args; separator=", "> {
  <currentRule.ctxType> _localctx = new <currentRule.ctxType>(Context, State<currentRule.args:{a | ,
<csIdentifier(a.name)>>});
  EnterRule(_localctx, <currentRule.startState>, RULE_<currentRule.variantOf>);
  <namedActions.init>
  <locals; separator="\n">

```

```

try {
<if(currentRule.hasLookaheadBlock)>
  int _alt;
<endif>
  <code>
  <postamble; separator="\n">
  <namedActions.after>
  }
catch (RecognitionException re) {
  _localctx.exception = re;
  ErrorHandler.ReportError(this, re);
  ErrorHandler.Recover(this, re);
}
finally {
  <finallyAction>
  ExitRule();
}
return _localctx;
}
>>

```

```

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
namedActions,finallyAction,postamble) ::=
<<

```

```

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

```

```

[RuleVersion(<namedActions.version; null="0">)]
<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>public <endif><currentRule.ctxType>
<csIdentifier.(currentRule.name)>(<args; separator=", ">) {
  return <csIdentifier.(currentRule.name)>(0<currentRule.args:{a | , <csIdentifier.(a.name)>}>);
}

```

```

private <currentRule.ctxType> <csIdentifier.(currentRule.name)>(int _p<args:{a | , <a>}>) {
  ParserRuleContext _parentctx = Context;
  int _parentState = State;
  <currentRule.ctxType> _localctx = new <currentRule.ctxType>(Context, _parentState<currentRule.args:{a | ,
<csIdentifier.(a.name)>}>);
  <currentRule.ctxType> _prevctx = _localctx;
  int _startState = <currentRule.startState>;
  EnterRecursionRule(_localctx, <currentRule.startState>, RULE_<currentRule.name>, _p);
  <namedActions.init>
  <locals; separator="\n">
  try {
  <if(currentRule.hasLookaheadBlock)>
    int _alt;
  <endif>

```

```

<code>
<postamble; separator="\n">
<namedActions.after>
}
catch (RecognitionException re) {
  _localctx.exception = re;
  ErrorHandler.ReportError(this, re);
  ErrorHandler.Recover(this, re);
}
finally {
  <finallyAction>
  UnrollRecursionContexts(_parentctx);
}
return _localctx;
}
>>

```

```

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>_localctx = new <currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(_localctx);<endif>
EnterOuterAlt(_localctx, <currentOuterMostAltCodeBlock.alt.altNum>);
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

```

```

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
{
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
}
>>

```

```

LL1AltBlock(choice, preamble, alts, error) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
<if(choice.label)><labelref(choice.label)> = TokenStream.LT(1);<endif>
<preamble; separator="\n">
switch (TokenStream.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
  <alt>
  break;}; separator="\n">
default:
  <error>
}
>>

```

```

LL1OptionalBlock(choice, alts, error) ::= <<
State = <choice.stateNumber>;

```

```

ErrorHandler.Sync(this);
switch (TokenStream.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
  <alt>
  break;}; separator="\n">
default:
  break;
}
>>

```

```

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
<preamble; separator="\n">
if (<expr>) {
  <alts; separator="\n">
}
<!else if ( !(<followExpr> ) <error>!>
>>

```

```

LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
<preamble; separator="\n">
while (<loopExpr>) {
  <alts; separator="\n">
  State = <choice.loopBackStateNumber>;
  ErrorHandler.Sync(this);
  <iteration>
}
>>

```

```

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
State = <choice.blockStartStateNumber>;<! alt block decision !>
ErrorHandler.Sync(this);
<preamble; separator="\n">
do {
  <alts; separator="\n">
  State = <choice.stateNumber>;<! loopback/exit decision !>
  ErrorHandler.Sync(this);
  <iteration>
} while ( <loopExpr> );
>>

```

```
// LL(*) stuff
```

```

AltBlock(choice, preamble, alts, error) ::= <<
State = <choice.stateNumber>;

```

```

ErrorHandler.Sync(this);
<if(choice.label)><labelref(choice.label)> = TokenStream.LT(1);<endif>
<preamble; separator="\n">
switch ( Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context) ) {
<alts:{ alt |
case <i>:
<alt>
break;}; separator="\n">
}
>>

```

```

OptionalBlock(choice, alts, error) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
switch ( Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context) ) {
<alts:{ alt |
case <i><if(!choice.ast.greedy)>+1<endif>:
<alt>
break;}; separator="\n">
}
>>

```

```

StarBlock(choice, alts, sync, iteration) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
_alt = Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context);
while ( _alt!=<choice.exitAlt> && _alt!=global::Antlr4.Runtime.Atn.ATN.INVALID_ALT_NUMBER ) {
if ( _alt==1<if(!choice.ast.greedy)>+1<endif> ) {
<iteration>
<alts> <! should only be one !>
}
State = <choice.loopBackStateNumber>;
ErrorHandler.Sync(this);
_alt = Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context);
}
>>

```

```

PlusBlock(choice, alts, error) ::= <<
State = <choice.blockStartStateNumber>;<! alt block decision !>
ErrorHandler.Sync(this);
_alt = 1<if(!choice.ast.greedy)>+1<endif>;
do {
switch ( _alt ) {
<alts:{ alt|
case <i><if(!choice.ast.greedy)>+1<endif>:
<alt>
break;}; separator="\n">
default:

```

```

<error>
}
State = <choice.loopBackStateNumber>;<! loopback/exit decision !>
ErrorHandler.Sync(this);
_alt = Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context);
} while ( _alt!=<choice.exitAlt> && _alt!=global::Antlr4.Runtime.Atn.ATN.INVALID_ALT_NUMBER );
>>

Sync(s) ::= "Sync(<s.expecting.name>);"

ThrowNoViableAlt(t) ::= "throw new NoViableAltException(this);"

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.ttypes)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" || ">
>>

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) == 0
>>

// produces smaller bytecode only when bits.ttypes contains more than two items
bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShift(s.varName, bits.shift)>})> && ((1L \<< <offsetShift(s.varName, bits.shift)>) &
(<bits.ttypes:{ttype | (1L \<< <offsetShift(tokenType.(ttype), bits.shift)>)}; separator=" | ">)) != 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShift(shiftAmount, offset) ::= <%
<if(!isZero.(offset))><shiftAmount> - <offset><else><shiftAmount><endif>
%>

// produces more efficient bytecode when bits.ttypes contains at most two items
bitsetInlineComparison(s, bits) ::= <%
<bits.ttypes:{ttype | <s.varName>==<tokenType.(ttype)>}; separator=" || ">
%>

cases(ttypes) ::= <<
<ttypes:{t | case <tokenType.(t)>:}; separator="\n">
>>

InvokeRule(r, argExprsChunks) ::= <<
State = <r.stateNumber>; <if(r.labels)><r.labels:{l | <labelref(l)> =

```



```

}><endif><csIdentifier.(r.name)><if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><arg
ExprsChunks>;
>>

MatchToken(m) ::= <<
State = <m.stateNumber>; <if(m.labels)><m.labels:{1 | <labelref(l)> = }><endif>Match(<tokenType.(m.name)>);
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
State = <m.stateNumber>;
<if(m.labels)><m.labels:{1 | <labelref(l)> = }>TokenStream.LT(1);<endif>
<capture>
if ( <if(invert)><m.varName> \<= 0 || <else>!<endif><expr> ) {
  <if(m.labels)><m.labels:{1 | <labelref(l)> = }><endif>ErrorHandler.RecoverInline(this);
}
else {
  ErrorHandler.ReportMatch(this);
  Consume();
}
>>

Wildcard(w) ::= <<
State = <w.stateNumber>;
<if(w.labels)><w.labels:{1 | <labelref(l)> = }><endif>MatchWildcard();
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

SemPred(p, chunks, failChunks) ::= <<
State = <p.stateNumber>;
if (!<chunks>)) throw new FailedPredicateException(this, <p.predicate><if(failChunks)>,
<failChunks><elseif(p.msg)>, <p.msg><endif>);
>>

ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>) {
  <catchAction>
}
>>

```

```
// lexer actions are not associated with model objects
```

```
LexerSkipCommand() ::= "Skip()";  
LexerMoreCommand() ::= "More()";  
LexerPopModeCommand() ::= "PopMode()";
```

```
LexerTypeCommand(arg, grammar) ::= "_type = <tokenType.(arg)>";  
LexerChannelCommand(arg, grammar) ::= "_channel = <channelName.(arg)>";  
LexerModeCommand(arg, grammar) ::= "_mode = <modeName.(arg)>";  
LexerPushModeCommand(arg, grammar) ::= "PushMode(<modeName.(arg)>);"
```

```
ActionText(t) ::= "<t.text>"  
ActionTemplate(t) ::= "<t.st>"  
ArgRef(a) ::= "_localctx.<csIdentifier.(a.name)>"  
LocalRef(a) ::= "_localctx.<csIdentifier.(a.name)>"  
RetValRef(a) ::= "_localctx.<csIdentifier.(a.name)>"  
QRetValRef(a) ::= "<ctx(a)>.<a.dict>.<csIdentifier.(a.name)>"  
/** How to translate $tokenLabel */  
TokenRef(t) ::= "<ctx(t)>.<csIdentifier.(tokenType.(t.name))>"  
LabelRef(t) ::= "<ctx(t)>.<csIdentifier.(t.name)>"  
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(csIdentifier.(t.name))>"  
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<csIdentifier.(s.name)> = <rhsChunks>";"
```

```
TokenLabelType() ::= "<file.TokenLabelType; null={IToken}>"  
InputSymbolType() ::= "<file.InputSymbolType; null={IToken}>"
```

```
TokenPropertyRef_text(t) ::= "<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.Text:null)"  
TokenPropertyRef_type(t) ::= "<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.Type:0)"  
TokenPropertyRef_line(t) ::= "<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.Line:0)"  
TokenPropertyRef_pos(t) ::=  
"<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.CharPositionInLine:0)"  
TokenPropertyRef_channel(t) ::=  
"<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.Channel:0)"  
TokenPropertyRef_index(t) ::=  
"<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.TokenIndex:0)"  
TokenPropertyRef_int(t) ::=  
"<ctx(t)>.<tokenType.(t.label)>!=null?int.Parse(<ctx(t)>.<tokenType.(t.label)>.Text):0)"
```

```
RulePropertyRef_start(r) ::= "<ctx(r)>.<r.label>!=null?<ctx(r)>.<r.label>.Start:null)"  
RulePropertyRef_stop(r) ::= "<ctx(r)>.<r.label>!=null?<ctx(r)>.<r.label>.Stop:null)"  
RulePropertyRef_text(r) ::=  
"<ctx(r)>.<r.label>!=null?TokenStream.GetText(<ctx(r)>.<r.label>.Start,<ctx(r)>.<r.label>.Stop):null)"  
RulePropertyRef_ctx(r) ::= "<ctx(r)>.<r.label>"  
RulePropertyRef_parser(r) ::= "this"
```

```
ThisRulePropertyRef_start(r) ::= "_localctx.Start"  
ThisRulePropertyRef_stop(r) ::= "_localctx.Stop"  
ThisRulePropertyRef_text(r) ::= "TokenStream.GetText(_localctx.Start, TokenStream.LT(-1))"
```

```

ThisRulePropertyRef_ctx(r) ::= "_localctx"
ThisRulePropertyRef_parser(r) ::= "this"

NonLocalAttrRef(s) ::= <%((<s.ruleName;
format="cap">Context)GetInvokingContext(<s.ruleIndex>)).<csIdentifier.(s.name)>%>
SetNonLocalAttr(s, rhsChunks) ::=
<%((<s.ruleName; format="cap">Context)GetInvokingContext(<s.ruleIndex>)).<csIdentifier.(s.name)> =
<rhsChunks>;%>

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.Add(<labelref(a.label)>);"

TokenDecl(t) ::= "<TokenLabelType() <csIdentifier.(tokenType.(t.name))>"
TokenTypeDecl(t) ::= "int <csIdentifier.(tokenType.(t.name))>);"
TokenListDecl(t) ::= "IList<IToken> <csIdentifier.(tokenType.(t.name))> = new List<IToken>()"
RuleContextDecl(r) ::= "<r.ctxName> <csIdentifier.(r.name)>"
RuleContextListDecl(rdecl) ::= "IList<<rdecl.ctxName>> <csIdentifier.(rdecl.name)> = new
List<<rdecl.ctxName>>()"

contextGetterCollection(elementType) ::= <%
<elementType>[]
%>

ContextTokenGetterDecl(t) ::=
[System.Diagnostics.DebuggerNonUserCode] public ITerminalNode <csIdentifier.(tokenType.(t.name))>() {
return GetToken(<csIdentifier.(parser.name)>.<csIdentifier.(tokenType.(t.name))>, 0); }
ContextTokenListGetterDecl(t) ::= <<
[System.Diagnostics.DebuggerNonUserCode] public <contextGetterCollection("ITerminalNode")>
<csIdentifier.(tokenType.(t.name))>() { return
GetTokens(<csIdentifier.(parser.name)>.<csIdentifier.(tokenType.(t.name))>); }
>>
ContextTokenListIndexedGetterDecl(t) ::= <<
[System.Diagnostics.DebuggerNonUserCode] public ITerminalNode <csIdentifier.(tokenType.(t.name))>(int i) {
return GetToken(<csIdentifier.(parser.name)>.<csIdentifier.(tokenType.(t.name))>, i);
}
>>
ContextRuleGetterDecl(r) ::= <<
[System.Diagnostics.DebuggerNonUserCode] public <r.ctxName> <csIdentifier.(r.name)>() {
return GetRuleContext<<r.ctxName>>(>());
}
>>
ContextRuleListGetterDecl(r) ::= <<
[System.Diagnostics.DebuggerNonUserCode] public <contextGetterCollection({<r.ctxName>})>
<csIdentifier.(r.name)>() {
return GetRuleContexts<<r.ctxName>>(>());
}
>>
ContextRuleListIndexedGetterDecl(r) ::= <<
[System.Diagnostics.DebuggerNonUserCode] public <r.ctxName> <csIdentifier.(r.name)>(int i) {

```

```

return GetRuleContext\<<r.ctxName>\>(i);
}
>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
 * r becomes rContext.
 */
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "_<tokenType.(tokenName)>"
ImplicitRuleLabel(ruleName) ::= "_<ruleName>"
ImplicitSetLabel(id) ::= "_tset<id>"
ListLabelName(label) ::= "_<label>"

CaptureNextToken(d) ::= "<d.varName> = TokenStream.LT(1);"
CaptureNextTokenType(d) ::= "<d.varName> = TokenStream.LA(1);"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers,
    superClass={ ParserRuleContext }) ::= <<
public partial class <struct.name> :
<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif><if(interfaces)>, <interfaces;
separator=", "><endif> {
<attrs:{ a | public <a>;}; separator="\n">
<getters:{ g | <g>;}; separator="\n">
<if(ctorAttrs)>public <struct.name>(ParserRuleContext parent, int invokingState) : base(parent, invokingState) {
}<endif>
public <struct.name>(ParserRuleContext parent, int invokingState<ctorAttrs:{ a | , <a>>>)
: base(parent, invokingState)
{
<struct.ctorAttrs:{ a | this.<csIdentifier.(a.name)> = <csIdentifier.(a.name)>;}; separator="\n">
}
public override int RuleIndex { get { return RULE_<struct.derivedFromName>; } }
<if(struct.provideCopyFrom)><! don't need copy unless we have subclasses !>
public <struct.name>() { }
public virtual void CopyFrom(<struct.name> context) {
base.CopyFrom(context);
<struct.attrs:{ a | this.<csIdentifier.(a.name)> = context.<csIdentifier.(a.name)>;}; separator="\n">
}
<endif>
<dispatchMethods; separator="\n">
<extensionMembers; separator="\n">
}
>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
public partial class <struct.name> : <currentRule.name; format="cap">Context {

```

```

<attrs:{ a | public <a>;}; separator="\n">
<getters:{ g | <g>;}; separator="\n">
public <struct.name>(<currentRule.name; format="cap">Context context) { CopyFrom(context); }
<dispatchMethods; separator="\n">
}
>>

```

```

ListenerDispatchMethod(method) ::= <<
[System.Diagnostics.DebuggerNonUserCode]
public override void <if(method.isEnter)>Enter<else>Exit<endif>Rule(IParseTreeListener listener) {
I<parser.grammarName>Listener typedListener = listener as I<parser.grammarName>Listener;
if (typedListener != null) typedListener.<if(method.isEnter)>Enter<else>Exit<endif><struct.derivedFromName;
format="cap">(this);
}
>>

```

```

VisitorDispatchMethod(method) ::= <<
[System.Diagnostics.DebuggerNonUserCode]
public override TResult Accept<TResult>(IParseTreeVisitor<TResult> visitor) {
I<parser.grammarName>Visitor<TResult> typedVisitor = visitor as I<parser.grammarName>Visitor<TResult>;
if (typedVisitor != null) return typedVisitor.Visit<struct.derivedFromName; format="cap">(this);
else return visitor.VisitChildren(this);
}
>>

```

```

AttributeDecl(d) ::= "<d.type> <csIdentifier.(d.name)><if(d.initValue)> = <d.initValue><endif>"

```

```

/** If we don't know location of label def x, use this template */

```

```

labelref(x) ::= "<if(!x.isLocal)><typedContext(x.ctx)>. <endif><csIdentifier.(x.name)>"

```

```

/** For any action chunk, what is correctly-typed context struct ptr? */

```

```

ctx(actionChunk) ::= "<typedContext(actionChunk.ctx)>"

```

```

// only casts _localctx to the type when the cast isn't redundant (i.e. to a sub-context for a labeled alt)

```

```

typedContext(ctx) ::= "<if(ctx.provideCopyFrom)>((<ctx.name>)_localctx)<else>_localctx<endif>"

```

```

// used for left-recursive rules

```

```

recRuleAltPredicate(ruleName,opPrec) ::= "Precpred(Context, <opPrec>)"

```

```

recRuleSetReturnAction(src,name) ::= "$<name>=<src>.<name>;"

```

```

recRuleSetStopToken() ::= "Context.Stop = TokenStream.LT(-1);"

```

```

recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<

```

```

_localctx = new <ctxName>Context(_parentctx, _parentState);

```

```

<if(label)>

```

```

<if(isListLabel)>

```

```

_localctx.<label>.Add(_prevctx);

```

```

<else>

```

```

_localctx.<label> = _prevctx;

```

```

<endif>
<endif>
PushNewRecursionContext(_localctx, _startState, RULE_<ruleName>);
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
_localctx = new <currentAltLabel; format="cap">Context(new <ruleName; format="cap">Context(_parentctx,
_parentState));
<if(label)>
<if(isListLabel)>
((<currentAltLabel; format="cap">Context)_localctx).<label>.Add(_prevctx);
<else>
((<currentAltLabel; format="cap">Context)_localctx).<label> = _prevctx;
<endif>
<endif>
PushNewRecursionContext(_localctx, _startState, RULE_<ruleName>);
>>

recRuleReplaceContext(ctxName) ::= <<
_localctx = new <ctxName>Context(_localctx);
Context = _localctx;
_prevctx = _localctx;
>>

recRuleSetPrevCtx() ::= <<
if ( ParseListeners!=null )
    TriggerExitRuleEvent();
_prevctx = _localctx;
>>

LexerFile(file, lexer, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<namedActions.header>
using System;
using System.IO;
using System.Text;
using Antlr4.Runtime;
using Antlr4.Runtime.Atn;
using Antlr4.Runtime.Misc;
using DFA = Antlr4.Runtime.Dfa.DFA;

<lexer>
<if(file.genPackage)>
} // namespace <file.genPackage>

```

```

<endif>
>>

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.CLSCompliant(false)]
public partial class <csIdentifier.(lexer.name)> : <superClass; null="Lexer"> {
    protected static DFA[] decisionToDFA;
    protected static PredictionContextCache sharedContextCache = new PredictionContextCache();
    public const int
        <lexer.tokens:{k | <tokenType.(k)>=<lexer.tokens.(k)>}; separator=", ", wrap, anchor>;
    <if(lexer.channels)>
    public const int
        <lexer.channels:{k | <csIdentifier.(k)>=<lexer.channels.(k)>}; separator=", ", wrap, anchor>;
    <endif>
    <if(rest(lexer.modes)>
    public const int
        <rest(lexer.modes):{m | <m>=<i>}; separator=", ", wrap, anchor>;
    <endif>
    public static string[] channelNames = {
        "DEFAULT_TOKEN_CHANNEL", "HIDDEN"<if (lexer.channels)>, <lexer.channels:{c | "<c">"}; separator=", ",
wrap, anchor><endif>
    };

    public static string[] modeNames = {
        <lexer.modes:{m | "<m">"}; separator=", ", wrap, anchor>
    };

    public static readonly string[] ruleNames = {
        <lexer.ruleNames:{r | "<r">"}; separator=", ", wrap, anchor>
    };

    <namedActions.members>

    public <csIdentifier.(lexer.name)>(ICharStream input)
        : this(input, Console.Out, Console.Error) { }

    public <csIdentifier.(lexer.name)>(ICharStream input, TextWriter output, TextWriter errorOutput)
        : base(input, output, errorOutput)
    {
        Interpreter = new LexerATNSimulator(this, _ATN, decisionToDFA, sharedContextCache);
    }

    <vocabulary(lexer.literalNames, lexer.symbolicNames)>

    public override string GrammarFileName { get { return "<lexer.grammarFileName>"; } }

    public override string[] RuleNames { get { return ruleNames; } }

```

```

public override string[] ChannelNames { get { return channelNames; } }

public override string[] ModeNames { get { return modeNames; } }

public override string SerializedAtn { get { return new string(_serializedATN); } }

static <csIdentifier.(lexer.name)>() {
    decisionToDFA = new DFA[_ATN.NumberOfDecisions];
    for (int i = 0; i < _ATN.NumberOfDecisions; i++) {
        decisionToDFA[i] = new DFA(_ATN.GetDecisionState(i), i);
    }
}
<dumpActions(lexer, "", actionFuncs, sempredFuncs)>
<atn>
}
>>

```

```

SerializedATN(model) ::= <<
private static char[] _serializedATN = {
    <model.serialized; separator=" ", wrap>,
};

public static readonly ATN _ATN =
    new ATNDeserializer().Deserialize(_serializedATN);

```

```
>>
```

```

initValue(typeName) ::= <<
default(<typeName>)
>>

```

```
codeFileExtension() ::= ".cs"
```

```

modeName ::= [
    "DEFAULT_MODE" : "DefaultMode",
    default : key
]

```

```

channelName ::= [
    "HIDDEN" : "Hidden",
    "DEFAULT_TOKEN_CHANNEL" : "DefaultTokenChannel",
    default : key
]

```

```
tokenType ::= [
```



```
"EOF" : "Eof",  
default : key  
]
```

```
csIdentifier ::= [  
  "abstract" : "@abstract",  
  "as" : "@as",  
  "base" : "@base",  
  "bool" : "@bool",  
  "break" : "@break",  
  "byte" : "@byte",  
  "case" : "@case",  
  "catch" : "@catch",  
  "char" : "@char",  
  "checked" : "@checked",  
  "class" : "@class",  
  "const" : "@const",  
  "continue" : "@continue",  
  "decimal" : "@decimal",  
  "default" : "@default",  
  "delegate" : "@delegate",  
  "do" : "@do",  
  "double" : "@double",  
  "else" : "@else",  
  "enum" : "@enum",  
  "event" : "@event",  
  "explicit" : "@explicit",  
  "extern" : "@extern",  
  "false" : "@false",  
  "finally" : "@finally",  
  "fixed" : "@fixed",  
  "float" : "@float",  
  "for" : "@for",  
  "foreach" : "@foreach",  
  "goto" : "@goto",  
  "if" : "@if",  
  "implicit" : "@implicit",  
  "in" : "@in",  
  "int" : "@int",  
  "interface" : "@interface",  
  "internal" : "@internal",  
  "is" : "@is",  
  "lock" : "@lock",  
  "long" : "@long",  
  "namespace" : "@namespace",  
  "new" : "@new",  
  "null" : "@null",  
  "object" : "@object",
```

```
"operator" : "@operator",
"out" : "@out",
"override" : "@override",
"params" : "@params",
"private" : "@private",
"protected" : "@protected",
"public" : "@public",
"readonly" : "@readonly",
"ref" : "@ref",
"return" : "@return",
"sbyte" : "@sbyte",
"sealed" : "@sealed",
"short" : "@short",
"sizeof" : "@sizeof",
"stackalloc" : "@stackalloc",
"static" : "@static",
"string" : "@string",
"struct" : "@struct",
"switch" : "@switch",
"this" : "@this",
"throw" : "@throw",
>true" : "@true",
"try" : "@try",
"typeof" : "@typeof",
"uint" : "@uint",
"ulong" : "@ulong",
"unchecked" : "@unchecked",
"unsafe" : "@unsafe",
"ushort" : "@ushort",
"using" : "@using",
"virtual" : "@virtual",
"values" : "@values",
"void" : "@void",
"volatile" : "@volatile",
"while" : "@while",
default : key
]
```

Found in path(s):

```
* /opt/cola/permits/1020749546_1607585150.55/0/antlr-4-9-complete-
jar/org/antlr/v4/tool/templates/codegen/CSharp/CSharp.stg
```

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

```
/*
```

```
* [The "BSD license"]
* Copyright (c) 2012-2016 Terence Parr
* Copyright (c) 2012-2016 Sam Harwell
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```

```

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*/

```

```

/** ANTLR tool checks output templates are compatible with tool code generation.

```

```

* For now, a simple string match used on x.y of x.y.z scheme.

```

```

* Must match Tool.VERSION during load to templates.

```

```

*

```

```

* REQUIRED.

```

```

*/

```

```

pythonTypeInitMap ::= [
  "bool":"False",
  "int":"0",
  "float":"0.0",
  "str": "",
  default:"None" // anything other than a primitive type is an object
]

```

```

// args must be <object-model-object>, <fields-resulting-in-STs>

```

```

ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>

```

```

# encoding: utf-8

```

```

from antlr4 import *

```

```

from io import StringIO

```

```

import sys
if sys.version_info[1] > 5:
    from typing import TextIO
else:
    from typing.io import TextIO

<namedActions.header>
<parser>

>>

ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
from antlr4 import *
if __name__ is not None and "." in __name__:
    from .<file.parserName> import <file.parserName>
else:
    from <file.parserName> import <file.parserName>
<header>

# This class defines a complete listener for a parse tree produced by <file.parserName>.
class <file.grammarName>Listener(ParseTreeListener):

    <file.listenerNames>: {Iname |
# Enter a parse tree produced by <file.parserName>#<Iname>.
def enter<Iname; format="cap">(self, ctx:<file.parserName>.<Iname; format="cap">Context):
    pass

# Exit a parse tree produced by <file.parserName>#<Iname>.
def exit<Iname; format="cap">(self, ctx:<file.parserName>.<Iname; format="cap">Context):
    pass

}; separator="\n">

del <file.parserName>
>>

VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
from antlr4 import *
if __name__ is not None and "." in __name__:
    from .<file.parserName> import <file.parserName>
else:
    from <file.parserName> import <file.parserName>
<header>

# This class defines a complete generic visitor for a parse tree produced by <file.parserName>.

```

```

class <file.grammarName>Visitor(ParseTreeVisitor):

    <file.visitorNames:{lname |
# Visit a parse tree produced by <file.parserName>#<lname>.
def visit<lname; format="cap">(self, ctx:<file.parserName>.<lname; format="cap">Context):
    return self.visitChildren(ctx)

}; separator="\n">

del <file.parserName>
>>

fileHeader(grammarFileName, ANTLRVersion) ::= <<
# Generated from <grammarFileName> by ANTLR <ANTLRVersion>
>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
<if(superClass)>
if __name__ is not None and "." in __name__:
    from .<superClass> import <superClass>
else:
    from <superClass> import <superClass>

<endif>
<atn>

class <parser.name> ( <if(superClass)><superClass><else>Parser<endif> ):

    grammarFileName = "<parser.grammarFileName>"

    atn = ATNDeserializer().deserialize(serializedATN())

    decisionsToDFA = [ DFA(ds, i) for i, ds in enumerate(atn.decisionToState) ]

    sharedContextCache = PredictionContextCache()

    literalNames = [ <parser.literalNames:{t | <t>}; null="\\"<INVALID>\\"", separator=", ", wrap, anchor ]

    symbolicNames = [ <parser.symbolicNames:{t | <t>}; null="\\"<INVALID>\\"", separator=", ", wrap, anchor ]

    <parser.rules:{r | RULE_<r.name> = <r.index>}; separator="\n", wrap, anchor>

```

```

ruleNames = [ <parser.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor> ]

EOF = <TokenLabelType().EOF
<if(parser.tokens)>
<parser.tokens:{k | <k>=<parser.tokens.(k)>}; separator="\n", wrap, anchor>
<endif>

<parser:(ctor())>

<namedActions.members>

<funcs; separator="\n">

<if(semprunedFuncs)>
def sempruned(self, localctx:RuleContext, ruleIndex:int, predIndex:int):
    if self._predicates == None:
        self._predicates = dict()
<parser.semprunedFuncs.values:{ f |
    self._predicates[<f.ruleIndex>] = self.<f.name>_sempruned }; separator="\n
    " >
    pred = self._predicates.get(ruleIndex, None)
    if pred is None:
        raise Exception("No predicate with index:" + str(ruleIndex))
    else:
        return pred(localctx, predIndex)

    <semprunedFuncs.values; separator="\n">
<endif>

>>

dumpActions(recog, argFuncs, actionFuncs, semprunedFuncs) ::= <<
<if(actionFuncs)>
def action(self, localctx:RuleContext, ruleIndex:int, actionIndex:int):
    if self._actions is None:
        actions = dict()
<recog.actionFuncs.values:{ f|
    actions[<f.ruleIndex>] = self.<f.name>_action }; separator="\n">
    self._actions = actions
    action = self._actions.get(ruleIndex, None)
    if action is not None:
        action(localctx, actionIndex)
    else:
        raise Exception("No registered action for:" + str(ruleIndex))

    <actionFuncs.values; separator="\n">

```

```

<endif>
<if(sempredFuncs)>
def sempred(self, localctx:RuleContext, ruleIndex:int, predIndex:int):
    if self._predicates is None:
        preds = dict()
<recog.sempredFuncs.values:{f]
        preds[<f.ruleIndex>] = self.<f.name>_sempred}; separator="\n">
        self._predicates = preds
        pred = self._predicates.get(ruleIndex, None)
        if pred is not None:
            return pred(localctx, predIndex)
        else:
            raise Exception("No registered predicate for:" + str(ruleIndex))

<sempredFuncs.values; separator="\n">
<endif>
>>

parser_ctor(p) ::= <<
def __init__(self, input:TokenStream, output:TextIO = sys.stdout):
    super().__init__(input, output)
    self.checkVersion("<file.ANTLRVersion>")
    self._interp = ParserATNSimulator(self, self.atn, self.decisionsToDFA, self.sharedContextCache)
    self._predicates = None

>>

/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<

def <r.name>_action(self, localctx:<r.ctxType> , actionIndex:int):
<actions:{index|
<if(first(actions))>
    if actionIndex == <index>:
        <actions.(index)>
<elseif(rest(actions))>
    elif actionIndex == <index>:
        <actions.(index)>
<endif> }; separator="\n">
>>

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleSempredFunction(r, actions) ::= <<

```

```

def <r.name>_sempred(self, localctx:<r.ctxType>, predIndex:int):
    <actions:{index|
<if(first(actions))>
    if predIndex == <index>:
        return <actions.(index)>
<elseif(rest(actions))>
    elif predIndex == <index>:
        return <actions.(index)>
<endif> }; separator="\n">

>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<

<ruleCtx>

<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

def <currentRule.name>(self<currentRule.args:{a | , <a.name><if(a.type)>:<a.type><endif>}>):

    localctx = <parser.name>.<currentRule.ctxType>(self, self._ctx, self.state<currentRule.args:{a | , <a.name>}>)
    self.enterRule(localctx, <currentRule.startState>, self.RULE_<currentRule.name>)
    <namedActions.init>
    <locals; separator="\n">
    try:
        <code>
        <postamble; separator="\n">
        <namedActions.after>
    <if(exceptions)>
    <exceptions; separator="\n">
    <else>
    except RecognitionException as re:
        localctx.exception = re
        self._errHandler.reportError(self, re)
        self._errHandler.recover(self, re)
    <endif>
    finally:
        <finallyAction>
        self.exitRule()
    return localctx

>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
    namedActions,finallyAction,postamble) ::=
<<

```



```

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

def <currentRule.name>(self, _p:int=0<if(currentRule.args)>, <args:{ a | , <a>}><endif>):
    _parentctx = self._ctx
    _parentState = self.state
    localctx = <parser.name>.<currentRule.ctxType>(self, self._ctx, _parentState<args:{ a | , <a.name>}>)>
    _prevctx = localctx
    _startState = <currentRule.startState>
    self.enterRecursionRule(localctx, <currentRule.startState>, self.RULE_<currentRule.name>, _p)
    <namedActions.init>
    <locals; separator="\n">
    try:
        <code>
        <postamble; separator="\n">
        <namedActions.after>
    except RecognitionException as re:
        localctx.exception = re
        self._errHandler.reportError(self, re)
        self._errHandler.recover(self, re)
    finally:
        <finallyAction>
        self.unrollRecursionContexts(_parentctx)
    return localctx

>>

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>localctx = <parser.name>.<currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(self, localctx)<endif>
self.enterOuterAlt(localctx, <currentOuterMostAltCodeBlock.alt.altNum>)
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
>>

LL1AltBlock(choice, preamble, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>
<preamble; separator="\n">
token = self._input.LA(1)
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
    <alt>

```

```
    pass }; separator="\n">
```

```
else:
```

```
    <error>
```

```
>>
```

```
LL1OptionalBlock(choice, alts, error) ::= <<
```

```
self.state = <choice.stateNumber>
```

```
self._errHandler.sync(self)
```

```
token = self._input.LA(1)
```

```
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
```

```
    <alt>
```

```
    pass }; separator="\n">
```

```
else:
```

```
    pass
```

```
>>
```

```
LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
```

```
self.state = <choice.stateNumber>
```

```
self._errHandler.sync(self)
```

```
<preamble; separator="\n">
```

```
if <expr>:
```

```
    <alts; separator="\n">
```

```
<!else if ( !(<followExpr> ) <error!>
```

```
>>
```

```
LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
```

```
self.state = <choice.stateNumber>
```

```
self._errHandler.sync(self)
```

```
<preamble; separator="\n">
```

```
while <loopExpr>:
```

```
    <alts; separator="\n">
```

```
    self.state = <choice.loopBackStateNumber>
```

```
    self._errHandler.sync(self)
```

```
    <iteration>
```

```
>>
```

```
LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
```

```
self.state = <choice.blockStartStateNumber> <! alt block decision !>
```

```
self._errHandler.sync(self)
```

```
<preamble; separator="\n">
```

```
while True:
```

```
    <alts; separator="\n">
```

```
    self.state = <choice.stateNumber> <! loopback/exit decision !>
```

```
    self._errHandler.sync(self)
```

```

    <iteration>
    if not (<loopExpr>):
        break

>>

// LL(*) stuff

AltBlock(choice, preamble, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>
<preamble; separator="\n">
la_ = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
<alts:{ alt |
if la_ == <i>:
    <alt>
    pass
}; separator="\nel">

>>

OptionalBlock(choice, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
la_ = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
<alts:{ alt |
if la_ == <i><if(!choice.ast.greedy)>+1<endif>:
    <alt>
}; separator="\nel">

>>

StarBlock(choice, alts, sync, iteration) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
_alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
while _alt!=<choice.exitAlt> and _alt!=ATN.INVALID_ALT_NUMBER:
    if _alt==1<if(!choice.ast.greedy)>+1<endif>:
        <iteration>
        <alts> <! should only be one !>
        self.state = <choice.loopBackStateNumber>
        self._errHandler.sync(self)
        _alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)

>>

PlusBlock(choice, alts, error) ::= <<

```

```

self.state = <choice.blockStartStateNumber> <! alt block decision !>
self._errHandler.sync(self)
_alt = 1<if(!choice.ast.greedy)>+1<endif>
while _alt!=<choice.exitAlt> and _alt!=ATN.INVALID_ALT_NUMBER:
  <alts:{alt|
if _alt == <i><if(!choice.ast.greedy)>+1<endif>:
  <alt>
}; separator="\nел">
  else:
    <error>
    self.state = <choice.loopBackStateNumber> <! loopback/exit decision !>
    self._errHandler.sync(self)
    _alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)

>>

Sync(s) ::= "sync(<s.expecting.name>)"

ThrowNoViableAlt(t) ::= "raise NoViableAltException(self)"

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.ttypes)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" or ">
>>

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) == 0
>>

// produces smaller bytecode only when bits.ttypes contains more than two items
bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShiftVar(s.varName, bits.shift)>})> and ((1 \<< <offsetShiftVar(s.varName,
bits.shift)>) & (<bits.ttypes:{ttype | (1 \<< <offsetShiftType(ttype, bits.shift)>)}); separator=" | ">)) != 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShiftVar(shiftAmount, offset) ::= <%
<if(!isZero.(offset))><shiftAmount> - <offset><else><shiftAmount><endif>
%>

offsetShiftType(shiftAmount, offset) ::= <%
<if(!isZero.(offset))><parser.name>.<shiftAmount> - <offset><else><parser.name>.<shiftAmount><endif>
%>

```

```

// produces more efficient bytecode when bits.ttypes contains at most two items
bitsetInlineComparison(s, bits) ::= <%
<bits.ttypes:{ ttype | <s.varName>==<parser.name>.<ttype>} ; separator=" or ">
%>

cases(ttypes) ::= <<
if token in [<ttypes:{ t | <parser.name>.<t>} ; separator=", ">]:
>>

InvokeRule(r, argExprsChunks) ::= <<
self.state = <r.stateNumber>
<if(r.labels)><r.labels:{1 | <labelref(l)> =
}><endif>self.<r.name>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argExprsChu
nks>)
>>

MatchToken(m) ::= <<
self.state = <m.stateNumber>
<if(m.labels)><m.labels:{1 | <labelref(l)> = }><endif>self.match(<parser.name>.<m.name>)
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
self.state = <m.stateNumber>
<if(m.labels)><m.labels:{1 | <labelref(l)> = }>self._input.LT(1)<endif>
<capture>
<if(invert)>if <m.varName> \<= 0 or <expr><else>if not(<expr>)<endif>:
<if(m.labels)><m.labels:{1 | <labelref(l)> = }><else> <endif>self._errHandler.recoverInline(self)
else:
    self._errHandler.reportMatch(self)
    self.consume()
>>

Wildcard(w) ::= <<
self.state = <w.stateNumber>
<if(w.labels)><w.labels:{1 | <labelref(l)> = }><endif>self.matchWildcard()
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

```

```

SemPred(p, chunks, failChunks) ::= <<
self.state = <p.stateNumber>
if not <chunks>:
    from antlr4.error.Errors import FailedPredicateException
    raise FailedPredicateException(self, <p.predicate><if(failChunks)>, <failChunks><elseif(p.msg)>,
    <p.msg><endif>)
>>

```

```

ExceptionClause(e, catchArg, catchAction) ::= <<
except <catchArg>:
    <catchAction>
>>

```

```
// lexer actions are not associated with model objects
```

```

LexerSkipCommand() ::= "skip()"
LexerMoreCommand() ::= "more()"
LexerPopModeCommand() ::= "popMode()"

```

```

LexerTypeCommand(arg, grammar)    ::= "_type = <arg>"
LexerChannelCommand(arg, grammar) ::= "_channel = <arg>"
LexerModeCommand(arg, grammar)    ::= "_mode = <arg>"
LexerPushModeCommand(arg, grammar) ::= "pushMode(<arg>)"

```

```

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "localctx.<a.name>"
LocalRef(a) ::= "localctx.<a.name>"
RetValRef(a) ::= "localctx.<a.name>"
QRetValRef(a) ::= "<ctx(a)>.<a.dict>.<a.name>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.name>"
LabelRef(t) ::= "<ctx(t)>.<t.name>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.name)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.name> = <rhsChunks>"

```

```

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

```

```

TokenPropertyRef_text(t) ::= "(None if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.text)"
TokenPropertyRef_type(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.type()"
TokenPropertyRef_line(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.line)"
TokenPropertyRef_pos(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.column)"
TokenPropertyRef_channel(t) ::= "(0 if (<ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.channel)"
TokenPropertyRef_index(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.tokenIndex)"
TokenPropertyRef_int(t) ::= "(0 if <ctx(t)>.<t.label> is None else int(<ctx(t)>.<t.label>.text))"

```

```

RulePropertyRef_start(r) ::= "(None if <ctx(r)>.<r.label> is None else <ctx(r)>.<r.label>.start)"

```

```

RulePropertyRef_stop(r) ::= "(None if <ctx(r)>.<r.label> is None else <ctx(r)>.<r.label>.stop)"
RulePropertyRef_text(r) ::= "(None if <ctx(r)>.<r.label> is None else
self._input.getText(<ctx(r)>.<r.label>.start,<ctx(r)>.<r.label>.stop))"
RulePropertyRef_ctx(r) ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r) ::= "self"

ThisRulePropertyRef_start(r) ::= "localctx.start"
ThisRulePropertyRef_stop(r) ::= "localctx.stop"
ThisRulePropertyRef_text(r) ::= "self._input.getText(localctx.start, self._input.LT(-1))"
ThisRulePropertyRef_ctx(r) ::= "localctx"
ThisRulePropertyRef_parser(r) ::= "self"

NonLocalAttrRef(s) ::= "self.getInvokingContext(<s.ruleIndex>).<s.name>"
SetNonLocalAttr(s, rhsChunks) ::= "self.getInvokingContext(<s.ruleIndex>).<s.name> = <rhsChunks>"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.append(<labelref(a.label)>)"

TokenDecl(t) ::= "self.<t.name> = None # <TokenLabelType()>"
TokenTypeDecl(t) ::= "self.<t.name> = 0 # <TokenLabelType()> type"
TokenListDecl(t) ::= "self.<t.name> = list() # of <TokenLabelType()>s"
RuleContextDecl(r) ::= "self.<r.name> = None # <r.ctxName>"
RuleContextListDecl(rdecl) ::= "self.<rdecl.name> = list() # of <rdecl.ctxName>s"

ContextTokenGetterDecl(t) ::= <<
def <t.name>(self):
    return self.getToken(<parser.name>.<t.name>, 0)
>>

// should never be called
ContextTokenListGetterDecl(t) ::= <<
def <t.name>_list(self):
    return self.getTokens(<parser.name>.<t.name>)
>>

ContextTokenListIndexedGetterDecl(t) ::= <<
def <t.name>(self, i:int=None):
    if i is None:
        return self.getTokens(<parser.name>.<t.name>)
    else:
        return self.getToken(<parser.name>.<t.name>, i)
>>

ContextRuleGetterDecl(r) ::= <<
def <r.name>(self):
    return self.getTypedRuleContext(<parser.name>.<r.ctxName>,0)

>>

```

```

// should never be called
ContextRuleListGetterDecl(r) ::= <<
def <r.name>_list(self):
    return self.getTypedRuleContexts(<parser.name>.<r.ctxName>)

>>

ContextRuleListIndexedGetterDecl(r) ::= <<
def <r.name>(self, i:int=None):
    if i is None:
        return self.getTypedRuleContexts(<parser.name>.<r.ctxName>)
    else:
        return self.getTypedRuleContext(<parser.name>.<r.ctxName>,i)

>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
 * r becomes rContext.
 */
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "_<tokenName>"
ImplicitRuleLabel(ruleName) ::= "_<ruleName>"
ImplicitSetLabel(id) ::= "_tset<id>"
ListLabelName(label) ::= "<label>"

CaptureNextToken(d) ::= "<d.varName> = self._input.LT(1)"
CaptureNextTokenType(d) ::= "<d.varName> = self._input.LA(1)"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers) ::= <<
class <struct.name>(<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif>):

    def __init__(self, parser, parent:ParserRuleContext=None, invokingState:int=-1<struct.ctorAttrs:{a | ,
<a.name><if(a.type)>:<a.type><endif>=None}>):
        super().__init__(parent, invokingState)
        self.parser = parser
        <attrs:{a | <a>}; separator="\n">
        <struct.ctorAttrs:{a | self.<a.name> = <a.name>}; separator="\n">

        <getters:{g | <g>}; separator="\n\n">

    def getRuleIndex(self):
        return <parser.name>.RULE_<struct.derivedFromName>

<if(struct.provideCopyFrom)><! don't need copy unless we have subclasses !>
    def copyFrom(self, ctx:ParserRuleContext):

```



```

    super().copyFrom(ctx)
    <struct.attrs:{ a | self.<a.name> = ctx.<a.name> }; separator="\n">

<endif>
    <dispatchMethods; separator="\n">
    <extensionMembers; separator="\n">

>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
class <struct.name><(currentRule.name; format="cap">Context):

    def __init__(self, parser, ctx:ParserRuleContext): # actually a <parser.name>.<currentRule.name;
format="cap">Context
        super().__init__(parser)
        <attrs:{ a | <a> }; separator="\n">
        self.copyFrom(ctx)

    <getters:{ g | <g> }; separator="\n">

    <dispatchMethods; separator="\n">

>>

ListenerDispatchMethod(method) ::= <<
def <if(method.isEnter)>enter<else>exit<endif>Rule(self, listener:ParseTreeListener):
    if hasattr( listener, "<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">" ):
        listener.<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">(self)

>>

VisitorDispatchMethod(method) ::= <<
def accept(self, visitor:ParseTreeVisitor):
    if hasattr( visitor, "visit<struct.derivedFromName; format="cap">" ):
        return visitor.visit<struct.derivedFromName; format="cap">(self)
    else:
        return visitor.visitChildren(self)

>>

AttributeDecl(d) ::= "self.<d.name> = <if(d.initValue)><d.initValue><else>None<endif>"

/** If we don't know location of label def x, use this template */
labelref(x) ::= "<if(!x.isLocal)>localctx.<endif><x.name>"

/** For any action chunk, what is correctly-typed context struct ptr? */
ctx(actionChunk) ::= "localctx"

```

```

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec) ::= "self.precpred(self._ctx, <opPrec>)"
recRuleSetReturnAction(src,name) ::= "$<name>=$<src>.<name>"
recRuleSetStopToken() ::= "self._ctx.stop = self._input.LT(-1)"

recRuleAltStartAction(ruleName, ctxName, label) ::= <<
localctx = <parser.name>.<ctxName>Context(self, _parentctx, _parentState)
<if(label)>localctx.<label> = _prevctx<endif>
self.pushNewRecursionContext(localctx, _startState, self.RULE_<ruleName>)
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
localctx = <parser.name>.<currentAltLabel; format="cap">Context(self, <parser.name>.<ruleName;
format="cap">Context(self, _parentctx, _parentState))
<if(label)>
<if(isListLabel)>
localctx.<label>.append(_prevctx)
<else>
localctx.<label> = _prevctx
<endif>
<endif>
self.pushNewRecursionContext(localctx, _startState, self.RULE_<ruleName>)
>>

recRuleReplaceContext(ctxName) ::= <<
localctx = <parser.name>.<ctxName>Context(self, localctx)
self._ctx = localctx
_prevctx = localctx
>>

recRuleSetPrevCtx() ::= <<
if self._parseListeners is not None:
    self.triggerExitRuleEvent()
_prevctx = localctx
>>

LexerFile(lexerFile, lexer, namedActions) ::= <<
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
from antlr4 import *
from io import StringIO
from typing.io import TextIO
import sys

<namedActions.header>

<lexer>
>>

```

```

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
<if(superClass)>
if __name__ is not None and "." in __name__:
    from .<superClass> import <superClass>
else:
    from <superClass> import <superClass>

<endif>
<atn>

class <lexer.name>(<if(superClass)><superClass><else>Lexer<endif>):

    atn = ATNDeserializer().deserialize(serializedATN())

    decisionsToDFA = [ DFA(ds, i) for i, ds in enumerate(atn.decisionToState) ]

<if(lexer.channels)>
    <lexer.channels:{c| <c> = <lexer.channels.(c)>}; separator="\n">

<endif>
<if(rest(lexer.modes)>
    <rest(lexer.modes):{m| <m> = <i>}; separator="\n">

<endif>
    <lexer.tokens:{k| <k> = <lexer.tokens.(k)>}; separator="\n", wrap, anchor>

    channelNames = [ u"DEFAULT_TOKEN_CHANNEL", u"HIDDEN"<if (lexer.channels)>, <lexer.channels:{c|
u"<c>"}; separator=", ", wrap, anchor><endif> ]

    modeNames = [ <lexer.modes:{m| "<m>"}; separator=", ", wrap, anchor> ]

    literalNames = [ "\<INVALID>",
        <lexer.literalNames:{t| <t>}; separator=", ", wrap, anchor> ]

    symbolicNames = [ "\<INVALID>",
        <lexer.symbolicNames:{t| <t>}; separator=", ", wrap, anchor> ]

    ruleNames = [ <lexer.ruleNames:{r| "<r>"}; separator=", ", wrap, anchor> ]

    grammarFileName = "<lexer.grammarFileName>"

    def __init__(self, input=None, output:TextIO = sys.stdout):
        super().__init__(input, output)
        self.checkVersion("<lexerFile.ANTLRVersion>")
        self._interp = LexerATNSimulator(self, self.atn, self.decisionsToDFA, PredictionContextCache())
        self._actions = None
        self._predicates = None

```

```

<namedActions.members>

<dumpActions(lexer, "", actionFuncs, sempredFuncs)>

>>

SerializedATN(model) ::= <<
<! only one segment, can be inlined !>

def serializedATN():
    with StringIO() as buf:
        buf.write("<model.serialized; wrap={ }<\n>    buf.write(" }>")
        return buf.getvalue()

>>

/** Using a type to init value map, try to init a type; if not in table
 * must be an object, default value is "null".
 */
initValue(typeName) ::= <<
<pythonTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".py"

Found in path(s):
* /opt/cola/permits/1020749546_1607585150.55/0/antlr-4-9-complete-
jar/org/antlr/v4/tool/templates/codegen/Python3/Python3.stg
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```

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jar/org/antlr/v4/tool/templates/codegen/Cpp/Files.stg

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```

*/

dartTypeInitMap ::= [
  "int":"0",
  "double":"0.0",
  "bool":"false",
  default:"null" // anything other than a primitive type is an object
]

// args must be <object-model-object>, <fields-resulting-in-STs>

ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
library <file.genPackage>;

import 'package:antlr4/antlr4.dart';
import 'dart:io';

<if(file.genListener)>
part '<file.grammarName>Listener.dart';
part '<file.grammarName>BaseListener.dart';
<endif>
<if(file.genVisitor)>
part '<file.grammarName>Visitor.dart';
part '<file.grammarName>BaseVisitor.dart';
<endif>
part '<file.grammarName>Lexer.dart';
<else>
import 'package:antlr4/antlr4.dart';
import 'dart:io';

<if(file.genListener)>
import '<file.grammarName>Listener.dart';
import '<file.grammarName>BaseListener.dart';
<endif>
<if(file.genVisitor)>
import '<file.grammarName>Visitor.dart';
import '<file.grammarName>BaseVisitor.dart';
<endif>
<endif>

<namedActions.header>
<parser>
>>

ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>

```

```

<if(file.genPackage)>
part of <file.genPackage>;
<else>
import 'package:antlr4/antlr4.dart';

import '<file.parserName>.dart';
<endif>
<header>

/// This abstract class defines a complete listener for a parse tree produced by
/// [<file.parserName>].
abstract class <file.grammarName>Listener extends ParseTreeListener {
<file.listenerNames>:{ Iname |
<if(file.listenerLabelRuleNames.(Iname))>
/// Enter a parse tree produced by the [<Iname>]
/// labeled alternative in [file.parserName>.<file.listenerLabelRuleNames.(Iname)>].
<else>
/// Enter a parse tree produced by [<file.parserName>.<Iname>].
<endif>
/// [ctx] the parse tree
void enter<Iname; format="cap">(<Iname; format="cap">Context ctx);
<if(file.listenerLabelRuleNames.(Iname))>
/// Exit a parse tree produced by the [<Iname>]
/// labeled alternative in [<file.parserName>.<file.listenerLabelRuleNames.(Iname)>].
<else>
/// Exit a parse tree produced by [<file.parserName>.<Iname>].
<endif>
/// [ctx] the parse tree
void exit<Iname; format="cap">(<Iname; format="cap">Context ctx);}; separator="\n">
}
>>

```

```

BaseListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
part of <file.genPackage>;
<else>
import 'package:antlr4/antlr4.dart';

import '<file.parserName>.dart';
import '<file.grammarName>Listener.dart';
<endif>

```

```

<header>

```

```

/// This class provides an empty implementation of [<file.grammarName>Listener],
/// which can be extended to create a listener which only needs to handle
/// a subset of the available methods.

```

```

class <file.grammarName>BaseListener implements <file.grammarName>Listener {
<file.listenerNames:{Iname |

/// The default implementation does nothing.
@override
void enter<Iname; format="cap">(<Iname; format="cap">Context ctx) {}

/// The default implementation does nothing.
@override
void exit<Iname; format="cap">(<Iname; format="cap">Context ctx) {}}; separator="\n">

/// The default implementation does nothing.
@override
void enterEveryRule(ParserRuleContext ctx) {}

/// The default implementation does nothing.
@override
void exitEveryRule(ParserRuleContext ctx) {}

/// The default implementation does nothing.
@override
void visitTerminal(TerminalNode node) {}

/// The default implementation does nothing.
@override
void visitErrorNode(ErrorNode node) {}
}

```

>>

```

VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
part of <file.genPackage>;
<else>
import 'package:antlr4/antlr4.dart';

import '<file.parserName>.dart';
<endif>
<header>

/// This abstract class defines a complete generic visitor for a parse tree
/// produced by [<file.parserName>].
///
/// [T] is the return type of the visit operation. Use `void` for
/// operations with no return type.
abstract class <file.grammarName>Visitor<T> extends ParseTreeVisitor<T> {
<file.visitorNames:{Iname |

```



```

<if(file.visitorLabelRuleNames.(lname))>
  // Visit a parse tree produced by the { @code <lname>\}
  // labeled alternative in { @link <file.parserName>#<file.visitorLabelRuleNames.(lname)>\}.
  <else>
  // Visit a parse tree produced by [<file.parserName>.<lname>].
  <endif>
  // [ctx] the parse tree.
  // Return the visitor result.
  T visit<lname; format="cap">(<lname; format="cap">Context ctx); separator="\n">
  }
>>

BaseVisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
part of <file.genPackage>;
<else>
import 'package:antlr4/antlr4.dart';

import '<file.parserName>.dart';
import '<file.grammarName>Visitor.dart';
<endif>
<header>

// This class provides an empty implementation of [<file.grammarName>Visitor],
// which can be extended to create a visitor which only needs to handle
// a subset of the available methods.
//
// [T] is the return type of the visit operation. Use `void` for
// operations with no return type.
class <file.grammarName>BaseVisitor<T> extends ParseTreeVisitor<T> implements
<file.grammarName>Visitor<T> {
  <file.visitorNames>:{lname |
  // The default implementation returns the result of calling
  // [visitChildren] on [ctx].
  @override
  T visit<lname; format="cap">(<lname; format="cap">Context ctx) => visitChildren(ctx); separator="\n">
  }
>>

fileHeader(grammarFileName, ANTLRVersion) ::= <<
// Generated from <grammarFileName> by ANTLR <ANTLRVersion>
// ignore_for_file: unused_import, unused_local_variable, prefer_single_quotes
>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

```

```

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
<if(namedActions.definitions)><namedActions.definitions><endif>
const int <parser.rules:{r | RULE_<r.name> = <r.index>}; separator=", ", wrap, anchor>;
class <parser.name> extends <superClass; null="Parser"> {
    static final checkVersion = () => RuntimeMetaData.checkVersion('<file.ANTLRVersion>',
RuntimeMetaData.VERSION);
    static const int TOKEN_EOF = IntStream.EOF;

    static final List<DFA> _decisionToDFA = List.generate(
        _ATN.numberOfDecisions, (i) => DFA(_ATN.getDecisionState(i), i));
    static final PredictionContextCache _sharedContextCache = PredictionContextCache();
    <if(parser.tokens)>
    static const int <parser.tokens:{k | TOKEN_<k> = <parser.tokens.(k)>}; separator=", ", wrap, anchor>;
    <endif>

    @override
    final List<String> ruleNames = [
        <parser.ruleNames:{r | '<r>'}; separator=", ", wrap, anchor>
    ];

    <vocabulary(parser.literalNames, parser.symbolicNames)>

    @override
    String get grammarFileName => '<parser.grammarFileName>';

    @override
    String get serializedATN => _serializedATN;

    @override
    ATN getATN() {
        return _ATN;
    }

    <namedActions.members>
    <parser:(ctor)()>
    <funcs; separator="\n">

    <if(sempredFuncs)>
    @override
    bool sempred(RuleContext _localctx, int ruleIndex, int predIndex) {
        switch (ruleIndex) {
            <parser.sempredFuncs.values:{f}
        case <f.ruleIndex>:
            return _<f.name>_sempred(_localctx, predIndex);}; separator="\n">
        }
        return true;
    }
}

```

```

    <sempredFuncs.values; separator="\n">
<endif>

<atn>
}
<funcs: {func | <if(func.ruleCtx)><func.ruleCtx><endif>}; separator="\n\n">

<funcs: {func | <if(func.altLabelCtxs)><func.altLabelCtxs: {l | <func.altLabelCtxs.(l)>};
separator="\n\n"><endif>}>
>>

vocabulary(literalNames, symbolicNames) ::= <<
static final List<String> _LITERAL_NAMES = [
    <literalNames: {t | <t>}; null="null", separator=", ", wrap, anchor>
];
static final List<String> _SYMBOLIC_NAMES = [
    <symbolicNames: {t | <t>}; null="null", separator=", ", wrap, anchor>
];
static final Vocabulary VOCABULARY = VocabularyImpl(_LITERAL_NAMES, _SYMBOLIC_NAMES);

@Override
Vocabulary get vocabulary {
    return VOCABULARY;
}
>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
void action(RuleContext _localctx, int ruleIndex, int actionIndex) {
    switch (ruleIndex) {
        <recog.actionFuncs.values: {f}
    case <f.ruleIndex>:
        _<f.name>_action(_localctx, actionIndex);
        break;}; separator="\n">
    }
}
<actionFuncs.values; separator="\n">
<endif>
<if(sempredFuncs)>
bool sempred(RuleContext _localctx, int ruleIndex, int predIndex) {
    switch (ruleIndex) {
        <recog.sempredFuncs.values: {f}
    case <f.ruleIndex>:
        return _<f.name>_sempred(_localctx, predIndex);}; separator="\n">
    }
    return true;
}
<sempredFuncs.values; separator="\n">

```

```

<endif>
>>

parser_ctor(p) ::= <<
<p.name>(TokenStream input) : super(input) {
  interpreter = ParserATNSimulator(this, _ATN, _decisionToDFA, _sharedContextCache);
}
>>

/// This generates a private method since the actionIndex is generated, making an
/// overriding implementation impossible to maintain.
RuleActionFunction(r, actions) ::= <<
void _<r.name>_action(<r.ctxType> _localctx, int actionIndex) {
  switch (actionIndex) {
    <actions:{index|case <index>: <actions.(index)> break;}; separator="\n">
  }
}
>>

/// This generates a private method since the predIndex is generated, making an
/// overriding implementation impossible to maintain.
RuleSempredFunction(r, actions) ::= <<
bool _<r.name>_sempred(<r.ctxType> _localctx, int predIndex) {
  switch (predIndex) {
    <actions:{index|case <index>: return <actions.(index)>;}; separator="\n">
  }
  return true;
}
>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<

<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else><endif><currentRule.ctxType>
<currentRule.name><(<args; separator=", ">) {
  dynamic _localctx = <currentRule.ctxType>(context, state<currentRule.args:{a | , <a.name>}>);
  enterRule(_localctx, <currentRule.startState>, RULE_<currentRule.name>);
  <namedActions.init>
  <locals; separator="\n">
  try {
  <if(currentRule.hasLookaheadBlock)>
    int _alt;
  <endif>
  <code>
  <postamble; separator="\n">
  <namedActions.after>
} <if(exceptions)> <exceptions; separator="\n"><else>on RecognitionException catch (re) {
  _localctx.exception = re;

```

```

    errorHandler.reportError(this, re);
    errorHandler.recover(this, re);
} <endif> finally {
    <finallyAction>
    exitRule();
}
return _localctx;
}
>>

```

```

LeftRecursiveRuleFunction(currentRule, args, code, locals, ruleCtx, altLabelCtxs,
    namedActions, finallyAction, postamble) ::=
<<

```

```

<currentRule.ctxType> <currentRule.name>([int _p = 0] <args: { a | , <a> } > ) {
    final _parentctx = context;
    final _parentState = state;
    dynamic _localctx = <currentRule.ctxType>(context, _parentState <currentRule.args: { a | , <a.name> } > );
    var _prevctx = _localctx;
    var _startState = <currentRule.startState>;
    enterRecursionRule(_localctx, <currentRule.startState>, RULE_<currentRule.name>, _p);
    <namedActions.init>
    <locals; separator="\n">
    try {
    <if(currentRule.hasLookaheadBlock)>
        int _alt;
    <endif>
        <code>
        <postamble; separator="\n">
        <namedActions.after>
    } on RecognitionException catch (re) {
        _localctx.exception = re;
        errorHandler.reportError(this, re);
        errorHandler.recover(this, re);
    } finally {
        <finallyAction>
        unrollRecursionContexts(_parentctx);
    }
    return _localctx;
}
>>

```

```

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>_localctx = <currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(_localctx);<endif>
enterOuterAlt(_localctx, <currentOuterMostAltCodeBlock.alt.altNum>);
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...) >
>>

```

```

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
>>

```

```

LL1AltBlock(choice, preamble, alts, error) ::= <<
state = <choice.stateNumber>;
errorHandler.sync(this);
<if(choice.label)><labelref(choice.label)> = tokenStream.LT(1);<endif>
<preamble; separator="\n">
switch (tokenStream.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
<alt>
break;}; separator="\n">
default:
<error>
}
>>

```

```

LL1OptionalBlock(choice, alts, error) ::= <<
state = <choice.stateNumber>;
errorHandler.sync(this);
switch (tokenStream.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
<alt>
break;}; separator="\n">
default:
break;
}
>>

```

```

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
state = <choice.stateNumber>;
errorHandler.sync(this);
<preamble; separator="\n">
if (<expr>) {
<alts; separator="\n">
}
<!else if ( !(<followExpr> ) <error>!>
>>

```

```

LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
state = <choice.stateNumber>;
errorHandler.sync(this);
<preamble; separator="\n">
while (<loopExpr>) {

```

```

<alts; separator="\n">
state = <choice.loopBackStateNumber>;
errorHandler.sync(this);
<iteration>
}
>>

```

```

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
state = <choice.blockStartStateNumber>; <! alt block decision !>
errorHandler.sync(this);
<preamble; separator="\n">
do {
<alts; separator="\n">
state = <choice.stateNumber>; <! loopback/exit decision !>
errorHandler.sync(this);
<iteration>
} while (<loopExpr>);
>>

```

```

// LL(*) stuff

```

```

AltBlock(choice, preamble, alts, error) ::= <<
state = <choice.stateNumber>;
errorHandler.sync(this);
<if(choice.label)><labelref(choice.label)> = tokenStream.LT(1);<endif>
<preamble; separator="\n">
switch (interpreter.adaptivePredict(tokenStream, <choice.decision>, context)) {
<alts:{ alt |
case <i>:
<alt>
break;}; separator="\n">
}
>>

```

```

OptionalBlock(choice, alts, error) ::= <<
state = <choice.stateNumber>;
errorHandler.sync(this);
switch (interpreter.adaptivePredict(tokenStream, <choice.decision>, context)) {
<alts:{ alt |
case <i><if(!choice.ast.greedy)>+1<endif>:
<alt>
break;}; separator="\n">
}
>>

```

```

StarBlock(choice, alts, sync, iteration) ::= <<
state = <choice.stateNumber>;
errorHandler.sync(this);

```

```

_alt = interpreter.adaptivePredict(tokenStream, <choice.decision>, context);
while (_alt != <choice.exitAlt> && _alt != ATN.INVALID_ALT_NUMBER) {
  if (_alt == 1<if(!choice.ast.greedy)> + 1<endif>) {
    <iteration>
    <alts> <! should only be one !>
  }
  state = <choice.loopBackStateNumber>;
  errorHandler.sync(this);
  _alt = interpreter.adaptivePredict(tokenStream, <choice.decision>, context);
}
>>

```

```

PlusBlock(choice, alts, error) ::= <<
state = <choice.blockStartStateNumber>; <! alt block decision !>
errorHandler.sync(this);
_alt = 1<if(!choice.ast.greedy)>+1<endif>;
do {
  switch (_alt) {
    <alts:{alt|
case <i><if(!choice.ast.greedy)> + 1<endif>:
    <alt>
    break;}; separator="\n">
    default:
      <error>
  }
  state = <choice.loopBackStateNumber>; <! loopback/exit decision !>
  errorHandler.sync(this);
  _alt = interpreter.adaptivePredict(tokenStream, <choice.decision>, context);
} while (_alt != <choice.exitAlt> && _alt != ATN.INVALID_ALT_NUMBER);
>>

```

```

Sync(s) ::= "sync(<s.expecting.name>);"

```

```

ThrowNoViableAlt(t) ::= "throw NoViableAltException(this);"

```

```

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.ttypes)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" || ">
>>

```

```

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) == 0
>>

```

```

// produces smaller bytecode only when bits.ttypes contains more than two items
bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShift(s.varName, bits.shift)>})> && ((BigInt.one \<|< <offsetShift(s.varName,

```



```

bits.shift>> & (<bits.ttypes:{ ttype | (BigInt.one \<\< <offsetShift({TOKEN_<ttype>}, bits.shift)>>); separator=" |
">>) != BigInt.zero)
%>

isZero ::= [
"0":true,
default:false
]

offsetShift(shiftAmount, offset) ::= <%
<if(!isZero(offset))><shiftAmount> - <offset><else><shiftAmount><endif>
%>

// produces more efficient bytecode when bits.ttypes contains at most two items
bitsetInlineComparison(s, bits) ::= <%
<bits.ttypes:{ ttype | <s.varName> == TOKEN_<ttype> }; separator=" || ">
%>

cases(ttypes) ::= <<
<ttypes:{ t | case TOKEN_<t>: }; separator="\n">
>>

InvokeRule(r, argExprsChunks) ::=<<
state = <r.stateNumber>;
<if(r.labels)><r.labels:{1 | <labelref(l)> =
}><endif><r.name><(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)><endif><endif><argExprsChunks>
);
>>

MatchToken(m) ::= <<
state = <m.stateNumber>;
<if(m.labels)><m.labels:{1 | <labelref(l)> = }><endif>match(TOKEN_<m.name>);
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
state = <m.stateNumber>;
<if(m.labels)><m.labels:{1 | <labelref(l)> = }>tokenStream.LT(1);<endif>
<capture>
if (<if(invert)><m.varName> \<= 0 || <else>!<endif><(<expr>)) {
<if(m.labels)><m.labels:{1 | <labelref(l)> = }><endif>errorHandler.recoverInline(this);
} else {
if ( tokenStream.LA(1)==IntStream.EOF ) matchedEOF = true;
errorHandler.reportMatch(this);
consume();

```

```

}
>>

Wildcard(w) ::= <<
state = <w.stateNumber>;
<if(w.labels)><w.labels:{1 | <labelref(1)> = }><endif>matchWildcard();
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

SemPred(p, chunks, failChunks) ::= <<
state = <p.stateNumber>;
if (!(<chunks>)) {
    throw FailedPredicateException(this, <p.predicate><if(failChunks)>, <failChunks><elseif(p.msg)>,
    <p.msg><endif>);
}
>>

ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>) {
    <catchAction>
}
>>

// lexer actions are not associated with model objects

LexerSkipCommand() ::= "skip();"
LexerMoreCommand() ::= "more();"
LexerPopModeCommand() ::= "popMode();"

LexerTypeCommand(arg, grammar) ::= "type = <arg>";
LexerChannelCommand(arg, grammar) ::= "channel = <arg>";
LexerModeCommand(arg, grammar) ::= "mode_ = <arg>";
LexerPushModeCommand(arg, grammar) ::= "pushMode(<arg>);";

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "_localctx.<a.name>"
LocalRef(a) ::= "_localctx.<a.name>"
RetValRef(a) ::= "_localctx.<a.name>"
QRetValRef(a) ::= "<ctx(a)>.<a.dict>.<a.name>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.name>"
LabelRef(t) ::= "<ctx(t)>.<t.name>"

```

```

ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.name)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.name> = <rhsChunks>;"

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "<ctx(t)>.<t.label>?.text"
TokenPropertyRef_type(t) ::= "<ctx(t)>.<t.label> != null ? <ctx(t)>.<t.label>.type : 0"
TokenPropertyRef_line(t) ::= "<ctx(t)>.<t.label> != null ? <ctx(t)>.<t.label>.line : 0"
TokenPropertyRef_pos(t) ::= "<ctx(t)>.<t.label> != null ? <ctx(t)>.<t.label>.charPositionInLine : 0"
TokenPropertyRef_channel(t) ::= "<ctx(t)>.<t.label> != null ? <ctx(t)>.<t.label>.channel : 0"
TokenPropertyRef_index(t) ::= "<ctx(t)>.<t.label> != null ? <ctx(t)>.<t.label>.tokenIndex : 0"
TokenPropertyRef_int(t) ::= "<ctx(t)>.<t.label> != null ? int.parse(<ctx(t)>.<t.label>.text) : 0"

RulePropertyRef_start(r) ::= "<ctx(r)>.<r.label>?.start"
RulePropertyRef_stop(r) ::= "<ctx(r)>.<r.label>?.stop"
RulePropertyRef_text(r) ::= "(<ctx(r)>.<r.label> != null ? tokenStream.getTextRange(<ctx(r)>.<r.label>.start,
<ctx(r)>.<r.label>.stop) : null)"
RulePropertyRef_ctx(r) ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r) ::= "this"

ThisRulePropertyRef_start(r) ::= "_localctx.start"
ThisRulePropertyRef_stop(r) ::= "_localctx.stop"
ThisRulePropertyRef_text(r) ::= "tokenStream.getTextRange(_localctx.start, tokenStream.LT(-1))"
ThisRulePropertyRef_ctx(r) ::= "_localctx"
ThisRulePropertyRef_parser(r) ::= "this"

NonLocalAttrRef(s) ::= "(getInvokingContext(<s.ruleIndex>) as <s.ruleName; format=\"cap\">Context).<s.name>"
SetNonLocalAttr(s, rhsChunks) ::=
"(getInvokingContext(<s.ruleIndex>) as <s.ruleName; format=\"cap\">Context).<s.name> = <rhsChunks>;"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.add(<labelref(a.label)>);"

TokenDecl(t) ::= "<TokenLabelType()> <t.name>"
TokenTypeDecl(t) ::= "int <t.name>;"
TokenListDecl(t) ::= "List<Token> <t.name> = List<Token>()"
RuleContextDecl(r) ::= "<r.ctxName> <r.name>"
RuleContextListDecl(rdecl) ::= "List<<rdecl.ctxName>> <rdecl.name> = List<<rdecl.ctxName>>()"

ContextTokenGetterDecl(t) ::= <<
TerminalNode <t.name>() => getToken(<parser.name>.TOKEN_<t.name>, 0);
>>

ContextTokenListGetterDecl(t) ::= <<
List<TerminalNode> <t.name>s() => getTokens(<parser.name>.TOKEN_<t.name>);
>>

ContextTokenListIndexedGetterDecl(t) ::= <<
TerminalNode <t.name>(int i) => getToken(<parser.name>.TOKEN_<t.name>, i);
>>

```

```

ContextRuleGetterDecl(r) ::= <<
<r.ctxName> <r.name>() => getRuleContext\<<r.ctxName>\>(0);
>>
ContextRuleListGetterDecl(r) ::= <<
List\<<r.ctxName>\> <r.name>s() => getRuleContexts\<<r.ctxName>\>(0);
>>
ContextRuleListIndexedGetterDecl(r) ::= <<
<r.ctxName> <r.name>(int i) => getRuleContext\<<r.ctxName>\>(i);
>>

LexerRuleContext() ::= "RuleContext"

// The rule context name is the rule followed by a suffix; e.g.,
// r becomes rContext.
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "_<tokenName>"
ImplicitRuleLabel(ruleName) ::= "_<ruleName>"
ImplicitSetLabel(id) ::= "_tset<id>"
ListLabelName(label) ::= "<label>"

CaptureNextToken(d) ::= "<d.varName> = tokenStream.LT(1);"
CaptureNextTokenType(d) ::= "<d.varName> = tokenStream.LA(1);"

StructDecl(struct,ctorAttrs,attrs, getters,dispatchMethods,interfaces,extensionMembers)
::= <<
class <struct.name> extends
<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif><if(interfaces)> implements
<interfaces; separator=", "><endif> {
<attrs:{ a | <a>;}; separator="\n">
<getters:{ g | <g>;}; separator="\n">
<struct.name>([ParserRuleContext parent, int invokingState<ctorAttrs:{ a | , <a>>}]) : super(parent,
invokingState)<if(struct.ctorAttrs)> {
<struct.ctorAttrs:{ a | this.<a.name> = <a.name>;}; separator="\n">
}<else>;<endif>

@Override
int get ruleIndex => RULE_<struct.derivedFromName>;
<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
@Override
void copyFrom(<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif> ctx) {
super.copyFrom(ctx);
<struct.attrs:{ a | this.<a.name> = (ctx as <struct.name>).<a.name>;}; separator="\n">
}
<endif>
<dispatchMethods; separator="\n">
<extensionMembers; separator="\n">
}

```

>>

```
AltLabelStructDecl(struct,attrs, getters,dispatchMethods) ::= <<
class <struct.name> extends <struct.parentRule; format="cap">Context {
  <attrs:{ a | <a>; separator="\n">
  <getters:{ g | <g>; separator="\n">
  <struct.name>(<struct.parentRule; format="cap">Context ctx) { copyFrom(ctx); }
  <dispatchMethods; separator="\n">
}
}>>
```

```
ListenerDispatchMethod(method) ::= <<
@override
void <if(method.isEnter)>enter<else>exit<endif>Rule(ParseTreeListener listener) {
  if (listener is <parser.grammarName>Listener)
  listener.<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">(this);
}
}>>
```

```
VisitorDispatchMethod(method) ::= <<
@override
T accept<T>(ParseTreeVisitor<T> visitor) {
  if (visitor is <parser.grammarName>Visitor<T>) {
    return visitor.visit<struct.derivedFromName; format="cap">(this);
  } else {
    return visitor.visitChildren(this);
  }
}
}>>
```

```
AttributeDecl(d) ::= "<d.type> <d.name><if(d.initValue)> = <d.initValue><endif>"
```

```
// If we don't know location of label def x, use this template
labelref(x) ::= "<if(!x.isLocal)>_localctx.<endif><x.name>"
```

```
// For any action chunk, what is correctly-typed context struct ptr?
ctx(actionChunk) ::= "_localctx"
```

```
// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec) ::= "precpred(context, <opPrec>)"
recRuleSetReturnAction(src,name) ::= "$<name> = $<src>.<name>;"
recRuleSetStopToken() ::= "context.stop = tokenStream.LT(-1);"
```

```
recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<
_localctx = <ctxName>Context(_parentctx, _parentState);
<if(label)>
<if(isListLabel)>
_localctx.<label>.add(_prevctx);
```

```

<else>
  _localctx.<label> = _prevctx;
<endif>
<endif>
pushNewRecursionContext(_localctx, _startState, RULE_<ruleName>);
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
  _localctx = <currentAltLabel; format="cap">Context(new <ruleName; format="cap">Context(_parentctx,
  _parentState));
  <if(label)>
  <if(isListLabel)>
  _localctx.<label>.add(_prevctx);
  <else>
  _localctx.<label> = _prevctx;
  <endif>
  <endif>
  pushNewRecursionContext(_localctx, _startState, RULE_<ruleName>);
  >>

recRuleReplaceContext(ctxName) ::= <<
  _localctx = <ctxName>Context(_localctx);
  context = _localctx;
  _prevctx = _localctx;
  >>

recRuleSetPrevCtx() ::= <<
  if (parseListeners != null) triggerExitRuleEvent();
  _prevctx = _localctx;
  >>

LexerFile(lexerFile, lexer, namedActions) ::= <<
  <fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
  <if(lexerFile.genPackage)>
  part of <lexerFile.genPackage>;
  <else>
  import 'package:antlr4/antlr4.dart';
  <endif>
  <namedActions.header>

  <lexer>
  >>

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
  <if(namedActions.definitions)><namedActions.definitions><endif>

  class <lexer.name> extends <superClass; null="Lexer"> {

```

```

static final checkVersion = () => RuntimeMetaData.checkVersion('<lexerFile.ANTLRVersion>',
RuntimeMetaData.VERSION);

static final List<DFA> _decisionToDFA = List.generate(
    _ATN.numberOfDecisions, (i) => DFA(_ATN.getDecisionState(i), i));
static final PredictionContextCache _sharedContextCache = PredictionContextCache();
<if(lexer.tokens)>
static const int
    <lexer.tokens:{k | TOKEN_<k> = <lexer.tokens.(k)>}; separator=", ", wrap, anchor>;
<endif>
<if(lexer.channels)>
static const int
    <lexer.channels:{c | <c> = <lexer.channels.(c)>}; separator=", ", wrap, anchor>;
<endif>
<if(rest(lexer.modes))>
static const int
    <rest(lexer.modes):{m | <m> = <i>}; separator=", ", wrap, anchor>;
<endif>

@Override
final List<String> channelNames = [
    'DEFAULT_TOKEN_CHANNEL', 'HIDDEN'<if (lexer.channels)>, <lexer.channels:{c| '<c>'}; separator=", ",
wrap, anchor><endif>
];

@Override
final List<String> modeNames = [
    <lexer.modes:{m| '<m>'}; separator=", ", wrap, anchor>
];

@Override
final List<String> ruleNames = [
    <lexer.ruleNames:{r | '<r>'}; separator=", ", wrap, anchor>
];

<vocabulary(lexer.literalNames, lexer.symbolicNames)>

<namedActions.members>

<lexer.name>(CharStream input) : super(input) {
    interpreter = LexerATNSimulator(_ATN, _decisionToDFA, _sharedContextCache, recog: this);
}

@Override
String get serializedATN => _serializedATN;

@Override
String get grammarFileName => '<lexer.grammarFileName>';

```

```

@override
ATN getATN() { return _ATN; }

<dumpActions(lexer, "", actionFuncs, sempredFuncs)>
<atn>
}
>>

SerializedATN(model) ::= <<
<if(rest(model.segments))>
<! requires segmented representation !>
static const int _serializedATNSegments = <length(model.segments)>;
<model.segments:{segment|static final String _serializedATNSegment<i0> =
'<segment; wrap={'\n<t>'}>'; separator="\n">
static final String _serializedATN = [
  <model.segments:{segment | _serializedATNSegment<i0>}; separator=",\n">
].join();
<else>
<! only one segment, can be inlined !>
static const String _serializedATN = '<model.serialized; wrap={'\n<t>'}>';
<endif>
static final ATN _ATN =
  ATNDeserializer().deserialize(_serializedATN.codeUnits);
>>

/// Using a type to init value map, try to init a type; if not in table
/// must be an object, default value is "null".
initValue(typeName) ::= <<
<dartTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".dart"

```

Found in path(s):

```
* /opt/cola/permits/1020749546_1607585150.55/0/antlr-4-9-complete-jar/org/antlr/v4/tool/templates/codegen/Dart/Dart.stg
```

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

~ Copyright (c) 2012-2017 The ANTLR Project. All rights reserved.

Found in path(s):

```
* /opt/cola/permits/1020749546_1607585150.55/0/antlr-4-9-complete-jar/META-INF/maven/org/antlr/antlr4-runtime/pom.xml
```

```
* /opt/cola/permits/1020749546_1607585150.55/0/antlr-4-9-complete-jar/META-INF/maven/org/antlr/antlr4/pom.xml
```

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



```
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*
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* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
```

Found in path(s):

```
*/opt/cola/permits/1020749546_1607585150.55/0/antlr-4-9-complete-
jar/org/antlr/v4/tool/templates/codegen/Cpp/Cpp.stg
```

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

```
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* Copyright (c) 2012-2016 Sam Harwell
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- \* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
- \* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
- \* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
- \*/

```
SwiftTypeInitMap ::= [
  "Int":"0",
  "Int64":"0",
  "Float":"0.0",
  "Double":"0.0",
  "Bool":"false",
  default:"nil" // anything other than a primitive type is an object
]
SwiftTypeMap ::= [
  "int":"Int",
  "float":"Float",
  "long":"Int64",
  "double":"Double",
  "bool":"Bool",
  "boolean":"Bool",
  default : key
]
// args must be <object-model-object>, <fields-resulting-in-STs>

accessLevelOpenOK(obj) ::= "<obj.accessLevel; null=\\"open\\">"
accessLevelNotOpen(obj) ::= "<obj.accessLevel; null=\\"public\\">"

ParserFile(file, parser, namedActions,contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
<!package <file.genPackage>;!>
<endif>
<namedActions.header>
import Antlr4

<parser>
```

>>

```
ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
<!package <file.genPackage>;!>
<endif>
<header>
import Antlr4

/**
 * This interface defines a complete listener for a parse tree produced by
 * { @link <file.parserName> }.
 */
<accessLevelNotOpen(file)> protocol <file.grammarName>Listener: ParseTreeListener {
  <file.listenerNames:{lname |
/**
<if(file.listenerLabelRuleNames.(lname))>
 * Enter a parse tree produced by the { @code <lname>}
 * labeled alternative in { @link <file.parserName>#<file.listenerLabelRuleNames.(lname)>} .
<else>
 * Enter a parse tree produced by { @link <file.parserName>#<lname>} .
<endif>
- Parameters:
  - ctx: the parse tree
 */
func enter<lname; format="cap">(_ ctx: <file.parserName>.<lname; format="cap">Context)
/**
<if(file.listenerLabelRuleNames.(lname))>
 * Exit a parse tree produced by the { @code <lname>}
 * labeled alternative in { @link <file.parserName>#<file.listenerLabelRuleNames.(lname)>} .
<else>
 * Exit a parse tree produced by { @link <file.parserName>#<lname>} .
<endif>
- Parameters:
  - ctx: the parse tree
 */
func exit<lname; format="cap">(_ ctx: <file.parserName>.<lname; format="cap">Context); separator="\n"
}
>>
```

```
BaseListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
<!package <file.genPackage>;!>
<endif>
<header>
```

```
import Antlr4
```

```
/**
 * This class provides an empty implementation of { @link <file.grammarName>Listener},
 * which can be extended to create a listener which only needs to handle a subset
 * of the available methods.
 */
<accessLevelOpenOK(file)> class <file.grammarName>BaseListener: <file.grammarName>Listener {
    <accessLevelNotOpen(file)> init() { \}
    <file.listenerNames>: {Iname |

/**
 * { @inheritDoc\}
 *
 * \<p>The default implementation does nothing.\</p>
 */
<accessLevelOpenOK(file)> func enter<Iname; format="cap">(_ ctx: <file.parserName>.<Iname;
format="cap">Context) { \}
/**
 * { @inheritDoc\}
 *
 * \<p>The default implementation does nothing.\</p>
 */
<accessLevelOpenOK(file)> func exit<Iname; format="cap">(_ ctx: <file.parserName>.<Iname;
format="cap">Context) { \} }; separator="\n">

/**
 * { @inheritDoc\}
 *
 * \<p>The default implementation does nothing.\</p>
 */
<accessLevelOpenOK(file)> func enterEveryRule(_ ctx: ParserRuleContext) throws { }
/**
 * { @inheritDoc\}
 *
 * \<p>The default implementation does nothing.\</p>
 */
<accessLevelOpenOK(file)> func exitEveryRule(_ ctx: ParserRuleContext) throws { }
/**
 * { @inheritDoc\}
 *
 * \<p>The default implementation does nothing.\</p>
 */
<accessLevelOpenOK(file)> func visitTerminal(_ node: TerminalNode) { }
/**
 * { @inheritDoc\}
 *
```

```

* \<p>The default implementation does nothing.\</p>
*/
<accessLevelOpenOK(file)> func visitErrorNode(_ node: ErrorNode) { }
}
>>

```

```

VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
<!package <file.genPackage>;!>
<endif>
<header>
import Antlr4

/**
* This interface defines a complete generic visitor for a parse tree produced
* by { @link <file.parserName> }.
*
* @param \<T> The return type of the visit operation. Use { @link Void } for
* operations with no return type.
*/
<accessLevelOpenOK(file)> class <file.grammarName>Visitor\<T>: ParseTreeVisitor\<T> {
  <file.visitorNames:{ lname |
/**
<if(file.visitorLabelRuleNames.(lname))>
* Visit a parse tree produced by the { @code <lname>}
* labeled alternative in { @link <file.parserName>#<file.visitorLabelRuleNames.(lname)> }.
<else>
* Visit a parse tree produced by { @link <file.parserName>#<lname> }.
<endif>
- Parameters:
- ctx: the parse tree
- returns: the visitor result
*/
<accessLevelOpenOK(file)> func visit<lname; format="cap">(_ ctx: <file.parserName>.<lname;
format="cap">Context) -> T {
  fatalError(#function + " must be overridden")
}
}; separator="\n">
}
>>

```

```

BaseVisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
<!package <file.genPackage>;!>
<endif>
<header>

```

```

import Antlr4

/**
 * This class provides an empty implementation of { @link <file.grammarName>Visitor},
 * which can be extended to create a visitor which only needs to handle a subset
 * of the available methods.
 *
 * @param \<T> The return type of the visit operation. Use { @link Void} for
 * operations with no return type.
 */
<accessLevelOpenOK(file)> class <file.grammarName>BaseVisitor\<T>: AbstractParseTreeVisitor\<T> {
  <file.visitorNames:{ lname |
/**
 * { @inheritDoc\}
 *
 * \<p>The default implementation returns the result of calling
 * { @link #visitChildren\} on { @code ctx\}.\</p>
 */
<accessLevelOpenOK(file)> func visit<lname; format="cap">(_ ctx: <file.parserName>.<lname;
format="cap">Context) -> T? { return visitChildren(ctx) \}}; separator="\n">
  }
>>

fileHeader(grammarFileName, ANTLRVersion) ::= <<
// Generated from <grammarFileName; format="java-escape"> by ANTLR <ANTLRVersion>
>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
<!!/@SuppressWarnings({"all", "warnings", "unchecked", "unused", "cast"})!>
<accessLevelOpenOK(parser)> class <parser.name>: <superClass; null="Parser"> {

  internal static var _decisionToDFA: [DFA] = {
    var decisionToDFA = [DFA]()
    let length = <parser.name>._ATN.getNumberOfDecisions()
    for i in 0..\<length {
      <!!/ decisionToDFA[i] = DFA(<parser.name>._ATN.getDecisionState(i)!, i)!>
      decisionToDFA.append(DFA(<parser.name>._ATN.getDecisionState(i)!, i))
    }
    return decisionToDFA
  }()

  internal static let _sharedContextCache = PredictionContextCache()

  <if(parser.tokens)>

```

```

<accessLevelNotOpen(parser)>
enum Tokens: Int {
  case EOF = -1, <parser.tokens:{k | <k> = <parser.tokens.(k)>}; separator=", ", wrap, anchor>
}
<endif>

<accessLevelNotOpen(parser)>
static let <parser.rules:{r | RULE_<r.name> = <r.index>}; separator=", ", wrap, anchor>

<accessLevelNotOpen(parser)>
static let ruleNames: [String] = [
  <parser.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
]

<vocabulary(parser.literalNames, parser.symbolicNames,
  accessLevelNotOpen(parser))>

override <accessLevelOpenOK(parser)>
func getGrammarFileName() -> String { return "<parser.grammarFileName; format="java-escape">" }

override <accessLevelOpenOK(parser)>
func getRuleNames() -> [String] { return <parser.name>.ruleNames }

override <accessLevelOpenOK(parser)>
func getSerializedATN() -> String { return <parser.name>._serializedATN }

override <accessLevelOpenOK(parser)>
func getATN() -> ATN { return <parser.name>._ATN }

<namedActions.members>
<parser:(ctor)()>
<funcs; separator="\n">

<if(sembredFuncs)>
override <accessLevelOpenOK(parser)>
func sembred(_ _localctx: RuleContext?, _ ruleIndex: Int, _ predIndex: Int)throws -> Bool {
  switch (ruleIndex) {
    <parser.sembredFuncs.values:{f}
  case <f.ruleIndex>:
    return try <f.name>_sembred(_localctx?.castdown(<f.ctxType>.self), predIndex)); separator="\n">
    default: return true
  }
  <!return true;!>
}
<sembredFuncs.values; separator="\n">
<endif>

<atn>

```

```

<accessLevelNotOpen(parser)>
static let _serializedATN = <parser.name>ATN().jsonString

<accessLevelNotOpen(parser)>
static let _ATN = ATNDeserializer().deserializeFromJson(_serializedATN)
}
>>

vocabulary(literalNames, symbolicNames, accessLevel) ::= <<
private static let _LITERAL_NAMES: [String?] = [
<literalNames:{t | <t>}; null="nil", separator=", ", wrap, anchor>
]
private static let _SYMBOLIC_NAMES: [String?] = [
<symbolicNames:{t | <t>}; null="nil", separator=", ", wrap, anchor>
]
<accessLevel>
static let VOCABULARY = Vocabulary(_LITERAL_NAMES, _SYMBOLIC_NAMES)
>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
override <accessLevelOpenOK(parser)>
func action(_ _localctx: RuleContext?, _ ruleIndex: Int, _ actionIndex: Int) throws {
switch (ruleIndex) {
<recog.actionFuncs.values:{f}
case <f.ruleIndex>:
<f.name>_action((_localctx as <f.ctxType>?), actionIndex)
}; separator="\n">
default: break
}
}
<actionFuncs.values; separator="\n">
<endif>
<if(sempredFuncs)>
override <accessLevelOpenOK(parser)>
func sempred(_ _localctx: RuleContext?, _ ruleIndex: Int, _ predIndex: Int) throws -> Bool {
switch (ruleIndex) {
<recog.sempredFuncs.values:{f}
case <f.ruleIndex>:
return try <f.name>_sempred(_localctx?.castdown(<f.ctxType>.self), predIndex); separator="\n">
default: return true
}
<!return true;!>
}
<sempredFuncs.values; separator="\n">
<endif>
>>

```



```

parser_ctor(p) ::= <<

override <accessLevelOpenOK(parser)>
func getVocabulary() -> Vocabulary {
    return <p.name>.VOCABULARY
}

override <accessLevelNotOpen(parser)>
init(_ input:TokenStream) throws {
    RuntimeMetaData.checkVersion("4.9", RuntimeMetaData.VERSION)
    try super.init(input)
    _interp = ParserATNSimulator(self,<p.name>._ATN,<p.name>._decisionToDFA,
<parser.name>._sharedContextCache)
}

>>

/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<
private func <r.name>_action(_ _localctx: <r.ctxType>?, _ actionIndex: Int) {
    switch (actionIndex) {
    <actions:{index|
    case <index>:
    <actions.(index)>
    }; separator="\n">
    default: break
    }
}
}
>>

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleSempredFunction(r, actions) ::= <<
private func <r.name>_sempred(_ _localctx: <r.ctxType>!, _ predIndex: Int) throws -> Bool {
    switch (predIndex) {
    <actions:{index|
    case <index>:return <actions.(index)>; separator="\n">
    default: return true
    }
    <!return true;!>
    }
}
>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)

```

```

::= <<
<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">
@discardableResult
<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else> <accessLevelOpenOK(parser)> func
<endif><currentRule.name><(if(first(args))>_ <endif><args; separator=", _">) throws -> <currentRule.ctxType> {
var _localctx: <currentRule.ctxType> = <currentRule.ctxType>(_ctx, getState()<currentRule.args:{a | ,
<a.name>}>)
try enterRule(_localctx, <currentRule.startState>, <parser.name>.RULE_<currentRule.name>)
<namedActions.init>
<locals; separator="\n">
defer {
    <finallyAction>
    try! exitRule()
}
do {
<if(currentRule.hasLookaheadBlock)>
var _alt:Int
<endif>
<code>
<postamble; separator="\n">
<namedActions.after>
}
<if(exceptions)>
<exceptions; separator="\n">
<else>
catch ANTLRException.recognition(let re) {
    _localctx.exception = re
    _errHandler.reportError(self, re)
    try _errHandler.recover(self, re)
}
<endif>

return _localctx
}
>>

```

```

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
namedActions,finallyAction,postamble) ::=
<<

```

```

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else> <accessLevelNotOpen(parser)> final <endif>
func <currentRule.name><(if(first(args))>_ <endif><args; separator=", _">) throws -> <currentRule.ctxType> {
return try <currentRule.name>(0<currentRule.args:{a | , <a.name>}>)
}

```

```

@discardableResult
private func <currentRule.name>(_ _p<args:{a | , <a>}>: Int) throws -> <currentRule.ctxType> {
    let _parentctx: ParserRuleContext? = _ctx
    let _parentState: Int = getState()
    var _localctx: <currentRule.ctxType> = <currentRule.ctxType>(_ctx, _parentState<currentRule.args:{a | ,
<a.name>}>)
    var _prevctx: <currentRule.ctxType> = _localctx
    let _startState: Int = <currentRule.startState>
    try enterRecursionRule(_localctx, <currentRule.startState>, <parser.name>.RULE_<currentRule.name>, _p)
    <namedActions.init>
    <locals; separator="\n">
    defer {
        <finallyAction>
        try! unrollRecursionContexts(_parentctx)
    }
    do {
<if(currentRule.hasLookaheadBlock)>
        var _alt: Int
    <endif>
    <code>
    <postamble; separator="\n">
    <namedActions.after>
    }
    catch ANTLRException.recognition(let re) {
        _localctx.exception = re
        _errHandler.reportError(self, re)
        try _errHandler.recover(self, re)
    }

    return _localctx;
}
>>

```

```

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>_localctx = <currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(_localctx);<endif>
try enterOuterAlt(_localctx, <currentOuterMostAltCodeBlock.alt.altNum>)
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

```

```

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
<!/{!>
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
<!/{!>
>>

```

```

LL1AltBlock(choice, preamble, alts, error) ::= <<
  setState(<choice.stateNumber>)
  try _errHandler.sync(self)
  <if(choice.label)><labelref(choice.label)> = try _input.LT(1)<endif>
  <preamble; separator="\n">
  switch (<parser.name>.Tokens(rawValue: try _input.LA(1))!) {
  <choice.altLook,alts:{look,alt | <cases(ttypes=look)>
  <alt>
  break }; separator="\n">
  default:
  <error>
  }
  >>

```

```

LL1OptionalBlock(choice, alts, error) ::= <<
  setState(<choice.stateNumber>)
  try _errHandler.sync(self)
  switch (<parser.name>.Tokens(rawValue: try _input.LA(1))!) {
  <choice.altLook,alts:{look,alt | <cases(ttypes=look)>
  <alt>
  break }; separator="\n">
  default:
  break
  }
  >>

```

```

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
  setState(<choice.stateNumber>)
  try _errHandler.sync(self)
  <preamble; separator="\n">
  if (<expr>) {
  <alts; separator="\n">
  }
  <!else if ( !(<followExpr> ) <error>!>
  >>

```

```

LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
  setState(<choice.stateNumber>)
  try _errHandler.sync(self)
  <preamble; separator="\n">
  while (<loopExpr>) {
  <alts; separator="\n">
  setState(<choice.loopBackStateNumber>)
  try _errHandler.sync(self)
  <iteration>
  }
  >>

```

```

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
setState(<choice.blockStartStateNumber>) <! alt block decision !>
try _errHandler.sync(self)
<preamble; separator="\n">
repeat {
  <alts; separator="\n">
  setState(<choice.stateNumber>); <! loopback/exit decision !>
  try _errHandler.sync(self)
  <iteration>
} while (<loopExpr>)
>>

```

```
// LL(*) stuff
```

```

AltBlock(choice, preamble, alts, error) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = try _input.LT(1)<endif>
<preamble; separator="\n">
switch(try getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx)) {
<alts:{alt |
case <i>:
  <alt>
  break }; separator="\n">
default: break
}
>>

```

```

OptionalBlock(choice, alts, error) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
switch(try getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx)) {
<alts:{alt |
case <i><if(!choice.ast.greedy)>+1<endif>:
  <alt>
  break }; separator="\n">
default: break
}
>>

```

```

StarBlock(choice, alts, sync, iteration) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
_alt = try getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx)
while (_alt != <choice.exitAlt> && _alt != ATN.INVALID_ALT_NUMBER) {
  if ( _alt==1<if(!choice.ast.greedy)>+1<endif> ) {
    <iteration>
    <alts> <! should only be one !>
  }
}
>>

```

```

}
setState(<choice.loopBackStateNumber>)
try _errHandler.sync(self)
_alt = try getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx)
}
>>

```

```

PlusBlock(choice, alts, error) ::= <<
setState(<choice.blockStartStateNumber>); <! alt block decision !>
try _errHandler.sync(self)
_alt = 1<if(!choice.ast.greedy)>+1<endif>;
repeat {
switch (_alt) {
<alts:{alt|
case <i><if(!choice.ast.greedy)>+1<endif>:
<alt>
break }; separator="\n">
default:
<error>
}
setState(<choice.loopBackStateNumber>); <! loopback/exit decision !>
try _errHandler.sync(self)
_alt = try getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx)
} while (_alt != <choice.exitAlt> && _alt != ATN.INVALID_ALT_NUMBER)
>>

```

```

Sync(s) ::= "sync(<s.expecting.name>);"

```

```

ThrowNoViableAlt(t) ::= "throw ANTLRException.recognition(e: NoViableAltException(self))"

```

```

TestSetInline(s) ::= <<
<!<s.bitsets: {bits | <if(rest(rest(bits.ttypes))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>} ; separator=" || ">!>
//closure
{ () -> Bool in
<if(rest(s.bitsets)>var<else>let<endif> testSet: Bool = <first(s.bitsets): {bits |
<if(rest(rest(bits.ttypes))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s, bits)><endif>}>
<rest(s.bitsets): {bits | testSet = testSet || <if(rest(rest(bits.ttypes))><bitsetBitfieldComparison(s,
bits)><else><bitsetInlineComparison(s, bits)><endif>} ; separator="\n">
return testSet
}()
>>

```

```

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) == 0
>>

```

```

// produces smaller bytecode only when bits.ttypes contains more than two items
bitsetBitfieldComparison(s, bits) ::= <<
<!(<testShiftInRange({<offsetShift(s.varName, bits.shift)>})> && ((1 \<< <offsetShift(s.varName, bits.shift)>) &
(<bits.ttypes:{ ttype | (1 \<< <offsetShift(ttype, bits.shift)>); separator=" | ">)) != 0)!>
{ () -> Bool in
  <! let test: Bool = (<testShiftInRange({<offsetShift(s.varName, bits.shift)>})>)>!>
  <!var temp: Int64 = Int64(<offsetShift(s.varName, bits.shift)>)>!>
  <!temp = (temp \< 0) ? (64 + (temp % 64)) : (temp % 64)>!>
  <!let test1: Int64 = (Int64(1) \<< temp)>!>
  <!var test2: Int64 = (<first(bits.ttypes):{ ttype | Utils.bitLeftShift(<offsetShift(parserName(ttype), bits.shift)>)}>)>!>
  <!<rest(bits.ttypes):{ ttype | test2 = test2 | Utils.bitLeftShift(<offsetShift(parserName(ttype), bits.shift)>)}>);
separator="\n">!>
  let testArray: [Int] = [<s.varName>, <bits.ttypes:{ ttype |<parserName(ttype)>}; separator=", ">]
  <!var test2: Int64 = Utils.testBitLeftShiftArray(testArray)>!>
  return Utils.testBitLeftShiftArray(testArray, <bits.shift>)
}()
>>

isZero ::= [
"0": true,
default: false
]
parserName(ttype) ::= <%
<parser.name>.Tokens.<ttype>.rawValue
%>
offsetShift(shiftAmount, offset) ::= <%
<if(!isZero.(offset))><shiftAmount - <offset>><else><shiftAmount><endif>
%>

// produces more efficient bytecode when bits.ttypes contains at most two items
bitsetInlineComparison(s, bits) ::= <%
<bits.ttypes:{ ttype | <s.varName> == <parser.name>.Tokens.<ttype>.rawValue }; separator=" || ">
%>

cases(ttypes) ::= <<
<trunc(ttypes): { t | case .<t>:fallthrough } ; separator="\n">
<last(ttypes): { t | case .<t>: } ; separator="\n">
>>

InvokeRule(r, argExprsChunks) ::= <<
setState(<r.stateNumber>)
<if(r.labels)>
try {
  let assignmentValue = try
<r.name><(if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)><endif><endif><argExprsChunks>)
  <r.labels:{1 | <labelref(1)> = assignmentValue } ; separator="\n">
}()
<else>try

```

```
<r.name><if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)><endif><endif><argExprsChunks><endif>
>>
```

```
MatchToken(m) ::= <<
setState(<m.stateNumber>)
<if(m.labels)>
try {
  let assignmentValue = try match(<parser.name>.Tokens.<m.name>.rawValue)
  <m.labels:{1 | <labelref(l)> = assignmentValue} ; separator="\n">
  }()
<else>try match(<parser.name>.Tokens.<m.name>.rawValue)<endif>
>>
```

```
MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"
```

```
MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"
```

```
CommonSetStuff(m, expr, capture, invert) ::= <<
setState(<m.stateNumber>)
<if(m.labels)><m.labels:{1 | <labelref(l)> = }>try _input.LT(1)<endif>
<capture>
if (<if(invert)><m.varName> \<= 0 || <else>!<endif><expr>)) {
  <if(m.labels)><m.labels:{1 | <labelref(l)> = }><endif>try _errHandler.recoverInline(self)<if(m.labels)> as
  Token<endif>
}
else {
  _errHandler.reportMatch(self)
  try consume()
}
>>
```

```
Wildcard(w) ::= <<
setState(<w.stateNumber>)
<if(w.labels)><w.labels:{1 | <labelref(l)> = }><endif>try matchWildcard();
>>
```

```
// ACTION STUFF
```

```
Action(a, foo, chunks) ::= "<chunks>"
```

```
ArgAction(a, chunks) ::= "<chunks>"
```

```
SemPred(p, chunks, failChunks) ::= <<
setState(<p.stateNumber>)
if (!(<chunks>)) {
  throw ANTLRException.recognition(e:FailedPredicateException(self, <p.predicate><if(failChunks)>,
  <failChunks><elseif(p.msg)>, <p.msg><endif>))
}
}
```



>>

```
ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>) {
  <catchAction>
}
>>
```

// lexer actions are not associated with model objects

```
LexerSkipCommand() ::= "skip()"
LexerMoreCommand() ::= "more()"
LexerPopModeCommand() ::= "popMode()"
```

```
LexerTypeCommand(arg) ::= "_type = <arg>"
LexerChannelCommand(arg) ::= "_channel = <arg>"
LexerModeCommand(arg) ::= "_mode = <arg>"
LexerPushModeCommand(arg) ::= "pushMode(<arg>)"
```

```
ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "_localctx.<a.name>"
LocalRef(a) ::= "_localctx.<a.name>"
RetValRef(a) ::= "_localctx.<a.name>"
QRetValRef(a) ::= "<ctx(a)>.<a.dict>.<a.name>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.name>"
LabelRef(t) ::= "<ctx(t)>.<t.name>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.name)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.name> = <rhsChunks>"
```

```
TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"
```

```
TokenPropertyRef_text(t) ::= "<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getText() : \"\""
TokenPropertyRef_type(t) ::= "<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getType() : 0)"
TokenPropertyRef_line(t) ::= "<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getLine() : 0)"
TokenPropertyRef_pos(t) ::= "<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getCharPositionInLine() : 0)"
TokenPropertyRef_channel(t) ::= "<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getChannel() : 0)"
TokenPropertyRef_index(t) ::= "<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getTokenIndex() : 0)"
TokenPropertyRef_int(t) ::= "<ctx(t)>.<t.label> != nil ? Int(<ctx(t)>.<t.label>!.getText()) : 0)"
```

```
RulePropertyRef_start(r) ::= "<ctx(r)>.<r.label> != nil ? (<ctx(r)>.<r.label>!.start?.description ?? \"\") : \"\""
RulePropertyRef_stop(r) ::= "<ctx(r)>.<r.label> != nil ? (<ctx(r)>.<r.label>!.stop?.description ?? \"\") : \"\""
RulePropertyRef_text(r) ::= "<ctx(r)>.<r.label> != nil ? try
  _input.getText(<ctx(r)>.<r.label>!.start,<ctx(r)>.<r.label>!.stop) : \"\""
RulePropertyRef_ctx(r) ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r) ::= "self"
```

```

ThisRulePropertyRef_start(r) ::= "_localctx.start"
ThisRulePropertyRef_stop(r) ::= "_localctx.stop"
ThisRulePropertyRef_text(r) ::= "(try _input.getText(_localctx.start, try _input.LT(-1)))"
ThisRulePropertyRef_ctx(r) ::= "_localctx"
ThisRulePropertyRef_parser(r) ::= "self"

NonLocalAttrRef(s) ::= "(<<s.ruleName; format=\"cap\">Context)getInvokingContext(<s.ruleIndex>)).<s.name>"
SetNonLocalAttr(s, rhsChunks) ::=
"(<<s.ruleName; format=\"cap\">Context)getInvokingContext(<s.ruleIndex>)).<s.name> = <rhsChunks>"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.append(<labelref(a.label)>)"

TokenDecl(t) ::= "<t.name>: <SwiftTypeMap.(TokenLabelType())>!"
TokenTypeDecl(t) ::= "var <t.name>: Int = 0"
TokenListDecl(t) ::= "<t.name>: [Token] = [Token]()"
RuleContextDecl(r) ::= "<r.name>: <r.ctxName>!"
RuleContextListDecl(rdecl) ::= "<rdecl.name>: [<rdecl.ctxName>] = [<rdecl.ctxName>]()"

ContextTokenGetterDecl(t) ::= <<
<accessLevelOpenOK(parser)>
func <t.name>() -> TerminalNode? {
return getToken(<parser.name>.Tokens.<t.name>.rawValue, 0)
}
>>
ContextTokenListGetterDecl(t) ::= <<
<accessLevelOpenOK(parser)>
func <t.name>() -> [TerminalNode] {
return getTokens(<parser.name>.Tokens.<t.name>.rawValue)
}
>>
ContextTokenListIndexedGetterDecl(t) ::= <<
<accessLevelOpenOK(parser)>
func <t.name>(_ i:Int) -> TerminalNode? {
return getToken(<parser.name>.Tokens.<t.name>.rawValue, i)
}
>>
ContextRuleGetterDecl(r) ::= <<
<accessLevelOpenOK(parser)>
func <r.name>() -> <r.ctxName>? {
return getRuleContext(<r.ctxName>.self, 0)
}
>>
ContextRuleListGetterDecl(r) ::= <<
<accessLevelOpenOK(parser)>
func <r.name>() -> [<r.ctxName>] {
return getRuleContexts(<r.ctxName>.self)
}

```

```

>>
ContextRuleListIndexedGetterDecl(r) ::= <<
<accessLevelOpenOK(parser)>
func <r.name>(_ i: Int) -> <r.ctxName>? {
  return getRuleContext(<r.ctxName>.self, i)
}
>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
 * r becomes rContext.
 */
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "_<tokenName>"
ImplicitRuleLabel(ruleName) ::= "_<ruleName>"
ImplicitSetLabel(id) ::= "_tset<id>"
ListLabelName(label) ::= "<label>"

CaptureNextToken(d) ::= "<d.varName> = try _input.LT(1)"
CaptureNextTokenType(d) ::= "<d.varName> = try _input.LA(1)"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers,
  superClass={ParserRuleContext}) ::= <<

<accessLevelNotOpen(parser)> class <struct.name>:
<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif><if(interfaces)>, <interfaces>
separator=", "><endif> {
  <attrs:{a | <accessLevelOpenOK(parser)> var <a>}; separator="\n">
  <getters:{g | <g>}; separator="\n">
  <! <if(ctorAttrs)> <accessLevelNotOpen(parser)> init(_ parent: ParserRuleContext,_ invokingState: Int) {
super.init(parent, invokingState) }<endif> !>
  <if(ctorAttrs)>
  <accessLevelNotOpen(parser)> convenience init(_ parent: ParserRuleContext?, _ invokingState: Int<ctorAttrs:{a | ,
_ <a>}>) {
  self.init(parent, invokingState)
  <struct.ctorAttrs:{a | self.<a.name> = <a.name>;}; separator="\n">
  }
  <endif>

  override <accessLevelOpenOK(parser)>
  func getRuleIndex() -> Int {
  return <parser.name>.RULE_<struct.derivedFromName>
  }
  <if(struct.provideCopyFrom && struct.attrs)> <! don't need copy unless we have subclasses !>
  <accessLevelOpenOK(parser)>
  override func copyFrom(_ ctx_: ParserRuleContext) {

```

```

super.copyFrom(ctx_)
let ctx = ctx_ as! <struct.name>
<struct.attrs:{a | self.<a.name> = ctx.<a.name>;}; separator="\n">
}
<endif>
<dispatchMethods; separator="\n">
<extensionMembers; separator="\n">
}
>>

```

```

AltLabelStructDecl(struct,attrs, getters,dispatchMethods) ::= <<
<accessLevelNotOpen(parser)> class <struct.name>: <currentRule.name; format="cap">Context {
<attrs:{a | <accessLevelNotOpen(parser)> var <a>;}; separator="\n">
<getters:{g | <g>;}; separator="\n">

<accessLevelNotOpen(parser)>
init(_ ctx: <currentRule.name; format="cap">Context) {
super.init()
copyFrom(ctx)
}
<dispatchMethods; separator="\n">
}
>>

```

```

ListenerDispatchMethod(method) ::= <<
override <accessLevelOpenOK(parser)>
func <if(method.isEnter)>enter<else>exit<endif>Rule(_ listener: ParseTreeListener) {
if let listener = listener as? <parser.grammarName>Listener {
listener.<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">(self)
}
}
>>

```

```

VisitorDispatchMethod(method) ::= <<
override <accessLevelOpenOK(parser)>
func accept<T>(<T>_ visitor: ParseTreeVisitor<T>) -> T? {
if let visitor = visitor as? <parser.grammarName>Visitor {
return visitor.visit<struct.derivedFromName; format="cap">(self)
}
else if let visitor = visitor as? <parser.grammarName>BaseVisitor {
return visitor.visit<struct.derivedFromName; format="cap">(self)
}
else {
return visitor.visitChildren(self)
}
}
>>

```

```
AttributeDecl(d) ::= "<d.name>: <SwiftTypeMap.(d.type)><if(d.initValue)> = <d.initValue><else>!<endif>"
```

```
/** If we don't know location of label def x, use this template (_localctx as! <x.ctx.name> */
```

```
labelref(x) ::= "<if(!x.isLocal)>_localctx.castdown(<x.ctx.name>.self).<endif><x.name>"
```

```
/** For any action chunk, what is correctly-typed context struct ptr? */
```

```
ctx(actionChunk) ::= "_localctx.castdown(<actionChunk.ctx.name>.self)"
```

```
// used for left-recursive rules
```

```
recRuleAltPredicate(ruleName,opPrec) ::= "precpred(_ctx, <opPrec>)"
```

```
recRuleSetReturnAction(src,name) ::= "$<name>=$<src>.<name>"
```

```
recRuleSetStopToken() ::= "_ctx!.stop = try _input.LT(-1)"
```

```
recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<
```

```
_localctx = <ctxName>Context(_parentctx, _parentState);
```

```
<if(label)>
```

```
<if(isListLabel)>
```

```
_localctx.<label>.append(_prevctx)
```

```
<else>
```

```
_localctx.<label> = _prevctx
```

```
<endif>
```

```
<endif>
```

```
<if(label)>_localctx.<label> = _prevctx;<endif>
```

```
try pushNewRecursionContext(_localctx, _startState, <parser.name>.RULE_<ruleName>)
```

```
>>
```

```
recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
```

```
_localctx = <currentAltLabel; format="cap">Context( <ruleName; format="cap">Context(_parentctx,  
_parentState))
```

```
<if(label)>
```

```
<if(isListLabel)>
```

```
(_localctx as! <currentAltLabel; format="cap">Context).<label>.append(_prevctx)
```

```
<else>
```

```
(_localctx as! <currentAltLabel; format="cap">Context).<label> = _prevctx
```

```
<endif>
```

```
<endif>
```

```
try pushNewRecursionContext(_localctx, _startState, <parser.name>.RULE_<ruleName>)
```

```
>>
```

```
recRuleReplaceContext(ctxName) ::= <<
```

```
_localctx = <ctxName>Context(_localctx)
```

```
_ctx = _localctx
```

```
_prevctx = _localctx
```

```
>>
```

```
recRuleSetPrevCtx() ::= <<
```

```
if _parseListeners != nil {
```

```
    try triggerExitRuleEvent()
```

```

}
_prevctx = _localctx
>>

```

```

LexerFile(lexerFile, lexer, namedActions) ::= <<
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
<if(lexerFile.genPackage)>
<!package <lexerFile.genPackage>;!>
<endif>
<namedActions.header>
import Antlr4

```

```

<lexer>
>>

```

```

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
<accessLevelOpenOK(lexer)> class <lexer.name>: <superClass; null="Lexer"> {

internal static var _decisionToDFA: [DFA] = {
    var decisionToDFA = [DFA]()
    let length = <lexer.name>._ATN.getNumberOfDecisions()
    for i in 0..<length {
        <! decisionToDFA[i] = DFA(<lexer.name>._ATN.getDecisionState(i)!, i);!>
        decisionToDFA.append(DFA(<lexer.name>._ATN.getDecisionState(i)!, i))
    }
    return decisionToDFA
}()

```

```

internal static let _sharedContextCache = PredictionContextCache()

```

```

<accessLevelNotOpen(lexer)>
static let <lexer.tokens>:{k | <k>=<lexer.tokens.(k)>}; separator=", ", wrap, anchor>

```

```

<if(lexer.channels)>
<accessLevelNotOpen(lexer)>
static let <lexer.channels>:{k | <k>=<lexer.channels.(k)>}; separator=", ", wrap, anchor>
<endif>

```

```

<if(rest(lexer.modes))>
<accessLevelNotOpen(lexer)>
static let <rest(lexer.modes)>:{m | <m>=<i>}; separator=", ", wrap, anchor>
<endif>

```

```

<accessLevelNotOpen(lexer)>
static let channelNames: [String] = [
    "DEFAULT_TOKEN_CHANNEL", "HIDDEN"<if (lexer.channels)>, <lexer.channels>{c | "<c>"}; separator=", ",
wrap, anchor><endif>
]

```

```

<accessLevelNotOpen(lexer)>

```

```

static let modeNames: [String] = [
  <lexer.modes:{m| "<m>"}; separator=", ", wrap, anchor>
]

<accessLevelNotOpen(lexer)>
static let ruleNames: [String] = [
  <lexer.ruleNames:{r| "<r>"}; separator=", ", wrap, anchor>
]

<vocabulary(lexer.literalNames, lexer.symbolicNames,
  accessLevelNotOpen(lexer))>

<namedActions.members>

override <accessLevelOpenOK(lexer)>
func getVocabulary() -> Vocabulary {
  return <lexer.name>.VOCABULARY
}

<accessLevelNotOpen(lexer)>
required init(_ input: CharStream) {
  RuntimeMetaData.checkVersion("<lexerFile.ANTLRVersion>", RuntimeMetaData.VERSION)
  super.init(input)
  _interp = LexerATNSimulator(self, <lexer.name>._ATN, <lexer.name>._decisionToDFA,
<lexer.name>._sharedContextCache)
}

override <accessLevelOpenOK(lexer)>
func getGrammarFileName() -> String { return "<lexer.grammarFileName>" }

override <accessLevelOpenOK(lexer)>
func getRuleNames() -> [String] { return <lexer.name>.ruleNames }

override <accessLevelOpenOK(lexer)>
func getSerializedATN() -> String { return <lexer.name>._serializedATN }

override <accessLevelOpenOK(lexer)>
func getChannelNames() -> [String] { return <lexer.name>.channelNames }

override <accessLevelOpenOK(lexer)>
func getModeNames() -> [String] { return <lexer.name>.modeNames }

override <accessLevelOpenOK(lexer)>
func getATN() -> ATN { return <lexer.name>._ATN }

<dumpActions(lexer, "", actionFuncs, sempredFuncs)>
<atn>

```

```

<accessLevelNotOpen(lexer)>
static let _serializedATN: String = <lexer.name>ATN().jsonString

<accessLevelNotOpen(lexer)>
static let _ATN: ATN = ATNDeserializer().deserializeFromJson(_serializedATN)
}
>>

/** Don't need to define anything. The tool generates a XParserATN.swift file (and same for lexer)
 * which is referenced from static field _serializedATN. This json string is passed to
 * deserializeFromJson(). Note this is not the "serialization as array of ints" that other targets
 * do. It is more or less the output of ATNPrinter which gets read back in.
 */
SerializedATN(model) ::= <<
>>

/** Using a type to init value map, try to init a type; if not in table
 * must be an object, default value is "null".
 */
initValue(typeName) ::= <<
<SwiftTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".swift"

Found in path(s):
 * /opt/cola/permits/1020749546_1607585150.55/0/antlr-4-9-complete-
jar/org/antlr/v4/tool/templates/codegen/Swift/Swift.stg
No license file was found, but licenses were detected in source scan.

/*
 * [The "BSD license"]
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 * Copyright (c) 2012-2016 Sam Harwell
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```



```

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* THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
* (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

```

```

/** ANTLR tool checks output templates are compatible with tool code generation.

```

```

* For now, a simple string match used on x.y of x.y.z scheme.

```

```

* Must match Tool.VERSION during load to templates.

```

```

*

```

```

* REQUIRED.

```

```

*/

```

```

pythonTypeInitMap ::= [
  "bool":"False",
  "int":"0",
  "float":"0.0",
  "str": "",
  default:"None" // anything other than a primitive type is an object
]

```

```

// args must be <object-model-object>, <fields-resulting-in-STs>

```

```

ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>

```

```

# encoding: utf-8

```

```

from __future__ import print_function

```

```

from antlr4 import *

```

```

from io import StringIO

```

```

import sys

```

```

<namedActions.header>

```

```

<parser>

```

```

>>

```

```

ListenerFile(file, header, namedActions) ::= <<

```

```

<fileHeader(file.grammarFileName, file.ANTLRVersion)>

```

```

from antlr4 import *

```

```

<header>

```

# This class defines a complete listener for a parse tree produced by <file.parserName>.

```
class <file.grammarName>Listener(ParseTreeListener):
```

```
    <file.listenerNames:{lname |
```

```
# Enter a parse tree produced by <file.parserName>#<lname>.
```

```
def enter<lname; format="cap">(self, ctx):
```

```
    pass
```

```
# Exit a parse tree produced by <file.parserName>#<lname>.
```

```
def exit<lname; format="cap">(self, ctx):
```

```
    pass
```

```
}; separator="\n">
```

```
>>
```

```
VisitorFile(file, header, namedActions) ::= <<
```

```
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
```

```
from antlr4 import *
```

```
<header>
```

# This class defines a complete generic visitor for a parse tree produced by <file.parserName>.

```
class <file.grammarName>Visitor(ParseTreeVisitor):
```

```
    <file.visitorNames:{lname |
```

```
# Visit a parse tree produced by <file.parserName>#<lname>.
```

```
def visit<lname; format="cap">(self, ctx):
```

```
    return self.visitChildren(ctx)
```

```
}; separator="\n">
```

```
>>
```

```
fileHeader(grammarFileName, ANTLRVersion) ::= <<
```

```
# Generated from <grammarFileName> by ANTLR <ANTLRVersion>
```

```
>>
```

```
Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
```

```
<Parser_(ctor="parser_ctor", ...)>
```

```
>>
```

```
Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
```

```
<if(superClass)>
```

```
if __name__ is not None and "." in __name__:
```

```
    from .<superClass> import <superClass>
```

```

else:
    from <superClass> import <superClass>

<endif>
<atn>

class <parser.name> ( <if(superClass)><superClass><else>Parser<endif> ):

    grammarFileName = "<parser.grammarFileName>"

    atn = ATNDeserializer().deserialize(serializedATN())

    decisionsToDFA = [ DFA(ds, i) for i, ds in enumerate(atn.decisionToState) ]

    sharedContextCache = PredictionContextCache()

    literalNames = [ <parser.literalNames:{t | u<t>}; null="u\\"<INVALID>\'", separator=", ", wrap, anchor> ]

    symbolicNames = [ <parser.symbolicNames:{t | u<t>}; null="u\\"<INVALID>\'", separator=", ", wrap, anchor> ]

    <parser.rules:{r | RULE_<r.name> = <r.index>}; separator="\n", wrap, anchor>

    ruleNames = [ <parser.ruleNames:{r | u"<r>"}; separator=", ", wrap, anchor> ]

    EOF = <TokenLabelType>.EOF
    <if(parser.tokens)>
    <parser.tokens:{k | <k>=<parser.tokens.(k)>}; separator="\n", wrap, anchor>
    <endif>

    <parser:(ctor())>

    <namedActions.members>

    <funcs; separator="\n">

    <if( sempredFuncs)>
    def sempred(self, localctx, ruleIndex, predIndex):
        if self._predicates == None:
            self._predicates = dict()
    <parser.sempredFuncs.values:{ f |
        self._predicates[<f.ruleIndex>] = self.<f.name>_sempred}; separator="\n    ">
        pred = self._predicates.get(ruleIndex, None)
        if pred is None:
            raise Exception("No predicate with index:" + str(ruleIndex))
        else:
            return pred(localctx, predIndex)

```

```

    <sempredFuncs.values; separator="\n">
<endif>

>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
def action(self, localctx, ruleIndex, actionIndex):
    if self._actions is None:
        actions = dict()
<recog.actionFuncs.values: {f|
    actions[<f.ruleIndex>] = self.<f.name>_action }; separator="\n">
    self._actions = actions
    action = self._actions.get(ruleIndex, None)
    if action is not None:
        action(localctx, actionIndex)
    else:
        raise Exception("No registered action for:" + str(ruleIndex))

<actionFuncs.values; separator="\n">

<endif>
<if(sempredFuncs)>
def sempred(self, localctx, ruleIndex, predIndex):
    if self._predicates is None:
        preds = dict()
<recog.sempredFuncs.values: {f|
    preds[<f.ruleIndex>] = self.<f.name>_sempred}; separator="\n">
    self._predicates = preds
    pred = self._predicates.get(ruleIndex, None)
    if pred is not None:
        return pred(localctx, predIndex)
    else:
        raise Exception("No registered predicate for:" + str(ruleIndex))

<sempredFuncs.values; separator="\n">
<endif>

>>

parser_ctor(p) ::= <<
def __init__(self, input, output=sys.stdout):
    super(<parser.name>, self).__init__(input, output=output)
    self.checkVersion("<file.ANTLRVersion>")
    self._interp = ParserATNSimulator(self, self.atn, self.decisionsToDFA, self.sharedContextCache)
    self._predicates = None

```

```
>>
```

```
/* This generates a private method since the actionIndex is generated, making an  
* overriding implementation impossible to maintain.  
*/
```

```
RuleActionFunction(r, actions) ::= <<
```

```
def <r.name>_action(self, localctx , actionIndex):
```

```
<actions:{index|
```

```
<if(first(actions))>
```

```
  if actionIndex == <index>:
```

```
    <actions.(index)>
```

```
<elseif(rest(actions))>
```

```
  elif actionIndex == <index>:
```

```
    <actions.(index)>
```

```
<endif> }; separator="\n">
```

```
>>
```

```
/* This generates a private method since the predIndex is generated, making an  
* overriding implementation impossible to maintain.  
*/
```

```
RuleSempredFunction(r, actions) ::= <<
```

```
def <r.name>_sempred(self, localctx, predIndex):
```

```
<actions:{index|
```

```
<if(first(actions))>
```

```
  if predIndex == <index>:
```

```
    return <actions.(index)>
```

```
<elseif(rest(actions))>
```

```
  elif predIndex == <index>:
```

```
    return <actions.(index)>
```

```
<endif> }; separator="\n">
```

```
>>
```

```
RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)  
::= <<
```

```
<ruleCtx>
```

```
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">
```

```
def <currentRule.name>(self<currentRule.args:{a | , <a.name>}>):
```

```
  localctx = <parser.name>.<currentRule.ctxType>(self, self._ctx, self.state<currentRule.args:{a | , <a.name>}>)
```

```
  self.enterRule(localctx, <currentRule.startState>, self.RULE_<currentRule.name>)
```

```
  <namedActions.init>
```

```
  <locals; separator="\n">
```

```
  try:
```

```

    <code>
    <postamble; separator="\n">
    <namedActions.after>
<if(exceptions)>
<exceptions; separator="\n">
<else>
except RecognitionException as re:
    localctx.exception = re
    self._errHandler.reportError(self, re)
    self._errHandler.recover(self, re)
<endif>
finally:
    <finallyAction>
    self.exitRule()
return localctx

>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
namedActions,finallyAction,postamble) ::=
<<

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

def <currentRule.name>(self, _p=0<if(currentRule.args)>, <args:{a | , <a>}><endif>):
    _parentctx = self._ctx
    _parentState = self.state
    localctx = <parser.name>.<currentRule.ctxType>(self, self._ctx, _parentState<args:{a | , <a.name>}>)
    _prevctx = localctx
    _startState = <currentRule.startState>
    self.enterRecursionRule(localctx, <currentRule.startState>, self.RULE_<currentRule.name>, _p)
    <namedActions.init>
    <locals; separator="\n">
    try:
        <code>
        <postamble; separator="\n">
        <namedActions.after>
    except RecognitionException as re:
        localctx.exception = re
        self._errHandler.reportError(self, re)
        self._errHandler.recover(self, re)
    finally:
        <finallyAction>
        self.unrollRecursionContexts(_parentctx)
    return localctx

>>

```

```

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>localctx = <parser.name>.<currentOuterMostAltCodeBlock.altLabel>
format="cap">Context(self, localctx)<endif>
self.enterOuterAlt(localctx, <currentOuterMostAltCodeBlock.alt.altNum>)
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

```

```

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
>>

```

```

LL1AltBlock(choice, preamble, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>
<preamble; separator="\n">
token = self._input.LA(1)
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
  <alt>
  pass}; separator="\n1">
else:
  <error>
>>

```

```

LL1OptionalBlock(choice, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
token = self._input.LA(1)
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
  <alt>
  pass}; separator="\n1">
else:
  pass
>>

```

```

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<preamble; separator="\n">
if <expr>:
  <alts; separator="\n">

<!else if ( !(<followExpr> ) ) <error!>
>>

```

```

LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<preamble; separator="\n">
while <loopExpr>:
    <alts; separator="\n">
    self.state = <choice.loopBackStateNumber>
    self._errHandler.sync(self)
    <iteration>

>>

```

```

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
self.state = <choice.blockStartStateNumber> <! alt block decision !>
self._errHandler.sync(self)
<preamble; separator="\n">
while True:
    <alts; separator="\n">
    self.state = <choice.stateNumber> <! loopback/exit decision !>
    self._errHandler.sync(self)
    <iteration>
    if not (<loopExpr>):
        break

>>

```

```

// LL(*) stuff

```

```

AltBlock(choice, preamble, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>
<preamble; separator="\n">
la_ = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
<alts:{ alt |
if la_ == <i>:
    <alt>
    pass
}; separator="\nel">

>>

```

```

OptionalBlock(choice, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
la_ = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)

```



```

<alts:{alt |
if la_ == <i><if(!choice.ast.greedy)>+1<endif>:
  <alt>
}; separator="\nel">

```

```
>>
```

```

StarBlock(choice, alts, sync, iteration) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
_alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
while _alt!=<choice.exitAlt> and _alt!=ATN.INVALID_ALT_NUMBER:
  if _alt==1<if(!choice.ast.greedy)>+1<endif>:
    <iteration>
    <alts> <! should only be one !>
    self.state = <choice.loopBackStateNumber>
    self._errHandler.sync(self)
    _alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)

```

```
>>
```

```

PlusBlock(choice, alts, error) ::= <<
self.state = <choice.blockStartStateNumber> <! alt block decision !>
self._errHandler.sync(self)
_alt = 1<if(!choice.ast.greedy)>+1<endif>
while _alt!=<choice.exitAlt> and _alt!=ATN.INVALID_ALT_NUMBER:
  <alts:{alt|
if _alt == <i><if(!choice.ast.greedy)>+1<endif>:
  <alt>
}; separator="\nel">
  else:
    <error>
    self.state = <choice.loopBackStateNumber> <! loopback/exit decision !>
    self._errHandler.sync(self)
    _alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)

```

```
>>
```

```
Sync(s) ::= "sync(<s.expecting.name>)"
```

```
ThrowNoViableAlt(t) ::= "raise NoViableAltException(self)"
```

```

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.ttypes)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" or ">

```

```
>>
```

```
// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
```

```

testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) == 0
>>

// produces smaller bytecode only when bits.ttypes contains more than two items
bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShiftVar(s.varName, bits.shift)>})> and ((1 <|< <offsetShiftVar(s.varName,
bits.shift)>) & (<bits.ttypes:{ttype | (1 <|< <offsetShiftType(ttype, bits.shift)>)}; separator=" | ">)) != 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShiftVar(shiftAmount, offset) ::= <%
<if(!isZero.(offset))><shiftAmount> - <offset><else><shiftAmount><endif>
%>

offsetShiftType(shiftAmount, offset) ::= <%
<if(!isZero.(offset))><parser.name>.<shiftAmount> - <offset><else><parser.name>.<shiftAmount><endif>
%>

// produces more efficient bytecode when bits.ttypes contains at most two items
bitsetInlineComparison(s, bits) ::= <%
<bits.ttypes:{ttype | <s.varName>==<parser.name>.<ttype>}; separator=" or ">
%>

cases(ttypes) ::= <<
if token in [<ttypes:{t | <parser.name>.<t>}; separator=", ">]:
>>

InvokeRule(r, argExprsChunks) ::= <<
self.state = <r.stateNumber>
<if(r.labels)><r.labels:{1 | <labelref(l)> =
}><endif>self.<r.name><(if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)><endif><endif><argExprsChu
nks>)
>>

MatchToken(m) ::= <<
self.state = <m.stateNumber>
<if(m.labels)><m.labels:{1 | <labelref(l)> = }><endif>self.match(<parser.name>.<m.name>)
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

```

```

CommonSetStuff(m, expr, capture, invert) ::= <<
self.state = <m.stateNumber>
<if(m.labels)><m.labels:{1 | <labelref(l)> = }>self._input.LT(1)<endif>
<capture>
<if(invert)>if <m.varName> \<= 0 or <expr><else>if not(<expr>)<endif>:
<if(m.labels)><m.labels:{1 | <labelref(l)> = }><else> <endif>self._errHandler.recoverInline(self)
else:
    self._errHandler.reportMatch(self)
    self.consume()
>>

```

```

Wildcard(w) ::= <<
self.state = <w.stateNumber>
<if(w.labels)><w.labels:{1 | <labelref(l)> = }><endif>self.matchWildcard()
>>

```

```
// ACTION STUFF
```

```
Action(a, foo, chunks) ::= "<chunks>"
```

```
ArgAction(a, chunks) ::= "<chunks>"
```

```

SemPred(p, chunks, failChunks) ::= <<
self.state = <p.stateNumber>
if not <chunks>:
    from antlr4.error.Errors import FailedPredicateException
    raise FailedPredicateException(self, <p.predicate><if(failChunks)>, <failChunks><elseif(p.msg)>,
<p.msg><endif>)
>>

```

```

ExceptionClause(e, catchArg, catchAction) ::= <<
except <catchArg>:
    <catchAction>
>>

```

```
// lexer actions are not associated with model objects
```

```

LexerSkipCommand() ::= "skip()"
LexerMoreCommand() ::= "more()"
LexerPopModeCommand() ::= "popMode()"

```

```

LexerTypeCommand(arg, grammar)    ::= "_type = <arg>"
LexerChannelCommand(arg, grammar) ::= "_channel = <arg>"
LexerModeCommand(arg, grammar)    ::= "_mode = <arg>"
LexerPushModeCommand(arg, grammar) ::= "pushMode(<arg>)"

```

```

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"

```

```

ArgRef(a) ::= "localctx.<a.name>"
LocalRef(a) ::= "localctx.<a.name>"
RetValRef(a) ::= "localctx.<a.name>"
QRetValRef(a) ::= "<ctx(a)>.<a.dict>.<a.name>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.name>"
LabelRef(t) ::= "<ctx(t)>.<t.name>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.name)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.name> = <rhsChunks>"

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "(None if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.text)"
TokenPropertyRef_type(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.type)"
TokenPropertyRef_line(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.line)"
TokenPropertyRef_pos(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.column)"
TokenPropertyRef_channel(t) ::= "(0 if (<ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.channel)"
TokenPropertyRef_index(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.tokenIndex)"
TokenPropertyRef_int(t) ::= "(0 if <ctx(t)>.<t.label> is None else int(<ctx(t)>.<t.label>.text))"

RulePropertyRef_start(r) ::= "(None if <ctx(r)>.<r.label> is None else <ctx(r)>.<r.label>.start)"
RulePropertyRef_stop(r) ::= "(None if <ctx(r)>.<r.label> is None else <ctx(r)>.<r.label>.stop)"
RulePropertyRef_text(r) ::= "(None if <ctx(r)>.<r.label> is None else
self._input.getText(<ctx(r)>.<r.label>.start,<ctx(r)>.<r.label>.stop))"
RulePropertyRef_ctx(r) ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r) ::= "self"

ThisRulePropertyRef_start(r) ::= "localctx.start"
ThisRulePropertyRef_stop(r) ::= "localctx.stop"
ThisRulePropertyRef_text(r) ::= "self._input.getText(localctx.start, self._input.LT(-1))"
ThisRulePropertyRef_ctx(r) ::= "localctx"
ThisRulePropertyRef_parser(r) ::= "self"

NonLocalAttrRef(s) ::= "self.getInvokingContext(<s.ruleIndex>).<s.name>"
SetNonLocalAttr(s, rhsChunks) ::= "self.getInvokingContext(<s.ruleIndex>).<s.name> = <rhsChunks>"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.append(<labelref(a.label)>)"

TokenDecl(t) ::= "self.<t.name> = None # <TokenLabelType()>"
TokenTypeDecl(t) ::= "self.<t.name> = 0 # <TokenLabelType()> type"
TokenListDecl(t) ::= "self.<t.name> = list() # of <TokenLabelType()>s"
RuleContextDecl(r) ::= "self.<r.name> = None # <r.ctxName>"
RuleContextListDecl(rdecl) ::= "self.<rdecl.name> = list() # of <rdecl.ctxName>s"

ContextTokenGetterDecl(t) ::= <<
def <t.name>(self):
    return self.getToken(<parser.name>.<t.name>, 0)

```

```

>>

// should never be called
ContextTokenListGetterDecl(t) ::= <<
def <t.name>_list(self):
    return self.getTokens(<parser.name>.<t.name>)
>>

ContextTokenListIndexedGetterDecl(t) ::= <<
def <t.name>(self, i=None):
    if i is None:
        return self.getTokens(<parser.name>.<t.name>)
    else:
        return self.getToken(<parser.name>.<t.name>, i)
>>

ContextRuleGetterDecl(r) ::= <<
def <r.name>(self):
    return self.getTypedRuleContext(<parser.name>.<r.ctxName>,0)

>>

// should never be called
ContextRuleListGetterDecl(r) ::= <<
def <r.name>_list(self):
    return self.getTypedRuleContexts(<parser.name>.<r.ctxName>)

>>

ContextRuleListIndexedGetterDecl(r) ::= <<
def <r.name>(self, i=None):
    if i is None:
        return self.getTypedRuleContexts(<parser.name>.<r.ctxName>)
    else:
        return self.getTypedRuleContext(<parser.name>.<r.ctxName>,i)

>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
 * r becomes rContext.
 */
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "_<tokenName>"
ImplicitRuleLabel(ruleName) ::= "_<ruleName>"
ImplicitSetLabel(id) ::= "_tset<id>"

```

```
ListLabelName(label) ::= "<label>"
```

```
CaptureNextToken(d) ::= "<d.varName> = self._input.LT(1)"
```

```
CaptureNextTokenType(d) ::= "<d.varName> = self._input.LA(1)"
```

```
StructDecl(struct,ctorAttrs,attrs, getters,dispatchMethods,interfaces,extensionMembers) ::= <<  
class <struct.name>(<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif>):
```

```
    def __init__(self, parser, parent=None, invokingState=-1<struct.ctorAttrs:{ a | , <a.name>=None}>):  
        super(<parser.name>.<struct.name>, self).__init__(parent, invokingState)  
        self.parser = parser  
        <attrs:{ a | <a>}; separator="\n">  
        <struct.ctorAttrs:{ a | self.<a.name> = <a.name>}; separator="\n">
```

```
    <getters:{ g | <g>}; separator="\n\n">
```

```
    def getRuleIndex(self):  
        return <parser.name>.RULE_<struct.derivedFromName>
```

```
<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
```

```
    def copyFrom(self, ctx):  
        super(<parser.name>.<struct.name>, self).copyFrom(ctx)  
        <struct.attrs:{ a | self.<a.name> = ctx.<a.name>}; separator="\n">
```

```
<endif>
```

```
    <dispatchMethods; separator="\n">  
    <extensionMembers; separator="\n">
```

```
>>
```

```
AltLabelStructDecl(struct,attrs, getters,dispatchMethods) ::= <<  
class <struct.name>(<currentRule.name; format="cap">Context):
```

```
    def __init__(self, parser, ctx): # actually a <parser.name>.<currentRule.name; format="cap">Context  
        super(<parser.name>.<struct.name>, self).__init__(parser)  
        <attrs:{ a | <a>}; separator="\n">  
        self.copyFrom(ctx)
```

```
    <getters:{ g | <g>}; separator="\n">
```

```
    <dispatchMethods; separator="\n">
```

```
>>
```

```
ListenerDispatchMethod(method) ::= <<
```

```
def <if(method.isEnter)>enter<else>exit<endif>Rule(self, listener):
```

```
    if hasattr(listener, "<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">"):  
        listener.<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">(self)
```

>>

```
VisitorDispatchMethod(method) ::= <<
def accept(self, visitor):
    if hasattr(visitor, "visit<struct.derivedFromName; format="cap">"):
        return visitor.visit<struct.derivedFromName; format="cap">(self)
    else:
        return visitor.visitChildren(self)
```

>>

```
AttributeDecl(d) ::= "self.<d.name> = <if(d.initValue)><d.initValue><else>None<endif>"
```

```
/** If we don't know location of label def x, use this template */
```

```
labelref(x) ::= "<if(!x.isLocal)>localctx.<endif><x.name>"
```

```
/** For any action chunk, what is correctly-typed context struct ptr? */
```

```
ctx(actionChunk) ::= "localctx"
```

```
// used for left-recursive rules
```

```
recRuleAltPredicate(ruleName,opPrec) ::= "self.precpred(self._ctx, <opPrec>)"
```

```
recRuleSetReturnAction(src,name) ::= "$<name>=<src>.<name>"
```

```
recRuleSetStopToken() ::= "self._ctx.stop = self._input.LT(-1)"
```

```
recRuleAltStartAction(ruleName, ctxName, label) ::= <<
```

```
localctx = <parser.name>.<ctxName>Context(self, _parentctx, _parentState)
```

```
<if(label)>localctx.<label> = _prevctx<endif>
```

```
self.pushNewRecursionContext(localctx, _startState, self.RULE_<ruleName>)
```

```
>>
```

```
recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
```

```
localctx = <parser.name>.<currentAltLabel; format="cap">Context(self, <parser.name>.<ruleName;
format="cap">Context(self, _parentctx, _parentState))
```

```
<if(label)>
```

```
<if(isListLabel)>
```

```
localctx.<label>.append(_prevctx)
```

```
<else>
```

```
localctx.<label> = _prevctx
```

```
<endif>
```

```
<endif>
```

```
self.pushNewRecursionContext(localctx, _startState, self.RULE_<ruleName>)
```

```
>>
```

```
recRuleReplaceContext(ctxName) ::= <<
```

```
localctx = <parser.name>.<ctxName>Context(self, localctx)
```

```
self._ctx = localctx
```

```
_prevctx = localctx
```

```
>>
```

```
recRuleSetPrevCtx() ::= <<
```

```
if self._parseListeners is not None:
```

```
    self.triggerExitRuleEvent()
```

```
_prevctx = localctx
```

```
>>
```

```
LexerFile(lexerFile, lexer, namedActions) ::= <<
```

```
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
```

```
# encoding: utf-8
```

```
from __future__ import print_function
```

```
from antlr4 import *
```

```
from io import StringIO
```

```
import sys
```

```
<namedActions.header>
```

```
<lexer>
```

```
>>
```

```
Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
```

```
<if(superClass)>
```

```
if __name__ is not None and "." in __name__:
```

```
    from .<superClass> import <superClass>
```

```
else:
```

```
    from <superClass> import <superClass>
```

```
<endif>
```

```
<atn>
```

```
class <lexer.name>(<if(superClass)><superClass><else>Lexer<endif>):
```

```
    atn = ATNDeserializer().deserialize(serializedATN())
```

```
    decisionsToDFA = [ DFA(ds, i) for i, ds in enumerate(atn.decisionToState) ]
```

```
<if(lexer.channels)>
```

```
    <lexer.channels: {c| <c> = <lexer.channels.(c)>}; separator="\n">
```

```
<endif>
```

```
<if(rest(lexer.modes))>
```

```
    <rest(lexer.modes): {m| <m> = <i>}; separator="\n">
```

```
<endif>
```



```

<lexer.tokens:{k | <k> = <lexer.tokens.(k)>}; separator="\n", wrap, anchor>

channelNames = [ u"DEFAULT_TOKEN_CHANNEL", u"HIDDEN"<if (lexer.channels)>, <lexer.channels:{c|
u"<c>"}; separator=", ", wrap, anchor><endif> ]

modeNames = [ <lexer.modes:{m| u"<m>"}; separator=", ", wrap, anchor> ]

literalNames = [ u"\<INVALID>",
  <lexer.literalNames:{t | u<t>}; separator=", ", wrap, anchor> ]

symbolicNames = [ u"\<INVALID>",
  <lexer.symbolicNames:{t | u<t>}; separator=", ", wrap, anchor> ]

ruleNames = [ <lexer.ruleNames:{r | u"<r>"}; separator=", ", wrap, anchor> ]

grammarFileName = u"<lexer.grammarFileName>"

def __init__(self, input=None, output=sys.stdout):
    super(<lexer.name>, self).__init__(input, output=output)
    self.checkVersion("<lexerFile.ANTLRVersion>")
    self._interp = LexerATNSimulator(self, self.atn, self.decisionsToDFA, PredictionContextCache())
    self._actions = None
    self._predicates = None

<namedActions.members>

<dumpActions(lexer, "", actionFuncs, sempredFuncs)>

>>

SerializedATN(model) ::= <<
<! only one segment, can be inlined !>

def serializedATN():
    with StringIO() as buf:
        buf.write(u"<model.serialized; wrap={}<\n>    buf.write(u"}>")
        return buf.getvalue()

>>

/** Using a type to init value map, try to init a type; if not in table
 * must be an object, default value is "null".
 */
initValue(typeName) ::= <<
<pythonTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".py"

```

Found in path(s):

\* /opt/cola/permits/1020749546\_1607585150.55/0/antlr-4-9-complete-jar/org/antlr/v4/tool/templates/codegen/Python2/Python2.stg

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\* /opt/cola/permits/1020749546\_1607585150.55/0/antlr-4-9-complete-jar/META-INF/maven/org.glassfish/javax.json/pom.xml

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* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
```

```
/** ANTLR tool checks output templates are compatible with tool code generation.
```

```
* For now, a simple string match used on x.y of x.y.z scheme.
```

```
* Must match Tool.VERSION during load to templates.
```

```
*
```

```
* REQUIRED.
```

```
*/
```

```
javascriptTypeInitMap ::= [
```

```
  "bool":"false",
```

```
  "int":"0",
```

```
  "float":"0.0",
```

```
  "str": "",
```

```
  default:"{}" // anything other than a primitive type is an object
```

```
]
```

```
// args must be <object-model-object>, <fields-resulting-in-STs>
```

```
ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
```

```

<fileHeader(file.grammarFileName, file.ANTLRVersion)>
import antlr4 from 'antlr4';
<if(file.genListener)>
import <file.grammarName>Listener from './<file.grammarName>Listener.js';
<endif>
<if(file.genVisitor)>
import <file.grammarName>Visitor from './<file.grammarName>Visitor.js';
<endif>

<namedActions.header>
<parser>
>>

ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
import antlr4 from 'antlr4';

// This class defines a complete listener for a parse tree produced by <file.parserName>.
export default class <file.grammarName>Listener extends antlr4.tree.ParseTreeListener {

<file.listenerNames:{ lname |
// Enter a parse tree produced by <file.parserName>#<lname>.
enter<lname; format="cap">(ctx) {
\}

// Exit a parse tree produced by <file.parserName>#<lname>.
exit<lname; format="cap">(ctx) {
\}

}; separator="\n">

}
>>

VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
import antlr4 from 'antlr4';

// This class defines a complete generic visitor for a parse tree produced by <file.parserName>.

export default class <file.grammarName>Visitor extends antlr4.tree.ParseTreeVisitor {

<file.visitorNames:{ lname |
// Visit a parse tree produced by <file.parserName>#<lname>.
visit<lname; format="cap">(ctx) {
return this.visitChildren(ctx);
\}

```

```
}; separator="\n">
```

```
}
```

```
>>
```

```
fileHeader(grammarFileName, ANTLRVersion) ::= <<
```

```
// Generated from <grammarFileName; format="java-escape"> by ANTLR <ANTLRVersion>
```

```
// jshint ignore: start
```

```
>>
```

```
Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
```

```
<if(superClass)>
```

```
import <superClass> from './<superClass>.js';
```

```
<endif>
```

```
<atn>
```

```
const atn = new antlr4.atn.ATNDeserializer().deserialize(serializedATN);
```

```
const decisionsToDFA = atn.decisionToState.map( (ds, index) => new antlr4.dfa.DFA(ds, index) );
```

```
const sharedContextCache = new antlr4.PredictionContextCache();
```

```
export default class <parser.name> extends <superClass; null="antlr4.Parser"> {
```

```
    static grammarFileName = "<parser.grammarFileName; format="java-escape">";
```

```
    static literalNames = [ <parser.literalNames:{t | <t>}; null="null", separator=", ", wrap, anchor > ];
```

```
    static symbolicNames = [ <parser.symbolicNames:{t | <t>}; null="null", separator=", ", wrap, anchor > ];
```

```
    static ruleNames = [ <parser.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor > ];
```

```
    constructor(input) {
```

```
        super(input);
```

```
        this._interp = new antlr4.atn.ParserATNSimulator(this, atn, decisionsToDFA, sharedContextCache);
```

```
        this.ruleNames = <parser.name>.ruleNames;
```

```
        this.literalNames = <parser.name>.literalNames;
```

```
        this.symbolicNames = <parser.name>.symbolicNames;
```

```
        <namedActions.members>
```

```
    }
```

```
    get atn() {
```

```
        return atn;
```

```
    }
```

```
    <if(sempredFuncs)>
```

```
    sempred(localctx, ruleIndex, predIndex) {
```

```
        switch(ruleIndex) {
```

```

<parser.sempredFuncs.values:{f | case <f.ruleIndex>:
return this.<f.name>_sempred(localctx, predIndex);}; separator="\n">
  default:
    throw "No predicate with index:" + ruleIndex;
  }
}

<sempredFuncs.values; separator="\n">
<endif>

<funcs; separator="\n">

}

<parser.name>.EOF = antlr4.Token.EOF;
<if(parser.tokens)>
<parser.tokens:{k | <parser.name>.<k> = <parser.tokens.(k)>}; separator="\n", wrap, anchor>
<endif>

<parser.rules:{r | <parser.name>.RULE_<r.name> = <r.index>}; separator="\n", wrap, anchor>

<funcs:{f | <ruleContexts(f)>}; separator="\n">

<! Define fields of this parser to export the context classes !>
<parser.funcs:{f | <parser.name>.<f.ctxType> = <f.ctxType> }; separator="\n">

>>

ruleContexts(currentRule) ::= <<
<currentRule.ruleCtx>

<currentRule.altLabelCtxs:{l | <currentRule.altLabelCtxs.(l)>}; separator="\n">
>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
<lexer.name>.prototype.action = function(localctx, ruleIndex, actionIndex) {
  switch (ruleIndex) {
    <recog.actionFuncs.values:{f|
case <f.ruleIndex>:
this.<f.name>_action(localctx, actionIndex);
break;}; separator="\n">
  default:
    throw "No registered action for:" + ruleIndex;
  }
};

<actionFuncs.values; separator="\n">

```

```

<endif>
<if(sempredFuncs)>
<lexer.name>.prototype.sempred = function(localctx, ruleIndex, predIndex) {
  switch (ruleIndex) {
    <recog.sempredFuncs.values:{f} case <f.ruleIndex>:
  return this.<f.name>_sempred(localctx, predIndex);}; separator="\n">
    default:
      throw "No registered predicate for:" + ruleIndex;
  }
};

<sempredFuncs.values; separator="\n">
<endif>
>>

```

```

/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/

```

```

RuleActionFunction(r, actions) ::= <<

```

```

<lexer.name>.prototype.<r.name>_action = function(localctx , actionIndex) {
  switch (actionIndex) {
    <actions:{index|
  case <index>:
    <actions.(index)>
  break;}; separator="\n">
    default:
      throw "No registered action for:" + actionIndex;
  }
};
>>

```

```

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
*/

```

```

RuleSempredFunction(r, actions) ::= <<
<if (r.factory.g.lexer)><lexer.name>.prototype.<r.name>_sempred =
function<else><r.name>_sempred<endif>(localctx, predIndex) {
  switch(predIndex) {
    <actions:{index| case <index>:
  return <actions.(index)>;}; separator="\n">
    default:
      throw "No predicate with index:" + predIndex;
  }
};
>>

```

```
RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
```

```
::= <<
```

```
<currentRule.name><(currentRule.args:{a | <a.name>}; separator=", ">) {  
  let localctx = new <currentRule.ctxType>(this, this._ctx, this.state<currentRule.args:{a | , <a.name>}>);  
  this.enterRule(localctx, <currentRule.startState>, <parser.name>.RULE_<currentRule.name>);  
  <namedActions.init>  
  <locals; separator="\n">  
  try {  
    <code>  
    <postamble; separator="\n">  
    <namedActions.after>  
  <if(exceptions)>  
  <exceptions; separator="\n">  
  <else>  
  } catch (re) {  
    if(re instanceof antlr4.error.RecognitionException) {  
      localctx.exception = re;  
      this._errHandler.reportError(this, re);  
      this._errHandler.recover(this, re);  
    } else {  
      throw re;  
    }  
  }<endif> finally {  
    <finallyAction>  
    this.exitRule();  
  }  
  return localctx;  
}
```

```
>>
```

```
LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,  
  namedActions,finallyAction,postamble) ::=
```

```
<<
```

```
<currentRule.name><(_p<if(currentRule.args)>, <args:{a | , <a>}><endif>) {  
  if(_p===undefined) {  
    _p = 0;  
  }  
  const _parentctx = this._ctx;  
  const _parentState = this.state;  
  let localctx = new <currentRule.ctxType>(this, this._ctx, _parentState<args:{a | , <a.name>}>);  
  let _prevctx = localctx;  
  const _startState = <currentRule.startState>;  
  this.enterRecursionRule(localctx, <currentRule.startState>, <parser.name>.RULE_<currentRule.name>, _p);
```



```

<namedActions.init>
<locals; separator="\n">
try {
  <code>
  <postamble; separator="\n">
  <namedActions.after>
} catch( error) {
  if(error instanceof antlr4.error.RecognitionException) {
    localctx.exception = error;
    this._errHandler.reportError(this, error);
    this._errHandler.recover(this, error);
  } else {
    throw error;
  }
} finally {
  <finallyAction>
  this.unrollRecursionContexts(_parentctx)
}
return localctx;
}

```

>>

```

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>localctx = new <currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(this, localctx);<endif>
this.enterOuterAlt(localctx, <currentOuterMostAltCodeBlock.alt.altNum>);
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>

```

>>

```

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">

```

>>

```

LL1AltBlock(choice, preamble, alts, error) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
<if(choice.label)><labelref(choice.label)> = this._input.LT(1);<endif>
<preamble; separator="\n">
switch(this._input.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
  <alt>
  break;}; separator="\n">
default:
  <error>
}

```

>>

```
LL1OptionalBlock(choice, alts, error) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
switch (this._input.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
<alt>
break;}; separator="\n">
default:
break;
}
>>
```

```
LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
<preamble; separator="\n">
if(<expr>) {
<alts; separator="\n">
}
<!else if ( !(<followExpr> ) <error!>
>>
```

```
LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
<preamble; separator="\n">
while(<loopExpr>) {
<alts; separator="\n">
this.state = <choice.loopBackStateNumber>;
this._errHandler.sync(this);
<iteration>
}
>>
```

```
LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
this.state = <choice.blockStartStateNumber>; <! alt block decision !>
this._errHandler.sync(this);
<preamble; separator="\n">
do {
<alts; separator="\n">
this.state = <choice.stateNumber>; <! loopback/exit decision !>
this._errHandler.sync(this);
<iteration>
} while(<loopExpr>);
>>
```

```
// LL(*) stuff
```

```
AltBlock(choice, preamble, alts, error) ::= <<  
this.state = <choice.stateNumber>;  
this._errHandler.sync(this);  
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>  
<preamble; separator="\n">  
var la_ = this._interp.adaptivePredict(this._input,<choice.decision>,this._ctx);  
switch(la_) {  
<alts:{alt |  
case <i>:  
    <alt>  
    break;  
}; separator="\n">  
}  
>>
```

```
OptionalBlock(choice, alts, error) ::= <<  
this.state = <choice.stateNumber>;  
this._errHandler.sync(this);  
var la_ = this._interp.adaptivePredict(this._input,<choice.decision>,this._ctx);  
<alts:{alt |  
if(la_===<i><if(!choice.ast.greedy)>+1<endif>) {  
    <alt>  
}; separator="\n} else ">  
}  
>>
```

```
StarBlock(choice, alts, sync, iteration) ::= <<  
this.state = <choice.stateNumber>;  
this._errHandler.sync(this);  
let _alt = this._interp.adaptivePredict(this._input,<choice.decision>,this._ctx)  
while(_alt!=<choice.exitAlt> && _alt!=antlr4.atn.ATN.INVALID_ALT_NUMBER) {  
    if(_alt===1<if(!choice.ast.greedy)>+1<endif>) {  
        <iteration>  
        <alts> <! should only be one !>  
    }  
    this.state = <choice.loopBackStateNumber>;  
    this._errHandler.sync(this);  
    _alt = this._interp.adaptivePredict(this._input,<choice.decision>,this._ctx);  
}  
>>
```

```
PlusBlock(choice, alts, error) ::= <<  
this.state = <choice.blockStartStateNumber>; <! alt block decision !>  
this._errHandler.sync(this);  
let _alt = 1<if(!choice.ast.greedy)>+1<endif>;
```

```

do {
  switch (_alt) {
    <alts:{alt|
case <i><if(!choice.ast.greedy)>+1<endif>:
    <alt>
    break;}; separator="\n">
  default:
    <error>
  }
  this.state = <choice.loopBackStateNumber>; <! loopback/exit decision !>
  this._errHandler.sync(this);
  _alt = this._interp.adaptivePredict(this._input,<choice.decision>, this._ctx);
} while ( _alt!=<choice.exitAlt> && _alt!=antlr4.atn.ATN.INVALID_ALT_NUMBER );
>>

Sync(s) ::= "sync(<s.expecting.name>)"

ThrowNoViableAlt(t) ::= "throw new antlr4.error.NoViableAltException(this);"

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.ttypes)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" || ">
>>

// Javascript language spec - shift operators are 32 bits long max
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x1f) == 0
>>

// produces smaller bytecode only when bits.ttypes contains more than two items
bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShiftVar(s.varName, bits.shift)>})> && ((1 \<< <offsetShiftVar(s.varName,
bits.shift)>) & (<bits.ttypes:{ttype | (1 \<< <offsetShiftType(ttype, bits.shift)>)); separator=" | ">)) != 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShiftVar(shiftAmount, offset) ::= <%
<if(!isZero.(offset))><shiftAmount> - <offset><else><shiftAmount><endif>
%>

offsetShiftType(shiftAmount, offset) ::= <%
<if(!isZero.(offset))><parser.name>.<shiftAmount> - <offset><else><parser.name>.<shiftAmount><endif>
%>

```

```

// produces more efficient bytecode when bits.ttypes contains at most two items
bitsetInlineComparison(s, bits) ::= <%
<bits.ttypes:{ ttype | <s.varName>===<parser.name>.<ttype>} ; separator=" || ">
%>

cases(ttypes) ::= <<
<ttypes:{ t | case <parser.name>.<t>:;} ; separator="\n">
>>

InvokeRule(r, argExprsChunks) ::= <<
this.state = <r.stateNumber>;
<if(r.labels)><r.labels:{ l | <labelref(l)> =
}><endif>this.<r.name>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argExprsChu
nks>);
>>

MatchToken(m) ::= <<
this.state = <m.stateNumber>;
<if(m.labels)><m.labels:{ l | <labelref(l)> = }><endif>this.match(<parser.name>.<m.name>);
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
this.state = <m.stateNumber>;
<if(m.labels)><m.labels:{ l | <labelref(l)> = }>this._input.LT(1);<endif>
<capture>
<if(invert)>if(<m.varName>\<=0 || <expr>)<else>if(!(<expr>))<endif> {
  <if(m.labels)><m.labels:{ l | <labelref(l)> = }><endif>this._errHandler.recoverInline(this);
}
else {
  this._errHandler.reportMatch(this);
  this.consume();
}
>>

Wildcard(w) ::= <<
this.state = <w.stateNumber>;
<if(w.labels)><w.labels:{ l | <labelref(l)> = }><endif>this.matchWildcard();
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

```

```

SemPred(p, chunks, failChunks) ::= <<
this.state = <p.stateNumber>;
if (!( <chunks>)) {
    throw new antlr4.error.FailedPredicateException(this, <p.predicate><if(failChunks)>,
<failChunks><elseif(p.msg)>, <p.msg><endif>);
}
>>

ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>) {
    <catchAction>
}
>>

// lexer actions are not associated with model objects

LexerSkipCommand() ::= "this.skip()"
LexerMoreCommand() ::= "this.more()"
LexerPopModeCommand() ::= "this.popMode()"
LexerTypeCommand(arg, grammar) ::= "this._type = <arg>"
LexerChannelCommand(arg, grammar) ::= "this._channel = <arg>"
LexerModeCommand(arg, grammar) ::= "this._mode = <arg>"
LexerPushModeCommand(arg, grammar) ::= "this.pushMode(<arg>)"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "localctx.<a.name>"
LocalRef(a) ::= "localctx.<a.name>"
RetValRef(a) ::= "localctx.<a.name>"
QRetValRef(a) ::= "<ctx(a)>.<a.dict>.<a.name>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.name>"
LabelRef(t) ::= "<ctx(t)>.<t.name>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.name)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.name> = <rhsChunks>"

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "<ctx(t)>.<t.label>===null ? null : <ctx(t)>.<t.label>.text)"
TokenPropertyRef_type(t) ::= "<ctx(t)>.<t.label> === null ? 0 : <ctx(t)>.<t.label>.type)"
TokenPropertyRef_line(t) ::= "<ctx(t)>.<t.label> === null ? 0 : <ctx(t)>.<t.label>.line)"
TokenPropertyRef_pos(t) ::= "<ctx(t)>.<t.label> === null ? 0 : <ctx(t)>.<t.label>.column)"
TokenPropertyRef_channel(t) ::= "<ctx(t)>.<t.label> === null ? 0 : <ctx(t)>.<t.label>.channel)"
TokenPropertyRef_index(t) ::= "<ctx(t)>.<t.label> === null ? 0 : <ctx(t)>.<t.label>.tokenIndex)"
TokenPropertyRef_int(t) ::= "<ctx(t)>.<t.label> === null ? 0 : parseInt(<ctx(t)>.<t.label>.text))"

```

```

RulePropertyRef_start(r) ::= "<ctx(r)>.<r.label>===null ? null : <ctx(r)>.<r.label>.start"
RulePropertyRef_stop(r) ::= "<ctx(r)>.<r.label>===null ? null : <ctx(r)>.<r.label>.stop"
RulePropertyRef_text(r) ::= "<ctx(r)>.<r.label>===null ? null : this._input.getText(new antlr4.Interval(<ctx(r)>.<r.label>.start,<ctx(r)>.<r.label>.stop)))"
RulePropertyRef_ctx(r) ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r) ::= "this"

ThisRulePropertyRef_start(r) ::= "localctx.start"
ThisRulePropertyRef_stop(r) ::= "localctx.stop"
ThisRulePropertyRef_text(r) ::= "this._input.getText(new antlr4.Interval(localctx.start, this._input.LT(-1)))"
ThisRulePropertyRef_ctx(r) ::= "localctx"
ThisRulePropertyRef_parser(r) ::= "this"

NonLocalAttrRef(s) ::= "this.getInvokingContext(<s.ruleIndex>).<s.name>"
SetNonLocalAttr(s, rhsChunks) ::= "this.getInvokingContext(<s.ruleIndex>).<s.name> = <rhsChunks>"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.push(<labelref(a.label)>);"

TokenDecl(t) ::= "this.<t.name> = null; // <TokenLabelType()>"
TokenTypeDecl(t) ::= "var <t.name> = 0; // <TokenLabelType()> type"
TokenListDecl(t) ::= "this.<t.name> = []; // of <TokenLabelType()>s"
RuleContextDecl(r) ::= "this.<r.name> = null; // <r.ctxName>"
RuleContextListDecl(rdecl) ::= "this.<rdecl.name> = []; // of <rdecl.ctxName>s"

ContextTokenGetterDecl(t) ::= <<
<t.name>() {
    return this.getToken(<parser.name>.<t.name>, 0);
};
>>

// should never be called
ContextTokenListGetterDecl(t) ::= <<
<t.name>_list() {
    return this.getTokens(<parser.name>.<t.name>);
}
>>

ContextTokenListIndexedGetterDecl(t) ::= <<
<t.name> = function(i) {
    if(i===undefined) {
        i = null;
    }
    if(i===null) {
        return this.getTokens(<parser.name>.<t.name>);
    } else {
        return this.getToken(<parser.name>.<t.name>, i);
    }
};

```

```
>>
```

```
ContextRuleGetterDecl(r) ::= <<  
<r.name>() {  
    return this.getTypedRuleContext(<r.ctxName>,0);  
};  
>>
```

```
// should never be called  
ContextRuleListGetterDecl(r) ::= <<  
<r.name>_list() {  
    return this.getTypedRuleContexts(<parser.name>.<r.ctxName>);  
}  
>>
```

```
ContextRuleListIndexedGetterDecl(r) ::= <<  
<r.name> = function(i) {  
    if(i===undefined) {  
        i = null;  
    }  
    if(i===null) {  
        return this.getTypedRuleContexts(<r.ctxName>);  
    } else {  
        return this.getTypedRuleContext(<r.ctxName>,i);  
    }  
};  
>>
```

```
LexerRuleContext() ::= "RuleContext"
```

```
/** The rule context name is the rule followed by a suffix; e.g.,  
 * r becomes rContext.  
 */
```

```
RuleContextNameSuffix() ::= "Context"
```

```
ImplicitTokenLabel(tokenName) ::= "_<tokenName>"
```

```
ImplicitRuleLabel(ruleName) ::= "_<ruleName>"
```

```
ImplicitSetLabel(id) ::= "_tset<id>"
```

```
ListLabelName(label) ::= "<label>"
```

```
CaptureNextToken(d) ::= "<d.varName> = self._input.LT(1)"
```

```
CaptureNextTokenType(d) ::= "<d.varName> = this._input.LA(1);"
```

```
StructDecl(struct,ctorAttrs,attrs, getters,dispatchMethods,interfaces,extensionMembers) ::= <<
```

```
class <struct.name> extends <if(contextSuperClass)><contextSuperClass><else>antlr4.ParserRuleContext<endif> {
```

```
    constructor(parser, parent, invokingState<struct.ctorAttrs:{ a | , <a.name>}>) {
```



```

    if(parent===undefined) {
        parent = null;
    }
    if(invokingState===undefined || invokingState===null) {
        invokingState = -1;
    }
    super(parent, invokingState);
    this.parser = parser;
    this.ruleIndex = <parser.name>.RULE_<struct.derivedFromName>;
    <attrs:{ a | <a>}; separator="\n">
    <struct.ctorAttrs:{ a | this.<a.name> = <a.name> || null;}; separator="\n">
}

<getters:{ g | <g>}; separator="\n\n">

<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
copyFrom(ctx) {
    super.copyFrom(ctx);
    <struct.attrs:{ a | this.<a.name> = ctx.<a.name>;}; separator="\n">
}
<endif>
<dispatchMethods; separator="\n">
<extensionMembers; separator="\n">

}

>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
class <struct.name> extends <struct.parentRule; format="cap">Context {

    constructor(parser, ctx) {
        super(parser);
        <attrs:{ a | <a>}; separator="\n">
        super.copyFrom(ctx);
    }

    <getters:{ g | <g>}; separator="\n\n">

    <dispatchMethods; separator="\n">

}

<! Define fields of this parser to export this struct/context class !>
<parser.name>.<struct.name> = <struct.name>;

>>

```

```

ListenerDispatchMethod(method) ::= <<
<if(method.isEnter)>enter<else>exit<endif>Rule(listener) {
  if(listener instanceof <parser.grammarName>Listener ) {
    listener.<if(method.isEnter)>enter<else>exit<endif><<struct.derivedFromName; format="cap">(this);
  }
}

>>

VisitorDispatchMethod(method) ::= <<
accept(visitor) {
  if ( visitor instanceof <parser.grammarName>Visitor ) {
    return visitor.visit<<struct.derivedFromName; format="cap">(this);
  } else {
    return visitor.visitChildren(this);
  }
}

>>

AttributeDecl(d) ::= "this.<d.name> = <if(d.initValue)><d.initValue><else>null<endif>"

/** If we don't know location of label def x, use this template */
labelref(x) ::= "<if(!x.isLocal)>localctx.<endif><x.name>"

/** For any action chunk, what is correctly-typed context struct ptr? */
ctx(actionChunk) ::= "localctx"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec) ::= "this.precpred(this._ctx, <opPrec>)"
recRuleSetReturnAction(src,name) ::= "$<name>=<src>.<name>"
recRuleSetStopToken() ::= "this._ctx.stop = this._input.LT(-1);"

recRuleAltStartAction(ruleName, ctxName, label) ::= <<
localctx = new <ctxName>Context(this, _parentctx, _parentState);
<if(label)>localctx.<label> = _prevctx;<endif>
this.pushNewRecursionContext(localctx, _startState, <parser.name>.RULE_<ruleName>);
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
localctx = new <currentAltLabel; format="cap">Context(this, new <ruleName; format="cap">Context(this,
_parentctx, _parentState));
<if(label)>
<if(isListLabel)>
localctx.<label>.push(_prevctx);
<else>
localctx.<label> = _prevctx;
<endif>

```

```

<endif>
this.pushNewRecursionContext(localctx, _startState, <parser.name>.RULE_<ruleName>);
>>

recRuleReplaceContext(ctxName) ::= <<
localctx = new <ctxName>Context(this, localctx);
this._ctx = localctx;
_prevctx = localctx;
>>

recRuleSetPrevCtx() ::= <<
if(this._parseListeners!==null) {
    this.triggerExitRuleEvent();
}
_prevctx = localctx;
>>

LexerFile(lexerFile, lexer, namedActions) ::= <<
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
import antlr4 from 'antlr4';

<namedActions.header>

<lexer>

>>

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
<if(superClass)>
import <superClass> from './<superClass>.js';
<endif>

<atn>

const atn = new antlr4.atn.ATNDeserializer().deserialize(serializedATN);

const decisionsToDFA = atn.decisionToState.map( (ds, index) => new antlr4.dfa.DFA(ds, index) );

export default class <lexer.name> extends <if(superClass)><superClass><else>antlr4.Lexer<endif> {

    static grammarFileName = "<lexer.grammarFileName>";
    static channelNames = [ "DEFAULT_TOKEN_CHANNEL", "HIDDEN"<if (lexer.channels)>,
<lexer.channels: {c| "<c>"}; separator=", ", wrap, anchor><endif> ];
    static modeNames = [ <lexer.modes: {m| "<m>"}; separator=", ", wrap, anchor > ];
    static literalNames = [ <lexer.literalNames: {t | <t>}; null="null", separator=", ", wrap, anchor > ];
    static symbolicNames = [ <lexer.symbolicNames: {t | <t>}; null="null", separator=", ", wrap, anchor > ];
    static ruleNames = [ <lexer.ruleNames: {r | "<r>"}; separator=", ", wrap, anchor > ];

```

```

    constructor(input) {
        super(input)
        this._interp = new antlr4.atn.LexerATNSimulator(this, atn, decisionsToDFA, new
antlr4.PredictionContextCache());
        <namedActions.members>
    }

    get atn() {
        return atn;
    }
}

```

```

<lexer.name>.EOF = antlr4.Token.EOF;
<lexer.tokens: {k | <lexer.name>.<k> = <lexer.tokens.(k)>;}; separator="\n", wrap, anchor>

```

```

<if(lexer.channels)>
<lexer.channels: {c | <lexer.name>.<c> = <lexer.channels.(c)>;}; separator="\n">

```

```

<endif>
<if(rest(lexer.modes))>
<rest(lexer.modes): {m | <lexer.name>.<m> = <i>;}; separator="\n">

```

```

<endif>

```

```

<dumpActions(lexer, "", actionFuncs, sempredFuncs)>

```

```

>>

```

```

SerializedATN(model) ::= <<
<! only one segment, can be inlined !>

```

```

const serializedATN = ["<model.serialized; wrap={",<\n> " }>"].join("");

```

```

>>

```

```

/** Using a type to init value map, try to init a type; if not in table
* must be an object, default value is "null".
*/

```

```

initValue(typeName) ::= <<
<javacriptTypeInitMap.(typeName)>
>>

```

```

codeFileExtension() ::= ".js"

```

```

Found in path(s):

```

```

* /opt/cola/permits/1020749546_1607585150.55/0/antlr-4-9-complete-

```

jar/org/antlr/v4/tool/templates/codegen/JavaScript/JavaScript.stg  
No license file was found, but licenses were detected in source scan.

```
/*  
[The "BSD licence"]  
Copyright (c) 2006 Kay Roepke  
All rights reserved.
```

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```
*/  
/*
```

This file contains the actual layout of the messages emitted by ANTLR.  
The text itself is coming out of the languages/\*stg files, according to the chosen locale.  
This file contains the format that mimicks GCC output.

```
*/
```

```
location(file, line, column) ::= "<file>:<line>:<column>:"
```

```
message(id, text) ::= "<text> [error <id>]"
```

```
report(location, message, type) ::= "<location> <type>: <message>"
```

```
wantsSingleLineMessage() ::= "true"
```

Found in path(s):

```
* /opt/cola/permits/1020749546_1607585150.55/0/antlr-4-9-complete-  
jar/org/antlr/v4/tool/templates/messages/formats/gnu.stg
```

# 1.91 mail 1.4.4

## 1.91.1 Available under license :

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Eclipse

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\* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

\* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.

\* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

\* javax.servlet:javax.servlet-api

\* javax.annotation:javax.annotation-api

\* javax.transaction:javax.transaction-api

\* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

\* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

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MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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## 1.97 jetty-servlets 9.4.16.v20190411

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Eclipse

The following artifacts are EPL.

\* org.eclipse.jetty.orbit;org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

\* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.

\* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

\* javax.servlet:javax.servlet-api

\* javax.annotation:javax.annotation-api

\* javax.transaction:javax.transaction-api

\* javax.websocket:javax.websocket-api

-----

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

\* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec  
org.apache.taglibs:taglibs-standard-impl

-----

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp  
org.apache.tomcat:tomcat-jasper  
org.apache.tomcat:tomcat-juli  
org.apache.tomcat:tomcat-jsp-api  
org.apache.tomcat:tomcat-el-api  
org.apache.tomcat:tomcat-jasper-el  
org.apache.tomcat:tomcat-api  
org.apache.tomcat:tomcat-util-scan  
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el  
org.apache.tomcat:tomcat-jasper-el  
org.apache.tomcat:tomcat-el-api

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Mortbay

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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**c1de95864d73a5465492829d7cb2dd422b19ac**

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Found in path(s):

\* /opt/cola/permits/1000966816\_1607498231.08/0/aopalliance-repackaged-2-4-0-b31-sources-jar/pom.xml

# 1.100 tcp-wrappers 7.6 58.e16

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```
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```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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## 1.102 libjpeg 9d

### 1.102.1 Available under license :

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```
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* jchuff.c  
*  
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*  
* This file contains Huffman entropy encoding routines.  
* Both sequential and progressive modes are supported in this single module.  
*  
* Much of the complexity here has to do with supporting output suspension.  
* If the data destination module demands suspension, we want to be able to  
* back up to the start of the current MCU. To do this, we copy state  
* variables into local working storage, and update them back to the  
* permanent JPEG objects only upon successful completion of an MCU.  
*  
* We do not support output suspension for the progressive JPEG mode, since  
* the library currently does not allow multiple-scan files to be written  
* with output suspension.  
*/
```

Found in path(s):

```
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jchuff.c
```

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Since numerous people will be contributing code and bug fixes, it's important to establish a common coding style. The goal of using similar coding styles is much more important than the details of just what that style is.

In general we follow the recommendations of "Recommended C Style and Coding Standards" revision 6.1 (Cannon et al. as modified by Spencer, Keppel and Brader). This document is available in the IJG FTP archive (see `jpeg/doc/cstyle.ms.tbl.Z`, or `cstyle.txt.Z` for those without `nroff/tbl`).

Block comments should be laid out thusly:

```
/*
 * Block comments in this style.
 */
```

We indent statements in K&R style, e.g.,

```
if (test) {
    then-part;
} else {
    else-part;
}
```

with two spaces per indentation level. (This indentation convention is handled automatically by GNU Emacs and many other text editors.)

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We use function prototypes everywhere; we rely on automatic source code transformation to feed prototype-less C compilers. Transformation is done by the simple and portable tool `'ansi2knr.c'` (courtesy of Ghostscript). `ansi2knr` is not very bright, so it imposes a format requirement on function declarations: the function name **MUST BEGIN IN COLUMN 1**. Thus all functions should be written in the following style:

```
LOCAL(int *)
function_name (int a, char *b)
{
    code...
}
```

Note that each function definition must begin with `GLOBAL(type)`, `LOCAL(type)`, or `METHODDEF(type)`. These macros expand to "static type" or just "type" as appropriate. They provide a readable indication of the routine's usage and can readily be changed for special needs. (For instance, special linkage

keywords can be inserted for use in Windows DLLs.)

ansi2knr does not transform method declarations (function pointers in structs). We handle these with a macro JMETHOD, defined as

```
#ifdef HAVE_PROTOTYPES
#define JMETHOD(type,methodname,arglist) type (*methodname) arglist
#else
#define JMETHOD(type,methodname,arglist) type (*methodname) ()
#endif
```

which is used like this:

```
struct function_pointers {
    JMETHOD(void, init_entropy_encoder, (int somearg, jparms *jp));
    JMETHOD(void, term_entropy_encoder, (void));
};
```

Note the set of parentheses surrounding the parameter list.

A similar solution is used for forward and external function declarations (see the EXTERN and JPP macros).

If the code is to work on non-ANSI compilers, we cannot rely on a prototype declaration to coerce actual parameters into the right types. Therefore, use explicit casts on actual parameters whenever the actual parameter type is not identical to the formal parameter. Beware of implicit conversions to "int".

It seems there are some non-ANSI compilers in which the sizeof() operator is defined to return int, yet size\_t is defined as long. Needless to say, this is brain-damaged. Always use the SIZEOF() macro in place of sizeof(), so that the result is guaranteed to be of type size\_t.

The JPEG library is intended to be used within larger programs. Furthermore, we want it to be reentrant so that it can be used by applications that process multiple images concurrently. The following rules support these requirements:

1. Avoid direct use of file I/O, "malloc", error report printouts, etc; pass these through the common routines provided.
2. Minimize global namespace pollution. Functions should be declared static wherever possible. (Note that our method-based calling conventions help this a lot: in many modules only the initialization function will ever need to be called directly, so only that function need be externally visible.) All global function names should begin with "jpeg\_", and should have an abbreviated name (unique in the first six characters) substituted by macro when NEED\_SHORT\_EXTERNAL\_NAMES is set.
3. Don't use global variables; anything that must be used in another module should be in the common data structures.

4. Don't use static variables except for read-only constant tables. Variables that should be private to a module can be placed into private structures (see the system architecture document, structure.txt).

5. Source file names should begin with "j" for files that are part of the library proper; source files that are not part of the library, such as cjpeg.c and djpeg.c, do not begin with "j". Keep source file names to eight characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. Keep compression and decompression code in separate source files --- some applications may want only one half of the library.

Note: these rules (particularly #4) are not followed religiously in the modules that are used in cjpeg/djpeg but are not part of the JPEG library proper. Those modules are not really intended to be used in other applications.

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/coderules.txt

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

/\*

\* jerror.h

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.

\* Modified 1997-2018 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file defines the error and message codes for the JPEG library.

\* Edit this file to add new codes, or to translate the message strings to

\* some other language.

\* A set of error-reporting macros are defined too. Some applications using

\* the JPEG library may wish to include this file to get the error codes

\* and/or the macros.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jerror.h

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

/\*

\* jfdctfst.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2003-2017 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*



\* This file contains a fast, not so accurate integer implementation of the  
\* forward DCT (Discrete Cosine Transform).  
\*  
\* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT  
\* on each column. Direct algorithms are also available, but they are  
\* much more complex and seem not to be any faster when reduced to code.  
\*  
\* This implementation is based on Arai, Agui, and Nakajima's algorithm for  
\* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in  
\* Japanese, but the algorithm is described in the Pennebaker & Mitchell  
\* JPEG textbook (see REFERENCES section in file README). The following code  
\* is based directly on figure 4-8 in P&M.  
\* While an 8-point DCT cannot be done in less than 11 multiplies, it is  
\* possible to arrange the computation so that many of the multiplies are  
\* simple scalings of the final outputs. These multiplies can then be  
\* folded into the multiplications or divisions by the JPEG quantization  
\* table entries. The AA&N method leaves only 5 multiplies and 29 adds  
\* to be done in the DCT itself.  
\* The primary disadvantage of this method is that with fixed-point math,  
\* accuracy is lost due to imprecise representation of the scaled  
\* quantization values. The smaller the quantization table entry, the less  
\* precise the scaled value, so this implementation does worse with high-  
\* quality-setting files than with low-quality ones.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jfdctfst.c  
No license file was found, but licenses were detected in source scan.

/\*

\* wrjpgcom.c

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.

\* Modified 2015-2017 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a very simple stand-alone application that inserts

\* user-supplied text as a COM (comment) marker in a JFIF file.

\* This may be useful as an example of the minimum logic needed to parse

\* JPEG markers.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrjpgcom.c  
No license file was found, but licenses were detected in source scan.

INSTALLATION INSTRUCTIONS for the Independent JPEG Group's JPEG software

Copyright (C) 1991-2019, Thomas G. Lane, Guido Vollbeding.  
This file is part of the Independent JPEG Group's software.  
For conditions of distribution and use, see the accompanying README file.

This file explains how to configure and install the IJG software. We have tried to make this software extremely portable and flexible, so that it can be adapted to almost any environment. The downside of this decision is that the installation process is complicated. We have provided shortcuts to simplify the task on common systems. But in any case, you will need at least a little familiarity with C programming and program build procedures for your system.

If you are only using this software as part of a larger program, the larger program's installation procedure may take care of configuring the IJG code. For example, Ghostscript's installation script will configure the IJG code. You don't need to read this file if you just want to compile Ghostscript.

If you are on a Unix machine, you may not need to read this file at all.

Try doing

```
./configure
```

```
make
```

```
make test
```

If that doesn't complain, do

```
make install
```

(better do "make -n install" first to see if the makefile will put the files where you want them). Read further if you run into snags or want to customize the code for your system.

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## BEFORE YOU START

=====

Before installing the software you must unpack the distributed source code. Since you are reading this file, you have probably already succeeded in this task. However, there is a potential for error if you needed to convert the files to the local standard text file format (for example, if you are on MS-DOS you may have converted LF end-of-line to CR/LF). You must apply such conversion to all the files EXCEPT those whose names begin with "test". The test files contain binary data; if you change them in any way then the self-test will give bad results.

Please check the last section of this file to see if there are hints for the specific machine or compiler you are using.

## CONFIGURING THE SOFTWARE

=====

To configure the IJG code for your system, you need to create two files:

- \* jconfig.h: contains values for system-dependent #define symbols.
- \* Makefile: controls the compilation process.

(On a non-Unix machine, you may create "project files" or some other substitute for a Makefile. jconfig.h is needed in any environment.)

We provide three different ways to generate these files:

- \* On a Unix system, you can just run the "configure" script.
- \* We provide sample jconfig files and makefiles for popular machines; if your machine matches one of the samples, just copy the right sample files to jconfig.h and Makefile.
- \* If all else fails, read the instructions below and make your own files.

Configuring the software using the automatic "configure" script

-----

If you are on a Unix machine, you can just type

```
./configure
```

and let the configure script construct appropriate configuration files.

If you're using "csh" on an old version of System V, you might need to type

```
sh configure
```

instead to prevent csh from trying to execute configure itself.

Expect configure to run for a few minutes, particularly on slower machines; it works by compiling a series of test programs.

Configure was created with GNU Autoconf and it follows the usual conventions for GNU configure scripts. It makes a few assumptions that you may want to override. You can do this by providing optional switches to configure:

- \* Configure will build both static and shared libraries, if possible.

If you want to build libjpeg only as a static library, say

```
./configure --disable-shared
```

If you want to build libjpeg only as a shared library, say

```
./configure --disable-static
```

Configure uses GNU libtool to take care of system-dependent shared library building methods.

\* Configure will use gcc (GNU C compiler) if it's available, otherwise cc.

To force a particular compiler to be selected, use the CC option, for example

```
./configure CC='cc'
```

The same method can be used to include any unusual compiler switches.

For example, on HP-UX you probably want to say

```
./configure CC='cc -Aa'
```

to get HP's compiler to run in ANSI mode.

\* The default CFLAGS setting is "-g" for non-gcc compilers, "-g -O2" for gcc.

You can override this by saying, for example,

```
./configure CFLAGS='-O2'
```

if you want to compile without debugging support.

\* Configure will set up the makefile so that "make install" will install files into /usr/local/bin, /usr/local/man, etc. You can specify an installation prefix other than "/usr/local" by giving configure the option "--prefix=PATH".

\* If you don't have a lot of swap space, you may need to enable the IJG software's internal virtual memory mechanism. To do this, give the option "--enable-maxmem=N" where N is the default maxmemory limit in megabytes. This is discussed in more detail under "Selecting a memory manager", below. You probably don't need to worry about this on reasonably-sized Unix machines, unless you plan to process very large images.

Configure has some other features that are useful if you are cross-compiling or working in a network of multiple machine types; but if you need those features, you probably already know how to use them.

Configuring the software using one of the supplied jconfig and makefile files

-----

If you have one of these systems, you can just use the provided configuration files:

Makefile jconfig file System and/or compiler

makefile.manx jconfig.manx Amiga, Manx Aztec C

makefile.sas jconfig.sas Amiga, SAS C

makeproj.mac jconfig.mac Apple Macintosh, Metrowerks CodeWarrior

mak\*jpeg.st jconfig.st Atari ST/STE/TT, Pure C or Turbo C

makefile.bcc jconfig.bcc MS-DOS or OS/2, Borland C  
makefile.dj jconfig.dj MS-DOS, DJGPP (Delorie's port of GNU C)  
makefile.mc6 jconfig.mc6 MS-DOS, Microsoft C (16-bit only)  
makefile.wat jconfig.wat MS-DOS, OS/2, or Windows NT, Watcom C  
makefile.vc jconfig.vc Windows, MS Visual C++  
makefile.vs jconfig.vc Windows, MS Visual C++ 6 Developer Studio  
make\*.vc6  
makefile.vs jconfig.vc Windows, Visual Studio 2019 (v16)  
make\*.v16  
makefile.b32 jconfig.vc Windows, Borland C++ 32-bit (bcc32)  
makefile.mms jconfig.vms Digital VMS, with MMS software  
makefile.vms jconfig.vms Digital VMS, without MMS software

Copy the proper jconfig file to jconfig.h and the makefile to Makefile (or whatever your system uses as the standard makefile name). For more info see the appropriate system-specific hints section near the end of this file.

#### Configuring the software by hand

-----

First, generate a jconfig.h file. If you are moderately familiar with C, the comments in jconfig.txt should be enough information to do this; just copy jconfig.txt to jconfig.h and edit it appropriately. Otherwise, you may prefer to use the ckconfig.c program. You will need to compile and execute ckconfig.c by hand --- we hope you know at least enough to do that. ckconfig.c may not compile the first try (in fact, the whole idea is for it to fail if anything is going to). If you get compile errors, fix them by editing ckconfig.c according to the directions given in ckconfig.c. Once you get it to run, it will write a suitable jconfig.h file, and will also print out some advice about which makefile to use.

You may also want to look at the canned jconfig files, if there is one for a system similar to yours.

Second, select a makefile and copy it to Makefile (or whatever your system uses as the standard makefile name). The most generic makefiles we provide are

makefile.ansi: if your C compiler supports function prototypes  
makefile.unix: if not.

(You have function prototypes if ckconfig.c put "#define HAVE\_PROTOTYPES" in jconfig.h.) You may want to start from one of the other makefiles if there is one for a system similar to yours.

Look over the selected Makefile and adjust options as needed. In particular you may want to change the CC and CFLAGS definitions. For instance, if you are using GCC, set CC=gcc. If you had to use any compiler switches to get ckconfig.c to work, make sure the same switches are in CFLAGS.

If you are on a system that doesn't use makefiles, you'll need to set up project files (or whatever you do use) to compile all the source files and link them into executable files `cjpeg`, `djpeg`, `jpegtran`, `rdjpgcom`, and `wrjpgcom`. See the file lists in any of the makefiles to find out which files go into each program. Note that the provided makefiles all make a "library" file `libjpeg` first, but you don't have to do that if you don't want to; the file lists identify which source files are actually needed for compression, decompression, or both. As a last resort, you can make a batch script that just compiles everything and links it all together; `makefile.vms` is an example of this (it's for VMS systems that have no make-like utility).

Here are comments about some specific configuration decisions you'll need to make:

#### Command line style

-----

These programs can use a Unix-like command line style which supports redirection and piping, like this:

```
cjpeg inputfile >outputfile
cjpeg <inputfile >outputfile
source program | cjpeg >outputfile
```

The simpler "two file" command line style is just

```
cjpeg inputfile outputfile
```

You may prefer the two-file style, particularly if you don't have pipes.

You **MUST** use two-file style on any system that doesn't cope well with binary data fed through `stdin/stdout`; this is true for some MS-DOS compilers, for example. If you're not on a Unix system, it's safest to assume you need two-file style. (But if your compiler provides either the Posix-standard `fdopen()` library routine or a Microsoft-compatible `setmode()` routine, you can safely use the Unix command line style, by defining `USE_FDOPEN` or `USE_SETMODE` respectively.)

To use the two-file style, make `jconfig.h` say `#define TWO_FILE_COMMANDLINE`.

#### Selecting a memory manager

-----

The IJG code is capable of working on images that are too big to fit in main memory; data is swapped out to temporary files as necessary. However, the code to do this is rather system-dependent. We provide five different memory managers:

\* `jmemansi.c` This version uses the ANSI-standard library routine `tmpfile()`, which not all non-ANSI systems have. On some systems `tmpfile()` may put the temporary file in a non-optimal

location; if you don't like what it does, use `jmemname.c`.

\* `jmemname.c` This version creates named temporary files. For anything except a Unix machine, you'll need to configure the `select_file_name()` routine appropriately; see the comments near the head of `jmemname.c`. If you use this version, define `NEED_SIGNAL_CATCHER` in `jconfig.h` to make sure the temp files are removed if the program is aborted.

\* `jmemnobs.c` (That stands for No Backing Store :-).) This will compile on almost any system, but it assumes you have enough main memory or virtual memory to hold the biggest images you work with.

\* `jmemdos.c` This should be used with most 16-bit MS-DOS compilers. See the system-specific notes about MS-DOS for more info. IMPORTANT: if you use this, define `USE_MSDOS_MEMMGR` in `jconfig.h`, and include the assembly file `jmemdosa.asm` in the programs. The supplied makefiles and `jconfig` files for 16-bit MS-DOS compilers already do both.

\* `jmemmac.c` Custom version for Apple Macintosh; see the system-specific notes for Macintosh for more info.

To use a particular memory manager, change the `SYSDEPMEM` variable in your makefile to equal the corresponding object file name (for example, `jmemansi.o` or `jmemansi.obj` for `jmemansi.c`).

If you have plenty of (real or virtual) main memory, just use `jmemnobs.c`.

"Plenty" means about ten bytes for every pixel in the largest images you plan to process, so a lot of systems don't meet this criterion.

If yours doesn't, try `jmemansi.c` first. If that doesn't compile, you'll have to use `jmemname.c`; be sure to adjust `select_file_name()` for local conditions. You may also need to change `unlink()` to `remove()` in `close_backing_store()`.

Except with `jmemnobs.c` or `jmemmac.c`, you need to adjust the `DEFAULT_MAX_MEM` setting to a reasonable value for your system (either by adding a `#define` for `DEFAULT_MAX_MEM` to `jconfig.h`, or by adding a `-D` switch to the Makefile). This value limits the amount of data space the program will attempt to allocate. Code and static data space isn't counted, so the actual memory needs for `cjpeg` or `djpeg` are typically 100 to 150Kb more than the max-memory setting. Larger max-memory settings reduce the amount of I/O needed to process a large image, but too large a value can result in "insufficient memory" failures. On most Unix machines (and other systems with virtual memory), just set `DEFAULT_MAX_MEM` to several million and forget it. At the other end of the spectrum, for MS-DOS machines you probably can't go much above 300K to 400K. (On MS-DOS the value refers to conventional memory only. Extended/expanded memory is handled separately by `jmemdos.c`.)

## BUILDING THE SOFTWARE

=====

Now you should be able to compile the software. Just say "make" (or whatever's necessary to start the compilation). Have a cup of coffee.

Here are some things that could go wrong:

If your compiler complains about undefined structures, you should be able to shut it up by putting "#define INCOMPLETE\_TYPES\_BROKEN" in jconfig.h.

If you have trouble with missing system include files or inclusion of the wrong ones, read jinclude.h. This shouldn't happen if you used configure or ckconfig.c to set up jconfig.h.

There are a fair number of routines that do not use all of their parameters; some compilers will issue warnings about this, which you can ignore. There are also a few configuration checks that may give "unreachable code" warnings. Any other warning deserves investigation.

If you don't have a getenv() library routine, define NO\_GETENV.

Also see the system-specific hints, below.

## TESTING THE SOFTWARE

=====

As a quick test of functionality we've included a small sample image in several forms:

testorig.jpg Starting point for the djpeg tests.

testimg.ppm The output of djpeg testorig.jpg

testimg.bmp The output of djpeg -bmp -colors 256 testorig.jpg

testimg.jpg The output of cjpeg testimg.ppm

testprog.jpg Progressive-mode equivalent of testorig.jpg.

testimgp.jpg The output of cjpeg -progressive -optimize testimg.ppm

(The first- and second-generation .jpg files aren't identical since the default compression parameters are lossy.) If you can generate duplicates of the testimg\* files then you probably have working programs.

With most of the makefiles, "make test" will perform the necessary comparisons.

If you're using a makefile that doesn't provide the test option, run djpeg and cjpeg by hand and compare the output files to testimg\* with whatever binary file comparison tool you have. The files should be bit-for-bit identical.



If the programs complain "MAX\_ALLOC\_CHUNK is wrong, please fix", then you need to reduce MAX\_ALLOC\_CHUNK to a value that fits in type size\_t. Try adding "#define MAX\_ALLOC\_CHUNK 65520L" to jconfig.h. A less likely configuration error is "ALIGN\_TYPE is wrong, please fix": defining ALIGN\_TYPE as long should take care of that one.

If the cjpeg test run fails with "Missing Huffman code table entry", it's a good bet that you needed to define RIGHT\_SHIFT\_IS\_UNSIGNED. Go back to the configuration step and run ckconfig.c. (This is a good plan for any other test failure, too.)

If you are using Unix (one-file) command line style on a non-Unix system, it's a good idea to check that binary I/O through stdin/stdout actually works. You should get the same results from "djpeg <testorig.jpg >out.ppm" as from "djpeg -outfile out.ppm testorig.jpg". Note that the makefiles all use the latter style and therefore do not exercise stdin/stdout! If this check fails, try recompiling with USE\_SETMODE or USE\_FDOPEN defined. If it still doesn't work, better use two-file style.

If you chose a memory manager other than jmemnobs.c, you should test that temporary-file usage works. Try "djpeg -bmp -colors 256 -max 0 testorig.jpg" and make sure its output matches testing.bmp. If you have any really large images handy, try compressing them with -optimize and/or decompressing with -colors 256 to make sure your DEFAULT\_MAX\_MEM setting is not too large.

NOTE: this is far from an exhaustive test of the JPEG software; some modules, such as 1-pass color quantization, are not exercised at all. It's just a quick test to give you some confidence that you haven't missed something major.

## INSTALLING THE SOFTWARE

=====

Once you're done with the above steps, you can install the software by copying the executable files (cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom) to wherever you normally install programs. On Unix systems, you'll also want to put the man pages (cjpeg.1, djpeg.1, jpegtran.1, rdjpgcom.1, wrjpgcom.1) in the man-page directory. The pre-fab makefiles don't support this step since there's such a wide variety of installation procedures on different systems.

If you generated a Makefile with the "configure" script, you can just say  
make install  
to install the programs and their man pages into the standard places.  
(You'll probably need to be root to do this.) We recommend first saying  
make -n install

to see where configure thought the files should go. You may need to edit the Makefile, particularly if your system's conventions for man page filenames don't match what configure expects.

If you want to install the IJG library itself, for use in compiling other programs besides ours, then you need to put the four include files `jpeglib.h` `jerror.h` `jconfig.h` `jmorecfg.h` into your include-file directory, and put the library file `libjpeg.a` (extension may vary depending on system) wherever library files go. If you generated a Makefile with "configure", it will do what it thinks is the right thing if you say

```
make install-lib
```

## OPTIONAL STUFF

=====

Progress monitor:

If you like, you can `#define PROGRESS_REPORT` (in `jconfig.h`) to enable display of percent-done progress reports. The routine provided in `cdjpeg.c` merely prints percentages to `stderr`, but you can customize it to do something fancier.

Utah RLE file format support:

We distribute the software with support for RLE image files (Utah Raster Toolkit format) disabled, because the RLE support won't compile without the Utah library. If you have URT version 3.1 or later, you can enable RLE support as follows:

1. `#define RLE_SUPPORTED` in `jconfig.h`.
2. Add a `-I` option to `CFLAGS` in the Makefile for the directory containing the URT `.h` files (typically the "include" subdirectory of the URT distribution).
3. Add `-L... -lrle` to `LDLIBS` in the Makefile, where `...` specifies the directory containing the URT "librle.a" file (typically the "lib" subdirectory of the URT distribution).

Support for 9-bit to 12-bit deep pixel data:

The IJG code currently allows 8, 9, 10, 11, or 12 bits sample data precision. (For color, this means 8 to 12 bits per channel, of course.) If you need to work with deeper than 8-bit data, you can compile the IJG code for 9-bit to 12-bit operation.

To do so:

1. In `jmorecfg.h`, define `BITS_IN_JSAMPLE` as 9, 10, 11, or 12 rather than 8.
2. In `jconfig.h`, undefine `BMP_SUPPORTED`, `RLE_SUPPORTED`, and `TARGA_SUPPORTED`, because the code for those formats doesn't handle deeper than 8-bit data

and won't even compile. (The PPM code does work, as explained below. The GIF code works too; it scales 8-bit GIF data to and from 12-bit depth automatically.)

3. Compile. Don't expect "make test" to pass, since the supplied test files are for 8-bit data.

Currently, 9-bit to 12-bit support does not work on 16-bit-int machines.

Run-time selection and conversion of data precision are currently not supported and may be added later.

Exception: The transcoding part (jpegtran) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.

The PPM reader (rdppm.c) can read deeper than 8-bit data from either text-format or binary-format PPM and PGM files. Binary-format PPM/PGM files which have a maxval greater than 255 are assumed to use 2 bytes per sample, MSB first (big-endian order). As of early 1995, 2-byte binary format is not officially supported by the PBMPLUS library, but it is expected that a future release of PBMPLUS will support it. Note that the PPM reader will read files of any maxval regardless of the BITS\_IN\_JSAMPLE setting; incoming data is automatically rescaled to maxval=MAXJSAMPLE as appropriate for the cjpeg bit depth.

The PPM writer (wrppm.c) will normally write 2-byte binary PPM or PGM format, maxval=MAXJSAMPLE, when compiled with BITS\_IN\_JSAMPLE>8. Since this format is not yet widely supported, you can disable it by compiling wrppm.c with PPM\_NORAWWORD defined; then the data is scaled down to 8 bits to make a standard 1-byte/sample PPM or PGM file. (Yes, this means still another copy of djpeg to keep around. But hopefully you won't need it for very long. Poskanzer's supposed to get that new PBMPLUS release out Real Soon Now.)

Of course, if you are working with 9-bit to 12-bit data, you probably have it stored in some other, nonstandard format. In that case you'll probably want to write your own I/O modules to read and write your format.

Note:

The standard Huffman tables are only valid for 8-bit data precision. If you selected more than 8-bit data precision, cjpeg uses arithmetic coding by default. The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to supply different default Huffman tables.

Removing code:

If you need to make a smaller version of the JPEG software, some optional functions can be removed at compile time. See the xxx\_SUPPORTED #defines in jconfig.h and jmorecfg.h. If at all possible, we recommend that you leave in

decoder support for all valid JPEG files, to ensure that you can read anyone's output. Taking out support for image file formats that you don't use is the most painless way to make the programs smaller. Another possibility is to remove some of the DCT methods: in particular, the "IFAST" method may not be enough faster than the others to be worth keeping on your machine. (If you do remove ISLOW or IFAST, be sure to redefine JDCT\_DEFAULT or JDCT\_FASTEST to a supported method, by adding a #define in jconfig.h.)

## OPTIMIZATION

=====

Unless you own a Cray, you'll probably be interested in making the JPEG software go as fast as possible. This section covers some machine-dependent optimizations you may want to try. We suggest that before trying any of this, you first get the basic installation to pass the self-test step. Repeat the self-test after any optimization to make sure that you haven't broken anything.

The integer DCT routines perform a lot of multiplications. These multiplications must yield 32-bit results, but none of their input values are more than 16 bits wide. On many machines, notably the 680x0 and 80x86 CPUs, a 16x16=>32 bit multiply instruction is faster than a full 32x32=>32 bit multiply. Unfortunately there is no portable way to specify such a multiplication in C, but some compilers can generate one when you use the right combination of casts. See the MULTIPLYxxx macro definitions in jdct.h. If your compiler makes "int" be 32 bits and "short" be 16 bits, defining SHORTxSHORT\_32 is fairly likely to work. When experimenting with alternate definitions, be sure to test not only whether the code still works (use the self-test), but also whether it is actually faster --- on some compilers, alternate definitions may compute the right answer, yet be slower than the default. Timing cjpeg on a large PGM (grayscale) input file is the best way to check this, as the DCT will be the largest fraction of the runtime in that mode. (Note: some of the distributed compiler-specific jconfig files already contain #define switches to select appropriate MULTIPLYxxx definitions.)

If your machine has sufficiently fast floating point hardware, you may find that the float DCT method is faster than the integer DCT methods, even after tweaking the integer multiply macros. In that case you may want to make the float DCT be the default method. (The only objection to this is that float DCT results may vary slightly across machines.) To do that, add "#define JDCT\_DEFAULT JDCT\_FLOAT" to jconfig.h. Even if you don't change the default, you should redefine JDCT\_FASTEST, which is the method selected by djpeg's -fast switch. Don't forget to update the documentation files (usage.txt and/or cjpeg.1, djpeg.1) to agree with what you've done.

If access to "short" arrays is slow on your machine, it may be a win to

define type JCOEF as int rather than short. This will cost a good deal of memory though, particularly in some multi-pass modes, so don't do it unless you have memory to burn and short is REALLY slow.

If your compiler can compile function calls in-line, make sure the `INLINE` macro in `jmorcfcg.h` is defined as the keyword that marks a function inline-able. Some compilers have a switch that tells the compiler to inline any function it thinks is profitable (e.g., `-finline-functions` for `gcc`). Enabling such a switch is likely to make the compiled code bigger but faster.

In general, it's worth trying the maximum optimization level of your compiler, and experimenting with any optional optimizations such as loop unrolling. (Unfortunately, far too many compilers have optimizer bugs ... be prepared to back off if the code fails self-test.) If you do any experimentation along these lines, please report the optimal settings to `jpeg-info@jpegclub.org` so we can mention them in future releases. Be sure to specify your machine and compiler version.

#### HINTS FOR SPECIFIC SYSTEMS

=====

We welcome reports on changes needed for systems not mentioned here. Submit 'em to `jpeg-info@jpegclub.org`. Also, if `configure` or `ckconfig.c` is wrong about how to configure the JPEG software for your system, please let us know.

Acorn RISC OS:

(Thanks to Simon Middleton for these hints on compiling with Desktop C.)

After renaming the files according to Acorn conventions, take a copy of `makefile.ansi`, change all occurrences of `'libjpeg.a'` to `'libjpeg.o'` and change these definitions as indicated:

```
CFLAGS= -throwback -IC: -Wn
LDLIBS=C:o.Stubs
SYSDPEMEM=jmemansi.o
LN=Link
AR=LibFile -c -o
```

Also add a new line `'c.o;; $(cc) $< $(cflags) -c -o $@'`. Remove the lines `'$(RM) libjpeg.o'` and `'$(AR2) libjpeg.o'` and the `'jconfig.h'` dependency section.

Copy `jconfig.txt` to `jconfig.h`. Edit `jconfig.h` to define `TWO_FILE_COMMANDLINE` and `CHAR_IS_UNSIGNED`.

Run the `makefile` using `!AMU` not `!Make`. If you want to use the `'clean'` and

'test' makefile entries then you will have to fiddle with the syntax a bit and rename the test files.

Amiga:

SAS C 6.50 reportedly is too buggy to compile the IJG code properly. A patch to update to 6.51 is available from SAS or AmiNet FTP sites.

The supplied config files are set up to use jmemname.c as the memory manager, with temporary files being created on the device named by "JPEGTMP:".

Atari ST/STE/TT:

Copy the project files makcjpeg.st, makdjpeg.st, maktjpeg.st, and makljpeg.st to cjpeg.prj, djpeg.prj, jpegtran.prj, and libjpeg.prj respectively. The project files should work as-is with Pure C. For Turbo C, change library filenames "pc..." to "tc..." in each project file. Note that libjpeg.prj selects jmemansi.c as the recommended memory manager. You'll probably want to adjust the DEFAULT\_MAX\_MEM setting --- you want it to be a couple hundred K less than your normal free memory. Put "#define DEFAULT\_MAX\_MEM nnnn" into jconfig.h to do this.

To use the 68881/68882 coprocessor for the floating point DCT, add the compiler option "-8" to the project files and replace pcfltlb.lib with pc881lib.lib in cjpeg.prj and djpeg.prj. Or if you don't have a coprocessor, you may prefer to remove the float DCT code by undefining DCT\_FLOAT\_SUPPORTED in jmorecfg.h (since without a coprocessor, the float code will be too slow to be useful). In that case, you can delete pcfltlb.lib from the project files.

Note that you must make libjpeg.lib before making cjpeg.ttp, djpeg.ttp, or jpegtran.ttp. You'll have to perform the self-test by hand.

We haven't bothered to include project files for rdjpgcom and wrjpgcom. Those source files should just be compiled by themselves; they don't depend on the JPEG library. You can use the default.prj project file of the Pure C distribution to make the programs.

There is a bug in some older versions of the Turbo C library which causes the space used by temporary files created with "tmpfile()" not to be freed after an abnormal program exit. If you check your disk afterwards, you will find cluster chains that are allocated but not used by a file. This should not happen in cjpeg/djpeg/jpegtran, since we enable a signal catcher to explicitly close temp files before exiting. But if you use the JPEG library with your own code, be sure to supply a signal catcher, or else use a different

system-dependent memory manager.

Cray:

Should you be so fortunate as to be running JPEG on a Cray YMP, there is a compiler bug in old versions of Cray's Standard C (prior to 3.1). If you still have an old compiler, you'll need to insert a line reading

```
"#pragma novector" just before the loop
```

```
for (i = 1; i <= (int) htbl->bits[i]; i++)
```

```
    huffsize[p++] = (char) i;
```

in `fix_huff_tbl` (in V5beta1, line 204 of `jchuff.c` and line 176 of `jdhuff.c`).

[This bug may or may not still occur with the current IJG code, but it's probably a dead issue anyway...]

HP-UX:

If you have HP-UX 7.05 or later with the "software development" C compiler, you should run the compiler in ANSI mode. If using the configure script, say

```
./configure CC='cc -Aa'
```

(or `-Ae` if you prefer). If configuring by hand, use `makefile.ansi` and add `"-Aa"` to the `CFLAGS` line in the makefile.

If you have a pre-7.05 system, or if you are using the non-ANSI C compiler delivered with a minimum HP-UX system, then you must use `makefile.unix` (and do NOT add `-Aa`); or just run `configure` without the `CC` option.

On HP 9000 series 800 machines, the HP C compiler is buggy in revisions prior to A.08.07. If you get complaints about "not a typedef name", you'll have to use `makefile.unix`, or run `configure` without the `CC` option.

Macintosh, generic comments:

The supplied user-interface files (`cjpeg.c`, `djpeg.c`, etc) are set up to provide a Unix-style command line interface. You can use this interface on the Mac by means of the `ccommand()` library routine provided by Metrowerks CodeWarrior or Think C. This is only appropriate for testing the library, however; to make a user-friendly equivalent of `cjpeg/djpeg` you'd really want to develop a Mac-style user interface. There isn't a complete example available at the moment, but there are some helpful starting points:

1. Sam Bushell's free "To JPEG" applet provides drag-and-drop conversion to JPEG under System 7 and later. This only illustrates how to use the compression half of the library, but it does a very nice job of that part.

The CodeWarrior source code is available from <http://www.pobox.com/~jsam>.

2. Jim Brunner prepared a Mac-style user interface for both compression and

decompression. Unfortunately, it hasn't been updated since IJG v4, and the library's API has changed considerably since then. Still it may be of some help, particularly as a guide to compiling the IJG code under Think C. Jim's code is available from the Info-Mac archives, at [sumex-aim.stanford.edu](http://sumex-aim.stanford.edu) or mirrors thereof; see file `/info-mac/dev/src/jpeg-convert-c.hqx`.

`jmemmac.c` is the recommended memory manager back end for Macintosh. It uses `NewPtr/DisposePtr` instead of `malloc/free`, and has a Mac-specific implementation of `jpeg_mem_available()`. It also creates temporary files that follow Mac conventions. (That part of the code relies on System-7-or-later OS functions. See the comments in `jmemmac.c` if you need to run it on System 6.) NOTE that `USE_MAC_MEMMGR` must be defined in `jconfig.h` to use `jmemmac.c`.

You can also use `jmemnobs.c`, if you don't care about handling images larger than available memory. If you use any memory manager back end other than `jmemmac.c`, we recommend replacing "malloc" and "free" by "NewPtr" and "DisposePtr", because Mac C libraries often have peculiar implementations of `malloc/free`. (For instance, `free()` may not return the freed space to the Mac Memory Manager. This is undesirable for the IJG code because `jmemmgr.c` already clumps space requests.)

Macintosh, Metrowerks CodeWarrior:

The Unix-command-line-style interface can be used by defining `USE_CCOMMAND`. You'll also need to define `TWO_FILE_COMMANDLINE` to avoid `stdin/stdout`. This means that when using the `cjpeg/djpeg` programs, you'll have to type the input and output file names in the "Arguments" text-edit box, rather than using the file radio buttons. (Perhaps `USE_FDOPEN` or `USE_SETMODE` would eliminate the problem, but I haven't heard from anyone who's tried it.)

On 680x0 Macs, Metrowerks defines type "double" as a 10-byte IEEE extended float. `jmemmgr.c` won't like this: it wants `sizeof(ALIGN_TYPE)` to be a power of 2. Add `#define ALIGN_TYPE long` to `jconfig.h` to eliminate the complaint.

The supplied configuration file `jconfig.mac` can be used for your `jconfig.h`; it includes all the recommended symbol definitions. If you have AppleScript installed, you can run the supplied script `makeproj.mac` to create CodeWarrior project files for the library and the testbed applications, then build the library and applications. (Thanks to Dan Sears and Don Agro for this nifty hack, which saves us from trying to maintain CodeWarrior project files as part of the IJG distribution...)

Macintosh, Think C:

The documentation in Jim Brunner's "JPEG Convert" source code (see above) includes detailed build instructions for Think C; it's probably somewhat



out of date for the current release, but may be helpful.

If you want to build the minimal command line version, proceed as follows. You'll have to prepare project files for the programs; we don't include any in the distribution since they are not text files. Use the file lists in any of the supplied makefiles as a guide. Also add the ANSI and Unix C libraries in a separate segment. You may need to divide the JPEG files into more than one segment; we recommend dividing compression and decompression modules. Define `USE_CCOMMAND` in `jconfig.h` so that the `ccommand()` routine is called. You must also define `TWO_FILE_COMMANDLINE` because `stdin/stdout` don't handle binary data correctly.

On 680x0 Macs, Think C defines type "double" as a 12-byte IEEE extended float. `jmemmgr.c` won't like this: it wants `sizeof(ALIGN_TYPE)` to be a power of 2. Add `#define ALIGN_TYPE long` to `jconfig.h` to eliminate the complaint.

`jconfig.mac` should work as a `jconfig.h` configuration file for Think C, but the `makeproj.mac` AppleScript script is specific to CodeWarrior. Sorry.

MIPS R3000:

MIPS's `cc` version 1.31 has a rather nasty optimization bug. Don't use `-O` if you have that compiler version. (Use `"cc -V"` to check the version.) Note that the R3000 chip is found in workstations from DEC and others.

MS-DOS, generic comments for 16-bit compilers:

The IJG code is designed to work well in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile `cjpeg` or `djpeg` by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model, and you should avoid "huge" model if at all possible. Be sure that `NEED_FAR_POINTERS` is defined in `jconfig.h` if you use a small-data memory model; be sure it is NOT defined if you use a large-data model. (The supplied makefiles and `jconfig` files for Borland and Microsoft C compile in medium model and define `NEED_FAR_POINTERS`.)

The DOS-specific memory manager, `jmemdos.c`, should be used if possible. It needs some assembly-code routines which are in `jmemdosa.asm`; make sure your makefile assembles that file and includes it in the library. If you don't have a suitable assembler, you can get pre-assembled object files for `jmemdosa` by FTP from `ftp.uu.net:/graphics/jpeg/jdosaobj.zip`. (DOS-oriented distributions of the IJG source code often include these object files.)

When using `jmemdos.c`, `jconfig.h` must define `USE_MSDOS_MEMMGR` and must set `MAX_ALLOC_CHUNK` to less than 64K (65520L is a typical value). If your C library's far-heap `malloc()` can't allocate blocks that large, reduce `MAX_ALLOC_CHUNK` to whatever it can handle.

If you can't use `jmemdos.c` for some reason --- for example, because you don't have an assembler to assemble `jmemdosa.asm` --- you'll have to fall back to `jmemansi.c` or `jmemname.c`. You'll probably still need to set `MAX_ALLOC_CHUNK` in `jconfig.h`, because most DOS C libraries won't `malloc()` more than 64K at a time. **IMPORTANT:** if you use `jmemansi.c` or `jmemname.c`, you will have to compile in a large-data memory model in order to get the right stdio library. Too bad.

`wrjpgcom` needs to be compiled in large model, because it `malloc()`s a 64KB work area to hold the comment text. If your C library's `malloc` can't handle that, reduce `MAX_COM_LENGTH` as necessary in `wrjpgcom.c`.

Most MS-DOS compilers treat `stdin/stdout` as text files, so you must use two-file command line style. But if your compiler has either `fdopen()` or `setmode()`, you can use one-file style if you like. To do this, define `USE_SETMODE` or `USE_FDOPEN` so that `stdin/stdout` will be set to binary mode. (`USE_SETMODE` seems to work with more DOS compilers than `USE_FDOPEN`.) You should test that I/O through `stdin/stdout` produces the same results as I/O to explicitly named files... the "make test" procedures in the supplied makefiles do NOT use `stdin/stdout`.

MS-DOS, generic comments for 32-bit compilers:

None of the above comments about memory models apply if you are using a 32-bit flat-memory-space environment, such as DJGPP or Watcom C. (And you should use one if you have it, as performance will be much better than 8086-compatible code!) For flat-memory-space compilers, do NOT define `NEED_FAR_POINTERS`, and do NOT use `jmemdos.c`. Use `jmemnobs.c` if the environment supplies adequate virtual memory, otherwise use `jmemansi.c` or `jmemname.c`.

You'll still need to be careful about binary I/O through `stdin/stdout`. See the last paragraph of the previous section.

MS-DOS, Borland C:

Be sure to convert all the source files to DOS text format (CR/LF newlines). Although Borland C will often work OK with unmodified Unix (LF newlines) source files, sometimes it will give bogus compile errors.

"Illegal character '#'" is the most common such error. (This is true with Borland C 3.1, but perhaps is fixed in newer releases.)

If you want one-file command line style, just undefine TWO\_FILE\_COMMANDLINE. jconfig.bcc already includes #define USE\_SETMODE to make this work. (fdopen does not work correctly.)

MS-DOS, Microsoft C:

makefile.mc6 works with Microsoft C, DOS Visual C++, etc. It should only be used if you want to build a 16-bit (small or medium memory model) program.

If you want one-file command line style, just undefine TWO\_FILE\_COMMANDLINE. jconfig.mc6 already includes #define USE\_SETMODE to make this work. (fdopen does not work correctly.)

Note that this makefile assumes that the working copy of itself is called "makefile". If you want to call it something else, say "makefile.mak", be sure to adjust the dependency line that reads "\$ (RFILE) : makefile". Otherwise the make will fail because it doesn't know how to create "makefile". Worse, some releases of Microsoft's make utilities give an incorrect error message in this situation.

Old versions of MS C fail with an "out of macro expansion space" error because they can't cope with the macro TRACEMS8 (defined in jerror.h). If this happens to you, the easiest solution is to change TRACEMS8 to expand to nothing. You'll lose the ability to dump out JPEG coefficient tables with djpeg -debug -debug, but at least you can compile.

Original MS C 6.0 is very buggy; it compiles incorrect code unless you turn off optimization entirely (remove -O from CFLAGS). 6.00A is better, but it still generates bad code if you enable loop optimizations (-Ol or -Ox).

MS C 8.0 crashes when compiling jquant1.c with optimization switch /Oo ... which is on by default. To work around this bug, compile that one file with /Oo-.

Microsoft Windows (all versions), generic comments:

Some Windows system include files define typedef boolean as "unsigned char". The IJG code also defines typedef boolean, but we make it an "enum" by default. This doesn't affect the IJG programs because we don't import those Windows include files. But if you use the JPEG library in your own program, and some of your program's files import one definition of boolean while some import the other, you can get all sorts of mysterious problems. A good preventive step is to make the IJG library use "unsigned char" for boolean. To do that, add something like this to your jconfig.h file:

```
/* Define "boolean" as unsigned char, not enum, per Windows custom */
```

```

#ifndef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#ifndef FALSE /* in case these macros already exist */
#define FALSE 0 /* values of boolean */
#endif
#ifndef TRUE
#define TRUE 1
#endif
#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */
(This is already in jconfig.vc, by the way.)

```

winddef.h contains the declarations

```

#define far
#define FAR far

```

Since jmorecfg.h tries to define FAR as empty, you may get a compiler warning if you include both jpeglib.h and winddef.h (which windows.h includes). To suppress the warning, you can put "#ifndef FAR"/"#endif" around the line "#define FAR" in jmorecfg.h.

(Something like this is already in jmorecfg.h, by the way.)

When using the library in a Windows application, you will almost certainly want to modify or replace the error handler module jerror.c, since our default error handler does a couple of inappropriate things:

1. it tries to write error and warning messages on stderr;
2. in event of a fatal error, it exits by calling exit().

A simple stopgap solution for problem 1 is to replace the line

```
fprintf(stderr, "%s\n", buffer);
```

(in output\_message in jerror.c) with

```
MessageBox(GetActiveWindow(),buffer,"JPEG Error",MB_OK|MB_ICONERROR);
```

It's highly recommended that you at least do that much, since otherwise error messages will disappear into nowhere. (Beginning with IJG v6b, this code is already present in jerror.c; just define USE\_WINDOWS\_MESSAGEBOX in jconfig.h to enable it.)

The proper solution for problem 2 is to return control to your calling application after a library error. This can be done with the setjmp/longjmp technique discussed in libjpeg.txt and illustrated in example.c. (NOTE: some older Windows C compilers provide versions of setjmp/longjmp that don't actually work under Windows. You may need to use the Windows system functions Catch and Throw instead.)

The recommended memory manager under Windows is jmemnobs.c; in other words, let Windows do any virtual memory management needed. You should NOT use jmemdos.c nor jmemdosa.asm under Windows.

For Windows 3.1, we recommend compiling in medium or large memory model;

for newer Windows versions, use a 32-bit flat memory model. (See the MS-DOS sections above for more info about memory models.) In the 16-bit memory models only, you'll need to put

```
#define MAX_ALLOC_CHUNK 65520L /* Maximum request to malloc() */
```

into `jconfig.h` to limit allocation chunks to 64Kb. (Without that, you'd have to use huge memory model, which slows things down unnecessarily.) `jmemnobs.c` works without modification in large or flat memory models, but to use medium model, you need to modify its `jpeg_get_large` and `jpeg_free_large` routines to allocate far memory. In any case, you might like to replace its calls to `malloc` and `free` with direct calls on Windows memory allocation functions.

You may also want to modify `jdatasrc.c` and `jdatadst.c` to use Windows file operations rather than `fread/fwrite`. This is only necessary if your C compiler doesn't provide a competent implementation of C `stdio` functions.

You might want to tweak the `RGB_xxx` macros in `jmorecfg.h` so that the library will accept or deliver color pixels in BGR sample order, not RGB; BGR order is usually more convenient under Windows. Note that this change will break the sample applications `cjpeg/djpeg`, but the library itself works fine.

Many people want to convert the IJG library into a DLL. This is reasonably straightforward, but watch out for the following:

1. Don't try to compile as a DLL in small or medium memory model; use large model, or even better, 32-bit flat model. Many places in the IJG code assume the address of a local variable is an ordinary (not FAR) pointer; that isn't true in a medium-model DLL.
2. Microsoft C cannot pass file pointers between applications and DLLs. (See Microsoft Knowledge Base, PSS ID Number Q50336.) So `jdatasrc.c` and `jdatadst.c` don't work if you open a file in your application and then pass the pointer to the DLL. One workaround is to make `jdatasrc.c/jdatadst.c` part of your main application rather than part of the DLL.
3. You'll probably need to modify the macros `GLOBAL()` and `EXTERN()` to attach suitable linkage keywords to the exported routine names. Similarly, you'll want to modify `METHODDEF()` and `JMETHOD()` to ensure function pointers are declared in a way that lets application routines be called back through the function pointers. These macros are in `jmorecfg.h`. Typical definitions for a 16-bit DLL are:

```
#define GLOBAL(type) type _far _pascal _loads _export
#define EXTERN(type) extern type _far _pascal _loads
#define METHODDEF(type) static type _far _pascal
#define JMETHOD(type,methodname,arglist) \
    type (_far _pascal *methodname) arglist
```

For a 32-bit DLL you may want something like

```
#define GLOBAL(type) __declspec(dllexport) type
#define EXTERN(type) extern __declspec(dllexport) type
```

Although not all the GLOBAL routines are actually intended to be called by the application, the performance cost of making them all DLL entry points is negligible.

The unmodified IJG library presents a very C-specific application interface, so the resulting DLL is only usable from C or C++ applications. There has been some talk of writing wrapper code that would present a simpler interface usable from other languages, such as Visual Basic. This is on our to-do list but hasn't been very high priority --- any volunteers out there?

Microsoft Windows, Borland C:

The provided jconfig.bcc should work OK in a 32-bit Windows environment, but you'll need to tweak it in a 16-bit environment (you'd need to define NEED\_FAR\_POINTERS and MAX\_ALLOC\_CHUNK). Beware that makefile.bcc will need alteration if you want to use it for Windows --- in particular, you should use jmemnobs.c not jmemdos.c under Windows.

Borland C++ 4.5 fails with an internal compiler error when trying to compile jdmerge.c in 32-bit mode. If enough people complain, perhaps Borland will fix it. In the meantime, the simplest known workaround is to add a redundant definition of the variable range\_limit in h2v1\_merged\_upsample(), at the head of the block that handles odd image width (about line 268 in v6 jdmerge.c):

```
/* If image width is odd, do the last output column separately */
if (cinfo->output_width & 1) {
    register JSAMPLE * range_limit = cinfo->sample_range_limit; /* ADD THIS */
    cb = GETJSAMPLE(*inptr1);
```

Pretty bizarre, especially since the very similar routine h2v2\_merged\_upsample doesn't trigger the bug.

Recent reports suggest that this bug does not occur with "bcc32a" (the Pentium-optimized version of the compiler).

Another report from a user of Borland C 4.5 was that incorrect code (leading to a color shift in processed images) was produced if any of the following optimization switch combinations were used:

```
-Ot -Og
-Ot -Op
-Ot -Om
```

So try backing off on optimization if you see such a problem. (Are there several different releases all numbered "4.5"??)

Microsoft Windows, Microsoft Visual C++:

jconfig.vc should work OK with any Microsoft compiler for a 32-bit memory

model. `makefile.vc` is intended for command-line use. (If you are using the Developer Studio environment, you may prefer the DevStudio project files; see below.)

IJG JPEG 7 adds `extern "C"` to `jpeglib.h`. This avoids the need to put `extern "C" { ... }` around `#include "jpeglib.h"` in your C++ application.

You can also force VC++ to treat the library as C++ code by renaming all the `*.c` files to `*.cpp` (and adjusting the makefile to match).

In this case you also need to define the symbol `DONT_USE_EXTERN_C` in the configuration to prevent `jpeglib.h` from using `extern "C"`.

Microsoft Windows, Microsoft Visual C++ 6 Developer Studio:

We include makefiles that should work as project files in Developer Studio 6.0 or later. There is a library makefile that builds the IJG library as a static Win32 library, and application makefiles that build the sample applications as Win32 console applications. (Even if you only want the library, we recommend building the applications so that you can run the self-test.)

To use:

1. Open the command prompt, change to the source directory and execute the command line

```
NMAKE /f makefile.vs setup-vc6
```

If you get an error message saying that the "NMAKE" command could not be found, execute the command

```
"%ProgramFiles%\Microsoft Visual Studio\VC98\Bin\VCVARS32"
```

to set the environment for using Microsoft Visual C++ tools, and repeat the NMAKE call.

This will move `jconfig.vc` to `jconfig.h` and makefiles to project files.

(Note that the renaming is critical!)

Alternatively you can use

```
NMAKE /f makefile.vs setupcopy-vc6
```

This will create renamed copies of the files, which allows to repeat the setup later.

2. Open the workspace file `jpeg.dsw`, build the library project. (If you are using Developer Studio more recent than 6.0, you'll probably get a message saying that the project files are being updated.)
3. Open the workspace file `apps.dsw`, build the application projects.
4. To perform the self-test, execute the command line  

```
NMAKE /f makefile.vs test-build
```
5. Move the application `.exe` files from the Release folder to an appropriate location on your path.

Microsoft Windows, Visual Studio 2019 (v16):

We include makefiles that should work as project files in Visual Studio 2019 (v16) or later. There is a library makefile that builds the IJG library as a static Win32/x64 library, and application makefiles that build the sample applications as Win32/x64 console applications. (Even if you only want the library, we recommend building the applications so that you can run the self-test.)

To use:

1. Open the Developer Command Prompt for VS 2019, change to the source directory and execute the command line

```
NMAKE /f makefile.vs setup-v16
```

This will move jconfig.vc to jconfig.h and makefiles to project files.

(Note that the renaming is critical!)

Alternatively you can use

```
NMAKE /f makefile.vs setupcopy-v16
```

This will create renamed copies of the files, which allows to repeat the setup later.

2. Open the solution file jpeg.sln, build the library project.

- a) If you are using Visual Studio more recent than 2019 (v16), you'll probably get a message saying that the project files are being updated.

- b) If necessary, open the project properties and adapt the Windows Target Platform Version in the Configuration Properties, General section; we support the latest version at the time of release.

- c) If you want to build x64 code, change the platform setting from Win32 to x64. You can build Win32 and x64 versions side by side.

3. Open the solution file apps.sln, build the application projects.

4. To perform the self-test, execute the command line

```
NMAKE /f makefile.vs test-32
```

for the Win32 build, or on a 64-bit system

```
NMAKE /f makefile.vs test-64
```

for the x64 build.

5. Move the application .exe files from the Release folder to an appropriate location on your path.

OS/2, Borland C++:

Watch out for optimization bugs in older Borland compilers; you may need to back off the optimization switch settings. See the comments in makefile.bcc.

SGI:

On some SGI systems, you may need to set "AR2= ar -ts" in the Makefile.

If you are using configure, you can do this by saying



`./configure RANLIB='ar -ts'`

This change is not needed on all SGIs. Use it only if the make fails at the stage of linking the completed programs.

On the MIPS R4000 architecture (Indy, etc.), the compiler option `"-mips2"` reportedly speeds up the float DCT method substantially, enough to make it faster than the default int method (but still slower than the fast int method). If you use `-mips2`, you may want to alter the default DCT method to be float. To do this, put `"#define JDCT_DEFAULT JDCT_FLOAT"` in `jconfig.h`.

VMS:

On an Alpha/VMS system with MMS, be sure to use the `"/Marco=Alpha=1"` qualifier with MMS when building the JPEG package.

VAX/VMS v5.5-1 may have problems with the test step of the build procedure reporting differences when it compares the original and test images. If the error points to the last block of the files, it is most likely bogus and may be safely ignored. It seems to be because the files are Stream\_LF and Backup/Compare has difficulty with the (presumably) null padded files. This problem was not observed on VAX/VMS v6.1 or AXP/VMS v6.1.

Found in path(s):

\* `/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/install.txt`

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

/\*

\* `jconfig.txt`

\*

\* Copyright (C) 1991-1994, Thomas G. Lane.

\* Modified 2009-2013 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file documents the configuration options that are required to

\* customize the JPEG software for a particular system.

\*

\* The actual configuration options for a particular installation are stored

\* in `jconfig.h`. On many machines, `jconfig.h` can be generated automatically

\* or copied from one of the "canned" `jconfig` files that we supply. But if

\* you need to generate a `jconfig.h` file by hand, this file tells you how.

\*

\* DO NOT EDIT THIS FILE --- IT WON'T ACCOMPLISH ANYTHING.

\* EDIT A COPY NAMED `JCONFIG.H`.

\*/

```

/*
* These symbols indicate the properties of your machine or compiler.
* #define the symbol if yes, #undef it if no.
*/

/* Does your compiler support function prototypes?
* (If not, you also need to use ansi2knr, see install.txt)
*/
#define HAVE_PROTOTYPES

/* Does your compiler support the declaration "unsigned char" ?
* How about "unsigned short" ?
*/
#define HAVE_UNSIGNED_CHAR
#define HAVE_UNSIGNED_SHORT

/* Define "void" as "char" if your compiler doesn't know about type void.
* NOTE: be sure to define void such that "void *" represents the most general
* pointer type, e.g., that returned by malloc().
*/
/* #define void char */

/* Define "const" as empty if your compiler doesn't know the "const" keyword.
*/
/* #define const */

/* Define this if an ordinary "char" type is unsigned.
* If you're not sure, leaving it undefined will work at some cost in speed.
* If you defined HAVE_UNSIGNED_CHAR then the speed difference is minimal.
*/
#undef CHAR_IS_UNSIGNED

/* Define this if your system has an ANSI-conforming <stddef.h> file.
*/
#define HAVE_STDDEF_H

/* Define this if your system has an ANSI-conforming <stdlib.h> file.
*/
#define HAVE_STDLIB_H

/* Define this if your system does not have an ANSI/SysV <string.h>,
* but does have a BSD-style <strings.h>.
*/
#undef NEED_BSD_STRINGS

/* Define this if your system does not provide typedef size_t in any of the
* ANSI-standard places (stddef.h, stdlib.h, or stdio.h), but places it in
* <sys/types.h> instead.

```

```

*/
#undef NEED_SYS_TYPES_H

/* For 80x86 machines, you need to define NEED_FAR_POINTERS,
 * unless you are using a large-data memory model or 80386 flat-memory mode.
 * On less brain-damaged CPUs this symbol must not be defined.
 * (Defining this symbol causes large data structures to be referenced through
 * "far" pointers and to be allocated with a special version of malloc.)
 */
#undef NEED_FAR_POINTERS

/* Define this if your linker needs global names to be unique in less
 * than the first 15 characters.
 */
#undef NEED_SHORT_EXTERNAL_NAMES

/* Although a real ANSI C compiler can deal perfectly well with pointers to
 * unspecified structures (see "incomplete types" in the spec), a few pre-ANSI
 * and pseudo-ANSI compilers get confused. To keep one of these bozos happy,
 * define INCOMPLETE_TYPES_BROKEN. This is not recommended unless you
 * actually get "missing structure definition" warnings or errors while
 * compiling the JPEG code.
 */
#undef INCOMPLETE_TYPES_BROKEN

/* Define "boolean" as unsigned char, not enum, on Windows systems.
 */
#ifdef _WIN32
#ifndef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#endif

#ifndef FALSE /* in case these macros already exist */
#define FALSE 0 /* values of boolean */
#endif

#ifndef TRUE
#define TRUE 1
#endif

#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */
#endif

/*
 * The following options affect code selection within the JPEG library,
 * but they don't need to be visible to applications using the library.
 * To minimize application namespace pollution, the symbols won't be
 * defined unless JPEG_INTERNALS has been defined.
 */

```

```

#ifdef JPEG_INTERNALS

/* Define this if your compiler implements ">>" on signed values as a logical
 * (unsigned) shift; leave it undefined if ">>" is a signed (arithmetic) shift,
 * which is the normal and rational definition.
 */
#undef RIGHT_SHIFT_IS_UNSIGNED

#endif /* JPEG_INTERNALS */

/*
 * The remaining options do not affect the JPEG library proper,
 * but only the sample applications cjpeg/djpeg (see cjpeg.c, djpeg.c).
 * Other applications can ignore these.
 */

#ifdef JPEG_CJPEG_DJPEG

/* These defines indicate which image (non-JPEG) file formats are allowed. */

#define BMP_SUPPORTED /* BMP image file format */
#define GIF_SUPPORTED /* GIF image file format */
#define PPM_SUPPORTED /* PBMPLUS PPM/PGM image file format */
#undef RLE_SUPPORTED /* Utah RLE image file format */
#define TARGA_SUPPORTED /* Targa image file format */

/* Define this if you want to name both input and output files on the command
 * line, rather than using stdout and optionally stdin. You MUST do this if
 * your system can't cope with binary I/O to stdin/stdout. See comments at
 * head of cjpeg.c or djpeg.c.
 */
#undef TWO_FILE_COMMANDLINE

/* Define this if your system needs explicit cleanup of temporary files.
 * This is crucial under MS-DOS, where the temporary "files" may be areas
 * of extended memory; on most other systems it's not as important.
 */
#undef NEED_SIGNAL_CATCHER

/* By default, we open image files with fopen(...,"rb") or fopen(...,"wb").
 * This is necessary on systems that distinguish text files from binary files,
 * and is harmless on most systems that don't. If you have one of the rare
 * systems that complains about the "b" spec, define this symbol.
 */
#undef DONT_USE_B_MODE

```

/\* Define this if you want percent-done progress reports from cjpeg/djpeg.

\*/

#undef PROGRESS\_REPORT

#endif /\* JPEG\_CJPEG\_DJPEG \*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jconfig.txt

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

/\*

\* jdmaster.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* Modified 2002-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains master control logic for the JPEG decompressor.

\* These routines are concerned with selecting the modules to be executed

\* and with determining the number of passes and the work to be done in each

\* pass.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdmaster.c

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

/\*

\* jdatadst.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2009-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains compression data destination routines for the case of

\* emitting JPEG data to memory or to a file (or any stdio stream).

\* While these routines are sufficient for most applications,

\* some will want to use a different destination manager.

\* IMPORTANT: we assume that fwrite() will correctly transcribe an array of

\* JOCTETs into 8-bit-wide elements on external storage. If char is wider

\* than 8 bits on your machine, you may need to do some tweaking.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdatadst.c

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

```
/*
 * jctrans.c
 *
 * Copyright (C) 1995-1998, Thomas G. Lane.
 * Modified 2000-2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains library routines for transcoding compression,
 * that is, writing raw DCT coefficient arrays to an output JPEG file.
 * The routines in jcapimin.c will also be needed by a transcoder.
 */
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jctrans.c
```

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

```
/*
 * jdmainct.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2002-2016 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the main buffer controller for decompression.
 * The main buffer lies between the JPEG decompressor proper and the
 * post-processor; it holds downsampled data in the JPEG colorspace.
 *
 * Note that this code is bypassed in raw-data mode, since the application
 * supplies the equivalent of the main buffer in that case.
 */
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdmainct.c
```

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

; For conditions of distribution and use, see the accompanying README file.

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemdosa.asm
```

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

```
/*
 * jpegint.h
 *
```

\* Copyright (C) 1991-1997, Thomas G. Lane.  
\* Modified 1997-2019 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file provides common declarations for the various JPEG modules.  
\* These declarations are considered internal to the JPEG library; most  
\* applications using the library shouldn't need to include this file.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jpegint.h  
No license file was found, but licenses were detected in source scan.

/\*

\* jmemsys.h

\*

\* Copyright (C) 1992-1997, Thomas G. Lane.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This include file defines the interface between the system-independent  
\* and system-dependent portions of the JPEG memory manager. No other  
\* modules need include it. (The system-independent portion is jmemmgr.c;  
\* there are several different versions of the system-dependent portion.)  
\*  
\* This file works as-is for the system-dependent memory managers supplied  
\* in the IJG distribution. You may need to modify it if you write a  
\* custom memory manager. If system-dependent changes are needed in  
\* this file, the best method is to #ifdef them based on a configuration  
\* symbol supplied in jconfig.h, as we have done with USE\_MSDOS\_MEMMGR  
\* and USE\_MAC\_MEMMGR.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemsys.h  
No license file was found, but licenses were detected in source scan.

/\*

\* jcomapi.c

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.  
\* Modified 2019 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains application interface routines that are used for both  
\* compression and decompression.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcomapi.c  
No license file was found, but licenses were detected in source scan.

/\*

\* wrtarga.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2015-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains routines to write output images in Targa format.

\*

\* These routines may need modification for non-Unix environments or

\* specialized applications. As they stand, they assume output to

\* an ordinary stdio stream.

\*

\* Based on code contributed by Lee Daniel Crocker.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrtarga.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jdapimin.c

\*

\* Copyright (C) 1994-1998, Thomas G. Lane.

\* Modified 2009-2013 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains application interface code for the decompression half

\* of the JPEG library. These are the "minimum" API routines that may be

\* needed in either the normal full-decompression case or the

\* transcoding-only case.

\*

\* Most of the routines intended to be called directly by an application

\* are in this file or in jdapistd.c. But also see jcomapi.c for routines

\* shared by compression and decompression, and jdtrans.c for the transcoding

\* case.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdapimin.c



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

```
/*
 * jcmaster.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2003-2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains master control logic for the JPEG compressor.
 * These routines are concerned with parameter validation, initial setup,
 * and inter-pass control (determining the number of passes and the work
 * to be done in each pass).
 */
```

Found in path(s):

```
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcmaster.c
```

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

```
/*
 * jdcolor.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2011-2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains output colorspace conversion routines.
 */
```

Found in path(s):

```
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdcolor.c
```

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

```
/*
 * jmorecfg.h
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 1997-2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains additional configuration options that customize the
 * JPEG software for special applications or support machine-dependent
 * optimizations. Most users will not need to touch this file.
 */
```

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmorecfg.h

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

/\*

\* jpeglib.h

\*

\* Copyright (C) 1991-1998, Thomas G. Lane.

\* Modified 2002-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file defines the application interface for the JPEG library.

\* Most applications using the library need only include this file,

\* and perhaps jerror.h if they want to know the exact error codes.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jpeglib.h

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

/\*

\* jutils.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2009-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains tables and miscellaneous utility routines needed

\* for both compression and decompression.

\* Note we prefix all global names with "j" to minimize conflicts with

\* a surrounding application.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jutils.c

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

/\*

\* wrtle.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2017-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains routines to write output images in RLE format.

\* The Utah Raster Toolkit library is required (version 3.1 or later).  
\*  
\* These routines may need modification for non-Unix environments or  
\* specialized applications. As they stand, they assume output to  
\* an ordinary stdio stream.  
\*  
\* Based on code contributed by Mike Lijewski,  
\* with updates from Robert Hutchinson.  
\*/

Found in path(s):

\*/opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrrle.c  
No license file was found, but licenses were detected in source scan.

/\*  
\* rdswitch.c  
\*  
\* Copyright (C) 1991-1996, Thomas G. Lane.  
\* Modified 2003-2019 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains routines to process some of cjpeg's more complicated  
\* command-line switches. Switches processed here are:  
\* -qtables file Read quantization tables from text file  
\* -scans file Read scan script from text file  
\* -quality N[,N,...] Set quality ratings  
\* -qslots N[,N,...] Set component quantization table selectors  
\* -sample HxV[,HxV,...] Set component sampling factors  
\*/

Found in path(s):

\*/opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdswitch.c  
No license file was found, but licenses were detected in source scan.

/\*  
\* jfdctflt.c  
\*  
\* Copyright (C) 1994-1996, Thomas G. Lane.  
\* Modified 2003-2017 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains a floating-point implementation of the  
\* forward DCT (Discrete Cosine Transform).  
\*  
\* This implementation should be more accurate than either of the integer  
\* DCT implementations. However, it may not give the same results on all

\* machines because of differences in roundoff behavior. Speed will depend  
\* on the hardware's floating point capacity.  
\*  
\* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT  
\* on each column. Direct algorithms are also available, but they are  
\* much more complex and seem not to be any faster when reduced to code.  
\*  
\* This implementation is based on Arai, Agui, and Nakajima's algorithm for  
\* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in  
\* Japanese, but the algorithm is described in the Pennebaker & Mitchell  
\* JPEG textbook (see REFERENCES section in file README). The following code  
\* is based directly on figure 4-8 in P&M.  
\* While an 8-point DCT cannot be done in less than 11 multiplies, it is  
\* possible to arrange the computation so that many of the multiplies are  
\* simple scalings of the final outputs. These multiplies can then be  
\* folded into the multiplications or divisions by the JPEG quantization  
\* table entries. The AA&N method leaves only 5 multiplies and 29 adds  
\* to be done in the DCT itself.  
\* The primary disadvantage of this method is that with a fixed-point  
\* implementation, accuracy is lost due to imprecise representation of the  
\* scaled quantization values. However, that problem does not arise if  
\* we use floating point arithmetic.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jfdctflt.c

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

/\*

\* jdapistd.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2002-2013 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains application interface code for the decompression half

\* of the JPEG library. These are the "standard" API routines that are

\* used in the normal full-decompression case. They are not used by a

\* transcoding-only application. Note that if an application links in

\* jpeg\_start\_decompress, it will end up linking in the entire decompressor.

\* We thus must separate this file from jdapimin.c to avoid linking the

\* whole decompression library into a transcoder.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdapistd.c

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

## IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

Copyright (C) 1991-2013, Thomas G. Lane, Guido Vollbeding.

This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

This file provides an overview of the architecture of the IJG JPEG software; that is, the functions of the various modules in the system and the interfaces between modules. For more precise details about any data structure or calling convention, see the include files and comments in the source code.

We assume that the reader is already somewhat familiar with the JPEG standard. The README file includes references for learning about JPEG. The file libjpeg.txt describes the library from the viewpoint of an application programmer using the library; it's best to read that file before this one. Also, the file coderules.txt describes the coding style conventions we use.

In this document, JPEG-specific terminology follows the JPEG standard:

A "component" means a color channel, e.g., Red or Luminance.

A "sample" is a single component value (i.e., one number in the image data).

A "coefficient" is a frequency coefficient (a DCT transform output number).

A "block" is an array of samples or coefficients.

An "MCU" (minimum coded unit) is an interleaved set of blocks of size determined by the sampling factors, or a single block in a noninterleaved scan.

We do not use the terms "pixel" and "sample" interchangeably. When we say pixel, we mean an element of the full-size image, while a sample is an element of the downsampled image. Thus the number of samples may vary across components while the number of pixels does not. (This terminology is not used rigorously throughout the code, but it is used in places where confusion would otherwise result.)

\*\*\* System features \*\*\*

The IJG distribution contains two parts:

- \* A subroutine library for JPEG compression and decompression.

- \* cjpeg/djpeg, two sample applications that use the library to transform JFIF JPEG files to and from several other image formats.

cjpeg/djpeg are of no great intellectual complexity: they merely add a simple command-line user interface and I/O routines for several uncompressed image formats. This document concentrates on the library itself.

We desire the library to be capable of supporting all JPEG baseline, extended sequential, and progressive DCT processes. The library does not support the

hierarchical or lossless processes defined in the standard.

Within these limits, any set of compression parameters allowed by the JPEG spec should be readable for decompression. (We can be more restrictive about what formats we can generate.) Although the system design allows for all parameter values, some uncommon settings are not yet implemented and may never be; nonintegral sampling ratios are the prime example. Furthermore, we treat 8-bit vs. 12-bit data precision as a compile-time switch, not a run-time option, because most machines can store 8-bit pixels much more compactly than 12-bit.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, libtiff uses this library to implement JPEG compression within the TIFF file format.)

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. This code can be omitted if not needed.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

\*\*\* Portability issues \*\*\*

Portability is an essential requirement for the library. The key portability issues that show up at the level of system architecture are:

1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary files.
2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines,

and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.

3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed datastream must ultimately appear on external storage as a sequence of 8-bit bytes if it is to conform to the standard. This may pose a problem on machines where char is wider than 8 bits. The library represents compressed data as an array of values of typedef JOCTET. If no data type exactly 8 bits wide is available, custom data source and data destination modules must be written to unpack and pack the chosen JOCTET datatype into 8-bit external representation.

\*\*\* System overview \*\*\*

The compressor and decompressor are each divided into two main sections: the JPEG compressor or decompressor proper, and the preprocessing or postprocessing functions. The interface between these two sections is the image data that the official JPEG spec regards as its input or output: this data is in the colorspace to be used for compression, and it is downsampled to the sampling factors to be used. The preprocessing and postprocessing steps are responsible for converting a normal image representation to or from this form. (Those few applications that want to deal with YCbCr downsampled data can skip the preprocessing or postprocessing step.)

Looking more closely, the compressor library contains the following main elements:

Preprocessing:

- \* Color space conversion (e.g., RGB to YCbCr).
- \* Edge expansion and downsampling. Optionally, this step can do simple smoothing --- this is often helpful for low-quality source data.

JPEG proper:

- \* MCU assembly, DCT, quantization.
- \* Entropy coding (sequential or progressive, Huffman or arithmetic).

In addition to these modules we need overall control, marker generation, and support code (memory management & error handling). There is also a module responsible for physically writing the output data --- typically this is just an interface to fwrite(), but some applications may need to do something else with the data.

The decompressor library contains the following main elements:

JPEG proper:

- \* Entropy decoding (sequential or progressive, Huffman or arithmetic).

\* Dequantization, inverse DCT, MCU disassembly.

Postprocessing:

\* Upsampling. Optionally, this step may be able to do more general rescaling of the image.

\* Color space conversion (e.g., YCbCr to RGB). This step may also provide gamma adjustment [ currently it does not ].

\* Optional color quantization (e.g., reduction to 256 colors).

\* Optional color precision reduction (e.g., 24-bit to 15-bit color).

[This feature is not currently implemented.]

We also need overall control, marker parsing, and a data source module.

The support code (memory management & error handling) can be shared with the compression half of the library.

There may be several implementations of each of these elements, particularly in the decompressor, where a wide range of speed/quality tradeoffs is very useful. It must be understood that some of the best speedups involve merging adjacent steps in the pipeline. For example, upsampling, color space conversion, and color quantization might all be done at once when using a low-quality ordered-dither technique. The system architecture is designed to allow such merging where appropriate.

Note: it is convenient to regard edge expansion (padding to block boundaries) as a preprocessing/postprocessing function, even though the JPEG spec includes it in compression/decompression. We do this because downsampling/upsampling can be simplified a little if they work on padded data: it's not necessary to have special cases at the right and bottom edges. Therefore the interface buffer is always an integral number of blocks wide and high, and we expect compression preprocessing to pad the source data properly. Padding will occur only to the next block (block\_size-sample) boundary. In an interleaved-scan situation, additional dummy blocks may be used to fill out MCUs, but the MCU assembly and disassembly logic will create or discard these blocks internally. (This is advantageous for speed reasons, since we avoid DCTing the dummy blocks. It also permits a small reduction in file size, because the compressor can choose dummy block contents so as to minimize their size in compressed form. Finally, it makes the interface buffer specification independent of whether the file is actually interleaved or not.) Applications that wish to deal directly with the downsampled data must provide similar buffering and padding for odd-sized images.

\*\*\* Poor man's object-oriented programming \*\*\*

It should be clear by now that we have a lot of quasi-independent processing steps, many of which have several possible behaviors. To avoid cluttering the code with lots of switch statements, we use a simple form of object-style programming to separate out the different possibilities.



For example, two different color quantization algorithms could be implemented as two separate modules that present the same external interface; at runtime, the calling code will access the proper module indirectly through an "object".

We can get the limited features we need while staying within portable C. The basic tool is a function pointer. An "object" is just a struct containing one or more function pointer fields, each of which corresponds to a method name in real object-oriented languages. During initialization we fill in the function pointers with references to whichever module we have determined we need to use in this run. Then invocation of the module is done by indirecting through a function pointer; on most machines this is no more expensive than a switch statement, which would be the only other way of making the required run-time choice. The really significant benefit, of course, is keeping the source code clean and well structured.

We can also arrange to have private storage that varies between different implementations of the same kind of object. We do this by making all the module-specific object structs be separately allocated entities, which will be accessed via pointers in the master compression or decompression struct. The "public" fields or methods for a given kind of object are specified by a commonly known struct. But a module's initialization code can allocate a larger struct that contains the common struct as its first member, plus additional private fields. With appropriate pointer casting, the module's internal functions can access these private fields. (For a simple example, see `jdatadst.c`, which implements the external interface specified by struct `jpeg_destination_mgr`, but adds extra fields.)

(Of course this would all be a lot easier if we were using C++, but we are not yet prepared to assume that everyone has a C++ compiler.)

An important benefit of this scheme is that it is easy to provide multiple versions of any method, each tuned to a particular case. While a lot of precalculation might be done to select an optimal implementation of a method, the cost per invocation is constant. For example, the upsampling step might have a "generic" method, plus one or more "hardwired" methods for the most popular sampling factors; the hardwired methods would be faster because they'd use straight-line code instead of for-loops. The cost to determine which method to use is paid only once, at startup, and the selection criteria are hidden from the callers of the method.

This plan differs a little bit from usual object-oriented structures, in that only one instance of each object class will exist during execution. The reason for having the class structure is that on different runs we may create different instances (choose to execute different modules). You can think of the term "method" as denoting the common interface presented by a particular set of interchangeable functions, and "object" as denoting a group of related methods, or the total shared interface behavior of a group of modules.

\*\*\* Overall control structure \*\*\*

We previously mentioned the need for overall control logic in the compression and decompression libraries. In IJG implementations prior to v5, overall control was mostly provided by "pipeline control" modules, which proved to be large, unwieldy, and hard to understand. To improve the situation, the control logic has been subdivided into multiple modules. The control modules consist of:

1. Master control for module selection and initialization. This has two responsibilities:

1A. Startup initialization at the beginning of image processing.

The individual processing modules to be used in this run are selected and given initialization calls.

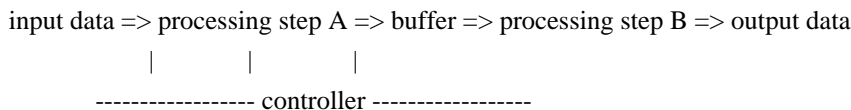
1B. Per-pass control. This determines how many passes will be performed and calls each active processing module to configure itself

appropriately at the beginning of each pass. End-of-pass processing, where necessary, is also invoked from the master control module.

Method selection is partially distributed, in that a particular processing module may contain several possible implementations of a particular method, which it will select among when given its initialization call. The master control code need only be concerned with decisions that affect more than one module.

2. Data buffering control. A separate control module exists for each inter-processing-step data buffer. This module is responsible for invoking the processing steps that write or read that data buffer.

Each buffer controller sees the world as follows:



The controller knows the dataflow requirements of steps A and B: how much data they want to accept in one chunk and how much they output in one chunk. Its function is to manage its buffer and call A and B at the proper times.

A data buffer control module may itself be viewed as a processing step by a higher-level control module; thus the control modules form a binary tree with elementary processing steps at the leaves of the tree.

The control modules are objects. A considerable amount of flexibility can

be had by replacing implementations of a control module. For example:

\* Merging of adjacent steps in the pipeline is done by replacing a control module and its pair of processing-step modules with a single processing-step module. (Hence the possible merges are determined by the tree of control modules.)

\* In some processing modes, a given interstep buffer need only be a "strip" buffer large enough to accommodate the desired data chunk sizes. In other modes, a full-image buffer is needed and several passes are required. The control module determines which kind of buffer is used and manipulates virtual array buffers as needed. One or both processing steps may be unaware of the multi-pass behavior.

In theory, we might be able to make all of the data buffer controllers interchangeable and provide just one set of implementations for all. In practice, each one contains considerable special-case processing for its particular job. The buffer controller concept should be regarded as an overall system structuring principle, not as a complete description of the task performed by any one controller.

\*\*\* Compression object structure \*\*\*

Here is a sketch of the logical structure of the JPEG compression library:

```

                                |-- Colospace conversion
|-- Preprocessing controller --|
|                                |-- Downsampling
Main controller --|
|                                |-- Forward DCT, quantize
|-- Coefficient controller --|
|                                |-- Entropy encoding
```

This sketch also describes the flow of control (subroutine calls) during typical image data processing. Each of the components shown in the diagram is an "object" which may have several different implementations available. One or more source code files contain the actual implementation(s) of each object.

The objects shown above are:

\* Main controller: buffer controller for the subsampled-data buffer, which holds the preprocessed input data. This controller invokes preprocessing to fill the subsampled-data buffer, and JPEG compression to empty it. There is usually no need for a full-image buffer here; a strip buffer is adequate.

\* Preprocessing controller: buffer controller for the downsampling input data buffer, which lies between colospace conversion and downsampling. Note that a unified conversion/downsampling module would probably replace this controller entirely.

\* Colorspace conversion: converts application image data into the desired JPEG color space; also changes the data from pixel-interleaved layout to separate component planes. Processes one pixel row at a time.

\* Downsampling: performs reduction of chroma components as required. Optionally may perform pixel-level smoothing as well. Processes a "row group" at a time, where a row group is defined as  $V_{max}$  pixel rows of each component before downsampling, and  $V_k$  sample rows afterwards (remember  $V_k$  differs across components). Some downsampling or smoothing algorithms may require context rows above and below the current row group; the preprocessing controller is responsible for supplying these rows via proper buffering. The downsampler is responsible for edge expansion at the right edge (i.e., extending each sample row to a multiple of `block_size` samples); but the preprocessing controller is responsible for vertical edge expansion (i.e., duplicating the bottom sample row as needed to make a multiple of `block_size` rows).

\* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU assembly, including insertion of dummy DCT blocks when needed at the right or bottom edge. When performing Huffman-code optimization or emitting a multiscan JPEG file, this controller is responsible for buffering the full image. The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the JPEG file is noninterleaved.

\* Forward DCT and quantization: Perform DCT, quantize, and emit coefficients. Works on one or more DCT blocks at a time. (Note: the coefficients are now emitted in normal array order, which the entropy encoder is expected to convert to zigzag order as necessary. Prior versions of the IJG code did the conversion to zigzag order within the quantization step.)

\* Entropy encoding: Perform Huffman or arithmetic entropy coding and emit the coded data to the data destination module. Works on one MCU per call. For progressive JPEG, the same DCT blocks are fed to the entropy coder during each pass, and the coder must emit the appropriate subset of coefficients.

In addition to the above objects, the compression library includes these objects:

\* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules.

\* Marker writing: generates JPEG markers (except for `RSTn`, which is emitted by the entropy encoder when needed).

\* Data destination manager: writes the output JPEG datastream to its final

destination (e.g., a file). The destination manager supplied with the library knows how to write to a stdio stream or to a memory buffer; for other behaviors, the surrounding application may provide its own destination manager.

- \* Memory manager: allocates and releases memory, controls virtual arrays (with backing store management, where required).
- \* Error handler: performs formatting and output of error and trace messages; determines handling of nonfatal errors. The surrounding application may override some or all of this object's methods to change error handling.
- \* Progress monitor: supports output of "percent-done" progress reports. This object represents an optional callback to the surrounding application: if wanted, it must be supplied by the application.

The error handler, destination manager, and progress monitor objects are defined as separate objects in order to simplify application-specific customization of the JPEG library. A surrounding application may override individual methods or supply its own all-new implementation of one of these objects. The object interfaces for these objects are therefore treated as part of the application interface of the library, whereas the other objects are internal to the library.

The error handler and memory manager are shared by JPEG compression and decompression; the progress monitor, if used, may be shared as well.

\*\*\* Decompression object structure \*\*\*

Here is a sketch of the logical structure of the JPEG decompression library:

```

                                |-- Entropy decoding
|-- Coefficient controller --|
|                               |-- Dequantize, Inverse DCT
Main controller --|
|                               |-- Upsampling
|-- Postprocessing controller --| |-- Colorspace conversion
                                |-- Color quantization
                                |-- Color precision reduction
```

As before, this diagram also represents typical control flow. The objects shown are:

- \* Main controller: buffer controller for the subsampled-data buffer, which holds the output of JPEG decompression proper. This controller's primary task is to feed the postprocessing procedure. Some upsampling algorithms may require context rows above and below the current row group; when this

is true, the main controller is responsible for managing its buffer so as to make context rows available. In the current design, the main buffer is always a strip buffer; a full-image buffer is never required.

- \* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU disassembly, including deletion of any dummy DCT blocks at the right or bottom edge. When reading a multiscan JPEG file, this controller is responsible for buffering the full image. (Buffering DCT coefficients, rather than samples, is necessary to support progressive JPEG.) The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the source JPEG file is noninterleaved.
- \* Entropy decoding: Read coded data from the data source module and perform Huffman or arithmetic entropy decoding. Works on one MCU per call. For progressive JPEG decoding, the coefficient controller supplies the prior coefficients of each MCU (initially all zeroes), which the entropy decoder modifies in each scan.
- \* Dequantization and inverse DCT: like it says. Note that the coefficients buffered by the coefficient controller have NOT been dequantized; we merge dequantization and inverse DCT into a single step for speed reasons. When scaled-down output is asked for, simplified DCT algorithms may be used that need fewer coefficients and emit fewer samples per DCT block, not the full 8x8. Works on one DCT block at a time.
- \* Postprocessing controller: buffer controller for the color quantization input buffer, when quantization is in use. (Without quantization, this controller just calls the upsampler.) For two-pass quantization, this controller is responsible for buffering the full-image data.
- \* Upsampling: restores chroma components to full size. (May support more general output rescaling, too. Note that if undersized DCT outputs have been emitted by the DCT module, this module must adjust so that properly sized outputs are created.) Works on one row group at a time. This module also calls the color conversion module, so its top level is effectively a buffer controller for the upsampling->color conversion buffer. However, in all but the highest-quality operating modes, upsampling and color conversion are likely to be merged into a single step.
- \* Colorspace conversion: convert from JPEG color space to output color space, and change data layout from separate component planes to pixel-interleaved. Works on one pixel row at a time.
- \* Color quantization: reduce the data to colormapped form, using either an externally specified colormap or an internally generated one. This module is not used for full-color output. Works on one pixel row at a time; may require two passes to generate a color map. Note that the output will

always be a single component representing colormap indexes. In the current design, the output values are JSAMPLEs, so an 8-bit compilation cannot quantize to more than 256 colors. This is unlikely to be a problem in practice.

\* Color reduction: this module handles color precision reduction, e.g., generating 15-bit color (5 bits/primary) from JPEG's 24-bit output. Not quite clear yet how this should be handled... should we merge it with colorspace conversion???

Note that some high-speed operating modes might condense the entire postprocessing sequence to a single module (upsample, color convert, and quantize in one step).

In addition to the above objects, the decompression library includes these objects:

\* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules. This is subdivided into input and output control: `jdinput.c` controls only input-side processing, while `jdmaster.c` handles overall initialization and output-side control.

\* Marker reading: decodes JPEG markers (except for RSTn).

\* Data source manager: supplies the input JPEG datastream. The source manager supplied with the library knows how to read from a stdio stream or from a memory buffer; for other behaviors, the surrounding application may provide its own source manager.

\* Memory manager: same as for compression library.

\* Error handler: same as for compression library.

\* Progress monitor: same as for compression library.

As with compression, the data source manager, error handler, and progress monitor are candidates for replacement by a surrounding application.

\*\*\* Decompression input and output separation \*\*\*

To support efficient incremental display of progressive JPEG files, the decompressor is divided into two sections that can run independently:

1. Data input includes marker parsing, entropy decoding, and input into the coefficient controller's DCT coefficient buffer. Note that this processing is relatively cheap and fast.

2. Data output reads from the DCT coefficient buffer and performs the IDCT and all postprocessing steps.

For a progressive JPEG file, the data input processing is allowed to get arbitrarily far ahead of the data output processing. (This occurs only if the application calls `jpeg_consume_input()`; otherwise input and output run in lockstep, since the input section is called only when the output section needs more data.) In this way the application can avoid making extra display passes when data is arriving faster than the display pass can run. Furthermore, it is possible to abort an output pass without losing anything, since the coefficient buffer is read-only as far as the output section is concerned. See `libjpeg.txt` for more detail.

A full-image coefficient array is only created if the JPEG file has multiple scans (or if the application specifies buffered-image mode anyway). When reading a single-scan file, the coefficient controller normally creates only a one-MCU buffer, so input and output processing must run in lockstep in this case. `jpeg_consume_input()` is effectively a no-op in this situation.

The main impact of dividing the decompressor in this fashion is that we must be very careful with shared variables in the `cinfo` data structure. Each variable that can change during the course of decompression must be classified as belonging to data input or data output, and each section must look only at its own variables. For example, the data output section may not depend on any of the variables that describe the current scan in the JPEG file, because these may change as the data input section advances into a new scan.

The progress monitor is (somewhat arbitrarily) defined to treat input of the file as one pass when buffered-image mode is not used, and to ignore data input work completely when buffered-image mode is used. Note that the library has no reliable way to predict the number of passes when dealing with a progressive JPEG file, nor can it predict the number of output passes in buffered-image mode. So the work estimate is inherently bogus anyway.

No comparable division is currently made in the compression library, because there isn't any real need for it.

\*\*\* Data formats \*\*\*

Arrays of pixel sample values use the following data structure:

```
typedef something JSAMPLE; a pixel component value, 0..MAXJSAMPLE
typedef JSAMPLE *JSAMPROW; ptr to a row of samples
typedef JSAMPROW *JSAMPARRAY; ptr to a list of rows
typedef JSAMPARRAY *JSAMPIMAGE; ptr to a list of color-component arrays
```



The basic element type JSAMPLE will typically be one of unsigned char, (signed) char, or short. Short will be used if samples wider than 8 bits are to be supported (this is a compile-time option). Otherwise, unsigned char is used if possible. If the compiler only supports signed chars, then it is necessary to mask off the value when reading. Thus, all reads of JSAMPLE values must be coded as "GETJSAMPLE(value)", where the macro will be defined as "((value) & 0xFF)" on signed-char machines and "(int) (value)" elsewhere.

With these conventions, JSAMPLE values can be assumed to be  $\geq 0$ . This helps simplify correct rounding during downsampling, etc. The JPEG standard's specification that sample values run from -128..127 is accommodated by subtracting 128 from the sample value in the DCT step. Similarly, during decompression the output of the IDCT step will be immediately shifted back to 0..255. (NB: different values are required when 12-bit samples are in use. The code is written in terms of MAXJSAMPLE and CENTERJSAMPLE, which will be defined as 255 and 128 respectively in an 8-bit implementation, and as 4095 and 2048 in a 12-bit implementation.)

We use a pointer per row, rather than a two-dimensional JSAMPLE array. This choice costs only a small amount of memory and has several benefits:

- \* Code using the data structure doesn't need to know the allocated width of the rows. This simplifies edge expansion/compression, since we can work in an array that's wider than the logical picture width.
- \* Indexing doesn't require multiplication; this is a performance win on many machines.
- \* Arrays with more than 64K total elements can be supported even on machines where malloc() cannot allocate chunks larger than 64K.
- \* The rows forming a component array may be allocated at different times without extra copying. This trick allows some speedups in smoothing steps that need access to the previous and next rows.

Note that each color component is stored in a separate array; we don't use the traditional layout in which the components of a pixel are stored together. This simplifies coding of modules that work on each component independently, because they don't need to know how many components there are. Furthermore, we can read or write each component to a temporary file independently, which is helpful when dealing with noninterleaved JPEG files.

In general, a specific sample value is accessed by code such as

```
GETJSAMPLE(image[colorcomponent][row][col])
```

where col is measured from the image left edge, but row is measured from the first sample row currently in memory. Either of the first two indexings can be precomputed by copying the relevant pointer.

Since most image-processing applications prefer to work on images in which the components of a pixel are stored together, the data passed to or from the surrounding application uses the traditional convention: a single pixel is

represented by N consecutive JSAMPLE values, and an image row is an array of (# of color components)\*(image width) JSAMPLEs. One or more rows of data can be represented by a pointer of type JSAMPARRAY in this scheme. This scheme is converted to component-wise storage inside the JPEG library. (Applications that want to skip JPEG preprocessing or postprocessing will have to contend with component-wise storage.)

Arrays of DCT-coefficient values use the following data structure:

```
typedef short JCOEF; a 16-bit signed integer
typedef JCOEF JBLOCK[DCTSIZE2]; an 8x8 block of coefficients
typedef JBLOCK *JBLOCKROW; ptr to one horizontal row of 8x8 blocks
typedef JBLOCKROW *JBLOCKARRAY; ptr to a list of such rows
typedef JBLOCKARRAY *JBLOCKIMAGE; ptr to a list of color component arrays
```

The underlying type is at least a 16-bit signed integer; while "short" is big enough on all machines of interest, on some machines it is preferable to use "int" for speed reasons, despite the storage cost. Coefficients are grouped into 8x8 blocks (but we always use #defines DCTSIZE and DCTSIZE2 rather than "8" and "64").

The contents of a coefficient block may be in either "natural" or zigzagged order, and may be true values or divided by the quantization coefficients, depending on where the block is in the processing pipeline. In the current library, coefficient blocks are kept in natural order everywhere; the entropy codecs zigzag or dezigzag the data as it is written or read. The blocks contain quantized coefficients everywhere outside the DCT/IDCT subsystems. (This latter decision may need to be revisited to support variable quantization a la JPEG Part 3.)

Notice that the allocation unit is now a row of 8x8 coefficient blocks, corresponding to block\_size rows of samples. Otherwise the structure is much the same as for samples, and for the same reasons.

On machines where malloc() can't handle a request bigger than 64Kb, this data structure limits us to rows of less than 512 JBLOCKS, or a picture width of 4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW) must be declared as "far" pointers, but the upper levels can be "near" (implying that the pointer lists are allocated in the DS segment). We use a #define symbol FAR, which expands to the "far" keyword when compiling on 80x86 machines and to nothing elsewhere.

\*\*\* Suspendable processing \*\*\*

In some applications it is desirable to use the JPEG library as an incremental, memory-to-memory filter. In this situation the data source or destination may be a limited-size buffer, and we can't rely on being able to empty or refill the buffer at arbitrary times. Instead the application would like to have control return from the library at buffer overflow/underrun, and then resume compression or decompression at a later time.

This scenario is supported for simple cases. (For anything more complex, we recommend that the application "bite the bullet" and develop real multitasking capability.) The libjpeg.txt file goes into more detail about the usage and limitations of this capability; here we address the implications for library structure.

The essence of the problem is that the entropy codec (coder or decoder) must be prepared to stop at arbitrary times. In turn, the controllers that call the entropy codec must be able to stop before having produced or consumed all the data that they normally would handle in one call. That part is reasonably straightforward: we make the controller call interfaces include "progress counters" which indicate the number of data chunks successfully processed, and we require callers to test the counter rather than just assume all of the data was processed.

Rather than trying to restart at an arbitrary point, the current Huffman codecs are designed to restart at the beginning of the current MCU after a suspension due to buffer overflow/underrun. At the start of each call, the codec's internal state is loaded from permanent storage (in the JPEG object structures) into local variables. On successful completion of the MCU, the permanent state is updated. (This copying is not very expensive, and may even lead to *improved* performance if the local variables can be registerized.) If a suspension occurs, the codec simply returns without updating the state, thus effectively reverting to the start of the MCU. Note that this implies leaving some data unprocessed in the source/destination buffer (ie, the compressed partial MCU). The data source/destination module interfaces are specified so as to make this possible. This also implies that the data buffer must be large enough to hold a worst-case compressed MCU; a couple thousand bytes should be enough.

In a successive-approximation AC refinement scan, the progressive Huffman decoder has to be able to undo assignments of newly nonzero coefficients if it suspends before the MCU is complete, since decoding requires distinguishing previously-zero and previously-nonzero coefficients. This is a bit tedious but probably won't have much effect on performance. Other variants of Huffman decoding need not worry about this, since they will just store the same values again if forced to repeat the MCU.

This approach would probably not work for an arithmetic codec, since its modifiable state is quite large and couldn't be copied cheaply. Instead it

would have to suspend and resume exactly at the point of the buffer end.

The JPEG marker reader is designed to cope with suspension at an arbitrary point. It does so by backing up to the start of the marker parameter segment, so the data buffer must be big enough to hold the largest marker of interest. Again, a couple KB should be adequate. (A special "skip" convention is used to bypass COM and APPn markers, so these can be larger than the buffer size without causing problems; otherwise a 64K buffer would be needed in the worst case.)

The JPEG marker writer currently does *\*not\** cope with suspension. We feel that this is not necessary; it is much easier simply to require the application to ensure there is enough buffer space before starting. (An empty 2K buffer is more than sufficient for the header markers; and ensuring there are a dozen or two bytes available before calling `jpeg_finish_compress()` will suffice for the trailer.) This would not work for writing multi-scan JPEG files, but we simply do not intend to support that capability with suspension.

#### \*\*\* Memory manager services \*\*\*

The JPEG library's memory manager controls allocation and deallocation of memory, and it manages large "virtual" data arrays on machines where the operating system does not provide virtual memory. Note that the same memory manager serves both compression and decompression operations.

In all cases, allocated objects are tied to a particular compression or decompression master record, and they will be released when that master record is destroyed.

The memory manager does not provide explicit deallocation of objects. Instead, objects are created in "pools" of free storage, and a whole pool can be freed at once. This approach helps prevent storage-leak bugs, and it speeds up operations whenever `malloc/free` are slow (as they often are). The pools can be regarded as lifetime identifiers for objects. Two pools/lifetimes are defined:

- \* `JPOOL_PERMANENT` lasts until master record is destroyed
- \* `JPOOL_IMAGE` lasts until done with image (JPEG datastream)

Permanent lifetime is used for parameters and tables that should be carried across from one datastream to another; this includes all application-visible parameters. Image lifetime is used for everything else. (A third lifetime, `JPOOL_PASS` = one processing pass, was originally planned. However it was dropped as not being worthwhile. The actual usage patterns are such that the peak memory usage would be about the same anyway; and having per-pass storage substantially complicates the virtual memory allocation rules --- see below.)

The memory manager deals with three kinds of object:

1. "Small" objects. Typically these require no more than 10K-20K total.
2. "Large" objects. These may require tens to hundreds of K depending on image size. Semantically they behave the same as small objects, but we distinguish them for two reasons:
  - \* On MS-DOS machines, large objects are referenced by FAR pointers, small objects by NEAR pointers.
  - \* Pool allocation heuristics may differ for large and small objects.Note that individual "large" objects cannot exceed the size allowed by type `size_t`, which may be 64K or less on some machines.
3. "Virtual" objects. These are large 2-D arrays of JSAMPLEs or JBLOCKs (typically large enough for the entire image being processed). The memory manager provides stripwise access to these arrays. On machines without virtual memory, the rest of the array may be swapped out to a temporary file.

(Note: JSAMPARRAY and JBLOCKARRAY data structures are a combination of large objects for the data proper and small objects for the row pointers. For convenience and speed, the memory manager provides single routines to create these structures. Similarly, virtual arrays include a small control block and a JSAMPARRAY or JBLOCKARRAY working buffer, all created with one call.)

In the present implementation, virtual arrays are only permitted to have image lifespan. (Permanent lifespan would not be reasonable, and pass lifespan is not very useful since a virtual array's raison d'etre is to store data for multiple passes through the image.) We also expect that only "small" objects will be given permanent lifespan, though this restriction is not required by the memory manager.

In a non-virtual-memory machine, some performance benefit can be gained by making the in-memory buffers for virtual arrays be as large as possible. (For small images, the buffers might fit entirely in memory, so blind swapping would be very wasteful.) The memory manager will adjust the height of the buffers to fit within a prespecified maximum memory usage. In order to do this in a reasonably optimal fashion, the manager needs to allocate all of the virtual arrays at once. Therefore, there isn't a one-step allocation routine for virtual arrays; instead, there is a "request" routine that simply allocates the control block, and a "realize" routine (called just once) that determines space allocation and creates all of the actual buffers. The realize routine must allow for space occupied by non-virtual large objects. (We don't bother to factor in the space needed for small objects, on the grounds that it isn't worth the trouble.)

To support all this, we establish the following protocol for doing business with the memory manager:

1. Modules must request virtual arrays (which may have only image lifespan) during the initial setup phase, i.e., in their `jinit_XXX` routines.
2. All "large" objects (including JSAMPARRAYs and JBLOCKARRAYs) must also be allocated during initial setup.

3. `realize_virt_arrays` will be called at the completion of initial setup.

The above conventions ensure that sufficient information is available for it to choose a good size for virtual array buffers.

Small objects of any lifespan may be allocated at any time. We expect that the total space used for small objects will be small enough to be negligible in the `realize_virt_arrays` computation.

In a virtual-memory machine, we simply pretend that the available space is infinite, thus causing `realize_virt_arrays` to decide that it can allocate all the virtual arrays as full-size in-memory buffers. The overhead of the virtual-array access protocol is very small when no swapping occurs.

A virtual array can be specified to be "pre-zeroed"; when this flag is set, never-yet-written sections of the array are set to zero before being made available to the caller. If this flag is not set, never-written sections of the array contain garbage. (This feature exists primarily because the equivalent logic would otherwise be needed in `jdcoefct.c` for progressive JPEG mode; we may as well make it available for possible other uses.)

The first write pass on a virtual array is required to occur in top-to-bottom order; read passes, as well as any write passes after the first one, may access the array in any order. This restriction exists partly to simplify the virtual array control logic, and partly because some file systems may not support seeking beyond the current end-of-file in a temporary file. The main implication of this restriction is that rearrangement of rows (such as converting top-to-bottom data order to bottom-to-top) must be handled while reading data out of the virtual array, not while putting it in.

\*\*\* Memory manager internal structure \*\*\*

To isolate system dependencies as much as possible, we have broken the memory manager into two parts. There is a reasonably system-independent "front end" (`jmemmgr.c`) and a "back end" that contains only the code likely to change across systems. All of the memory management methods outlined above are implemented by the front end. The back end provides the following routines for use by the front end (none of these routines are known to the rest of the JPEG code):

`jpeg_mem_init`, `jpeg_mem_term` system-dependent initialization/shutdown

`jpeg_get_small`, `jpeg_free_small` interface to `malloc` and `free` library routines (or their equivalents)

`jpeg_get_large`, `jpeg_free_large` interface to FAR `malloc/free` in MSDOS machines; else usually the same as  
`jpeg_get_small/jpeg_free_small`

jpeg\_mem\_available estimate available memory

jpeg\_open\_backing\_store create a backing-store object

read\_backing\_store, manipulate a backing-store object

write\_backing\_store,

close\_backing\_store

On some systems there will be more than one type of backing-store object (specifically, in MS-DOS a backing store file might be an area of extended memory as well as a disk file). jpeg\_open\_backing\_store is responsible for choosing how to implement a given object. The read/write/close routines are method pointers in the structure that describes a given object; this lets them be different for different object types.

It may be necessary to ensure that backing store objects are explicitly released upon abnormal program termination. For example, MS-DOS won't free extended memory by itself. To support this, we will expect the main program or surrounding application to arrange to call self\_destruct (typically via jpeg\_destroy) upon abnormal termination. This may require a SIGINT signal handler or equivalent. We don't want to have the back end module install its own signal handler, because that would pre-empt the surrounding application's ability to control signal handling.

The IJG distribution includes several memory manager back end implementations. Usually the same back end should be suitable for all applications on a given system, but it is possible for an application to supply its own back end at need.

\*\*\* Implications of DNL marker \*\*\*

Some JPEG files may use a DNL marker to postpone definition of the image height (this would be useful for a fax-like scanner's output, for instance). In these files the SOF marker claims the image height is 0, and you only find out the true image height at the end of the first scan.

We could read these files as follows:

1. Upon seeing zero image height, replace it by 65535 (the maximum allowed).
2. When the DNL is found, update the image height in the global image descriptor.

This implies that control modules must avoid making copies of the image height, and must re-test for termination after each MCU row. This would be easy enough to do.

In cases where image-size data structures are allocated, this approach will result in very inefficient use of virtual memory or much-larger-than-necessary temporary files. This seems acceptable for something that probably won't be a

mainstream usage. People might have to forgo use of memory-hogging options (such as two-pass color quantization or noninterleaved JPEG files) if they want efficient conversion of such files. (One could improve efficiency by demanding a user-supplied upper bound for the height, less than 65536; in most cases it could be much less.)

The standard also permits the SOF marker to overestimate the image height, with a DNL to give the true, smaller height at the end of the first scan. This would solve the space problems if the overestimate wasn't too great. However, it implies that you don't even know whether DNL will be used.

This leads to a couple of very serious objections:

1. Testing for a DNL marker must occur in the inner loop of the decompressor's Huffman decoder; this implies a speed penalty whether the feature is used or not.
2. There is no way to hide the last-minute change in image height from an application using the decoder. Thus *every* application using the IJG library would suffer a complexity penalty whether it cared about DNL or not.

We currently do not support DNL because of these problems.

A different approach is to insist that DNL-using files be preprocessed by a separate program that reads ahead to the DNL, then goes back and fixes the SOF marker. This is a much simpler solution and is probably far more efficient. Even if one wants piped input, buffering the first scan of the JPEG file needs a lot smaller temp file than is implied by the maximum-height method. For this approach we'd simply treat DNL as a no-op in the decompressor (at most, check that it matches the SOF image height).

We will not worry about making the compressor capable of outputting DNL. Something similar to the first scheme above could be applied if anyone ever wants to make that work.

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/structure.txt

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

/\*

\* jaricom.c

\*

\* Developed 1997-2011 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains probability estimation tables for common use in

\* arithmetic entropy encoding and decoding routines.

\*

\* This data represents Table D.3 in the JPEG spec (D.2 in the draft),



\* ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81, and Table 24  
\* in the JBIG spec, ISO/IEC IS 11544 and CCITT Recommendation ITU-T T.82.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jaricom.c

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

/\*

\* jcapimin.c

\*

\* Copyright (C) 1994-1998, Thomas G. Lane.

\* Modified 2003-2010 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains application interface code for the compression half  
\* of the JPEG library. These are the "minimum" API routines that may be  
\* needed in either the normal full-compression case or the transcoding-only  
\* case.

\*

\* Most of the routines intended to be called directly by an application  
\* are in this file or in jcapistd.c. But also see jparam.c for  
\* parameter-setup helper routines, jcomapi.c for routines shared by  
\* compression and decompression, and jctrans.c for the transcoding case.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcapimin.c

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

/\*

\* jquant2.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2011 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains 2-pass color quantization (color mapping) routines.  
\* These routines provide selection of a custom color map for an image,  
\* followed by mapping of the image to that color map, with optional  
\* Floyd-Steinberg dithering.

\* It is also possible to use just the second pass to map to an arbitrary  
\* externally-given color map.

\*

\* Note: ordered dithering is not supported, since there isn't any fast  
\* way to compute intercolor distances; it's unclear that ordered dither's

\* fundamental assumptions even hold with an irregularly spaced color map.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jquant2.c

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

/\*

\* jidctflt.c

\*

\* Copyright (C) 1994-1998, Thomas G. Lane.

\* Modified 2010-2017 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a floating-point implementation of the

\* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine

\* must also perform dequantization of the input coefficients.

\*

\* This implementation should be more accurate than either of the integer

\* IDCT implementations. However, it may not give the same results on all

\* machines because of differences in roundoff behavior. Speed will depend

\* on the hardware's floating point capacity.

\*

\* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT

\* on each row (or vice versa, but it's more convenient to emit a row at

\* a time). Direct algorithms are also available, but they are much more

\* complex and seem not to be any faster when reduced to code.

\*

\* This implementation is based on Arai, Agui, and Nakajima's algorithm for

\* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in

\* Japanese, but the algorithm is described in the Pennebaker & Mitchell

\* JPEG textbook (see REFERENCES section in file README). The following code

\* is based directly on figure 4-8 in P&M.

\* While an 8-point DCT cannot be done in less than 11 multiplies, it is

\* possible to arrange the computation so that many of the multiplies are

\* simple scalings of the final outputs. These multiplies can then be

\* folded into the multiplications or divisions by the JPEG quantization

\* table entries. The AA&N method leaves only 5 multiplies and 29 adds

\* to be done in the DCT itself.

\* The primary disadvantage of this method is that with a fixed-point

\* implementation, accuracy is lost due to imprecise representation of the

\* scaled quantization values. However, that problem does not arise if

\* we use floating point arithmetic.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jidctflt.c

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

```
/*
 * jdsample.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modified 2002-2015 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains upsampling routines.
 *
 * Upsampling input data is counted in "row groups". A row group
 * is defined to be (v_samp_factor * DCT_v_scaled_size / min_DCT_v_scaled_size)
 * sample rows of each component. Upsampling will normally produce
 * max_v_samp_factor pixel rows from each row group (but this could vary
 * if the upsampler is applying a scale factor of its own).
 *
 * An excellent reference for image resampling is
 * Digital Image Warping, George Wolberg, 1990.
 * Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.
 */
```

Found in path(s):

```
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdsample.c
```

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

```
/*
 * jcsample.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains downsampling routines.
 *
 * Downsampling input data is counted in "row groups". A row group
 * is defined to be max_v_samp_factor pixel rows of each component,
 * from which the downsampler produces v_samp_factor sample rows.
 * A single row group is processed in each call to the downsampler module.
 *
 * The downsampler is responsible for edge-expansion of its output data
 * to fill an integral number of DCT blocks horizontally. The source buffer
 * may be modified if it is helpful for this purpose (the source buffer is
 * allocated wide enough to correspond to the desired output width).
 * The caller (the prep controller) is responsible for vertical padding.
 *
 * The downsampler may request "context rows" by setting need_context_rows
```

\* during startup. In this case, the input arrays will contain at least  
\* one row group's worth of pixels above and below the passed-in data;  
\* the caller will create dummy rows at image top and bottom by replicating  
\* the first or last real pixel row.  
\*  
\* An excellent reference for image resampling is  
\* Digital Image Warping, George Wolberg, 1990.  
\* Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.  
\*  
\* The downsampling algorithm used here is a simple average of the source  
\* pixels covered by the output pixel. The hi-falutin sampling literature  
\* refers to this as a "box filter". In general the characteristics of a box  
\* filter are not very good, but for the specific cases we normally use (1:1  
\* and 2:1 ratios) the box is equivalent to a "triangle filter" which is not  
\* nearly so bad. If you intend to use other sampling ratios, you'd be well  
\* advised to improve this code.  
\*  
\* A simple input-smoothing capability is provided. This is mainly intended  
\* for cleaning up color-dithered GIF input files (if you find it inadequate,  
\* we suggest using an external filtering program such as pnmconvol). When  
\* enabled, each input pixel P is replaced by a weighted sum of itself and its  
\* eight neighbors. P's weight is 1-8\*SF and each neighbor's weight is SF,  
\* where SF = (smoothing\_factor / 1024).  
\* Currently, smoothing is only supported for 2h2v sampling factors.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcsample.c

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

/\*

\* jcmarker.c

\*

\* Copyright (C) 1991-1998, Thomas G. Lane.

\* Modified 2003-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains routines to write JPEG datastream markers.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcmarker.c

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

/\*

\* jdatasrc.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.  
\* Modified 2009-2019 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains decompression data source routines for the case of  
\* reading JPEG data from memory or from a file (or any stdio stream).  
\* While these routines are sufficient for most applications,  
\* some will want to use a different source manager.  
\* IMPORTANT: we assume that fread() will correctly transcribe an array of  
\* JOCTETs from 8-bit-wide elements on external storage. If char is wider  
\* than 8 bits on your machine, you may need to do some tweaking.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdatasrc.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jdhuft.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.  
\* Modified 2006-2019 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains Huffman entropy decoding routines.  
\* Both sequential and progressive modes are supported in this single module.  
\*  
\* Much of the complexity here has to do with supporting input suspension.  
\* If the data source module demands suspension, we want to be able to back  
\* up to the start of the current MCU. To do this, we copy state variables  
\* into local working storage, and update them back to the permanent  
\* storage only upon successful completion of an MCU.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdhuft.c  
No license file was found, but licenses were detected in source scan.

/\*

\* rdppm.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.  
\* Modified 2009-2019 by Bill Allombert, Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*

\* This file contains routines to read input images in PPM/PGM format.  
\* The extended 2-byte-per-sample raw PPM/PGM formats are supported.  
\* The PBMPLUS library is NOT required to compile this software  
\* (but it is highly useful as a set of PPM image manipulation programs).  
\*  
\* These routines may need modification for non-Unix environments or  
\* specialized applications. As they stand, they assume input from  
\* an ordinary stdio stream. They further assume that reading begins  
\* at the start of the file; start\_input may need work if the  
\* user interface has already read some data (e.g., to determine that  
\* the file is indeed PPM format).

\*/

/\* Portions of this code are based on the PBMPLUS library, which is:

\*\*

\*\* Copyright (C) 1988 by Jef Poskanzer.

\*\*

\*\* Permission to use, copy, modify, and distribute this software and its  
\*\* documentation for any purpose and without fee is hereby granted, provided  
\*\* that the above copyright notice appear in all copies and that both that  
\*\* copyright notice and this permission notice appear in supporting  
\*\* documentation. This software is provided "as is" without express or  
\*\* implied warranty.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdppm.c

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

/\*

\* jccolor.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2011-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains input colorspace conversion routines.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jccolor.c

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

/\*

\* jinclude.h

\*

\* Copyright (C) 1991-1994, Thomas G. Lane.

\* Modified 2017 by Guido Vollbeding.

```
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file exists to provide a single place to fix any problems with
* including the wrong system include files. (Common problems are taken
* care of by the standard jconfig symbols, but on really weird systems
* you may have to edit this file.)
*
* NOTE: this file is NOT intended to be included by applications using the
* JPEG library. Most applications need only include jpeglib.h.
*/
```

Found in path(s):

```
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jinclude.h
```

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

```
/*
* rdgif.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in GIF format.
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed GIF format).
*/
/*
* This code is loosely based on giftppm from the PBMPLUS distribution
* of Feb. 1991. That file contains the following copyright notice:
* +-----+
* | Copyright 1990, David Koblas.          |
* | Permission to use, copy, modify, and distribute this software |
* | and its documentation for any purpose and without fee is hereby |
* | granted, provided that the above copyright notice appear in all |
* | copies and that both that copyright notice and this permission |
* | notice appear in supporting documentation. This software is |
* | provided "as is" without express or implied warranty.          |
* +-----+
*/
```

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdgif.c

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

/\*

\* jdct.h

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2002-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* 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):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdct.h

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

/\*

\* ckconfig.c

\*

\* Copyright (C) 1991-1994, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/ckconfig.c

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

/\*

\* rdjpgcom.c

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.

\* Modified 2009 by Bill Allombert, Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a very simple stand-alone application that displays

\* the text in COM (comment) markers in a JFIF file.

\* This may be useful as an example of the minimum logic needed to parse

\* JPEG markers.

\*/



Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdjpgcom.c

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

/\*

\* jidctfst.c

\*

\* Copyright (C) 1994-1998, Thomas G. Lane.

\* Modified 2015-2017 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a fast, not so accurate integer implementation of the  
\* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine  
\* must also perform dequantization of the input coefficients.

\*

\* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT  
\* on each row (or vice versa, but it's more convenient to emit a row at  
\* a time). Direct algorithms are also available, but they are much more  
\* complex and seem not to be any faster when reduced to code.

\*

\* This implementation is based on Arai, Agui, and Nakajima's algorithm for  
\* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in  
\* Japanese, but the algorithm is described in the Pennebaker & Mitchell  
\* JPEG textbook (see REFERENCES section in file README). The following code  
\* is based directly on figure 4-8 in P&M.

\* While an 8-point DCT cannot be done in less than 11 multiplies, it is  
\* possible to arrange the computation so that many of the multiplies are  
\* simple scalings of the final outputs. These multiplies can then be  
\* folded into the multiplications or divisions by the JPEG quantization  
\* table entries. The AA&N method leaves only 5 multiplies and 29 adds  
\* to be done in the DCT itself.

\* The primary disadvantage of this method is that with fixed-point math,  
\* accuracy is lost due to imprecise representation of the scaled  
\* quantization values. The smaller the quantization table entry, the less  
\* precise the scaled value, so this implementation does worse with high-  
\* quality-setting files than with low-quality ones.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jidctfst.c

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

/\*

\* jcapistd.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2013 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains application interface code for the compression half  
\* of the JPEG library. These are the "standard" API routines that are  
\* used in the normal full-compression case. They are not used by a  
\* transcoding-only application. Note that if an application links in  
\* jpeg\_start\_compress, it will end up linking in the entire compressor.  
\* We thus must separate this file from jcapimin.c to avoid linking the  
\* whole compression library into a transcoder.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcapistd.c

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

/\*

\* jfdctint.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modification developed 2003-2018 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a slow-but-accurate integer implementation of the  
\* forward DCT (Discrete Cosine Transform).

\*

\* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT  
\* on each column. Direct algorithms are also available, but they are  
\* much more complex and seem not to be any faster when reduced to code.

\*

\* This implementation is based on an algorithm described in

\* C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT

\* Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,

\* Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.

\* The primary algorithm described there uses 11 multiplies and 29 adds.

\* We use their alternate method with 12 multiplies and 32 adds.

\* The advantage of this method is that no data path contains more than one

\* multiplication; this allows a very simple and accurate implementation in

\* scaled fixed-point arithmetic, with a minimal number of shifts.

\*

\* We also provide FDCT routines with various input sample block sizes for  
\* direct resolution reduction or enlargement and for direct resolving the

\* common 2x1 and 1x2 subsampling cases without additional resampling: NxN

\* (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 output DCT block.

\*

\* For N<8 we fill the remaining block coefficients with zero.

\* For N>8 we apply a partial N-point FDCT on the input samples, computing

\* just the lower 8 frequency coefficients and discarding the rest.  
\*  
\* We must scale the output coefficients of the N-point FDCT appropriately  
\* to the standard 8-point FDCT level by 8/N per 1-D pass. This scaling  
\* is folded into the constant multipliers (pass 2) and/or final/initial  
\* shifting.  
\*  
\* CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases  
\* since there would be too many additional constants to pre-calculate.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jfdctint.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jmemdos.c

\*

\* Copyright (C) 1992-1997, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file provides an MS-DOS-compatible implementation of the system-

\* dependent portion of the JPEG memory manager. Temporary data can be

\* stored in extended or expanded memory as well as in regular DOS files.

\*

\* If you use this file, you must be sure that NEED\_FAR\_POINTERS is defined

\* if you compile in a small-data memory model; it should NOT be defined if

\* you use a large-data memory model. This file is not recommended if you

\* are using a flat-memory-space 386 environment such as DJGCC or Watcom C.

\* Also, this code will NOT work if struct fields are aligned on greater than

\* 2-byte boundaries.

\*

\* Based on code contributed by Ge' Weijers.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemdos.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jidctint.c

\*

\* Copyright (C) 1991-1998, Thomas G. Lane.

\* Modification developed 2002-2018 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a slow-but-accurate integer implementation of the  
 \* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine  
 \* must also perform dequantization of the input coefficients.  
 \*  
 \* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT  
 \* on each row (or vice versa, but it's more convenient to emit a row at  
 \* a time). Direct algorithms are also available, but they are much more  
 \* complex and seem not to be any faster when reduced to code.  
 \*  
 \* This implementation is based on an algorithm described in  
 \* C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT  
 \* Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,  
 \* Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.  
 \* The primary algorithm described there uses 11 multiplies and 29 adds.  
 \* We use their alternate method with 12 multiplies and 32 adds.  
 \* The advantage of this method is that no data path contains more than one  
 \* multiplication; this allows a very simple and accurate implementation in  
 \* scaled fixed-point arithmetic, with a minimal number of shifts.  
 \*  
 \* We also provide IDCT routines with various output sample block sizes for  
 \* direct resolution reduction or enlargement and for direct resolving the  
 \* common 2x1 and 1x2 subsampling cases without additional resampling: NxN  
 \* (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 input DCT block.  
 \*  
 \* For N<8 we simply take the corresponding low-frequency coefficients of  
 \* the 8x8 input DCT block and apply an NxN point IDCT on the sub-block  
 \* to yield the downscaled outputs.  
 \* This can be seen as direct low-pass downsampling from the DCT domain  
 \* point of view rather than the usual spatial domain point of view,  
 \* yielding significant computational savings and results at least  
 \* as good as common bilinear (averaging) spatial downsampling.  
 \*  
 \* For N>8 we apply a partial NxN IDCT on the 8 input coefficients as  
 \* lower frequencies and higher frequencies assumed to be zero.  
 \* It turns out that the computational effort is similar to the 8x8 IDCT  
 \* regarding the output size.  
 \* Furthermore, the scaling and descaling is the same for all IDCT sizes.  
 \*  
 \* CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases  
 \* since there would be too many additional constants to pre-calculate.  
 \*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jidctint.c

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

/\*

\* rdbmp.c

\*  
\* Copyright (C) 1994-1996, Thomas G. Lane.  
\* Modified 2009-2019 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains routines to read input images in Microsoft "BMP"  
\* format (MS Windows 3.x, OS/2 1.x, and OS/2 2.x flavors).  
\* Currently, only 8-, 24-, and 32-bit images are supported, not 1-bit or  
\* 4-bit (feeding such low-depth images into JPEG would be silly anyway).  
\* Also, we don't support RLE-compressed files.  
\*  
\* These routines may need modification for non-Unix environments or  
\* specialized applications. As they stand, they assume input from  
\* an ordinary stdio stream. They further assume that reading begins  
\* at the start of the file; start\_input may need work if the  
\* user interface has already read some data (e.g., to determine that  
\* the file is indeed BMP format).  
\*  
\* This code contributed by James Arthur Boucher.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdbmp.c

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

/\*

\* jmemmgr.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.  
\* Modified 2011-2019 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*

\* This file contains the JPEG system-independent memory management  
\* routines. This code is usable across a wide variety of machines; most  
\* of the system dependencies have been isolated in a separate file.

\* The major functions provided here are:

\* \* pool-based allocation and freeing of memory;  
\* \* policy decisions about how to divide available memory among the  
\* virtual arrays;  
\* \* control logic for swapping virtual arrays between main memory and  
\* backing storage.

\* The separate system-dependent file provides the actual backing-storage  
\* access code, and it contains the policy decision about how much total  
\* main memory to use.

\* This file is system-dependent in the sense that some of its functions  
\* are unnecessary in some systems. For example, if there is enough virtual

\* memory so that backing storage will never be used, much of the virtual  
\* array control logic could be removed. (Of course, if you have that much  
\* memory then you shouldn't care about a little bit of unused code...)  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemmgr.c  
No license file was found, but licenses were detected in source scan.

/\*

\* djpeg.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* Modified 2009-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a command-line user interface for the JPEG decompressor.

\* It should work on any system with Unix- or MS-DOS-style command lines.

\*

\* Two different command line styles are permitted, depending on the

\* compile-time switch TWO\_FILE\_COMMANDLINE:

\* djpeg [options] inputfile outputfile

\* djpeg [options] [inputfile]

\* In the second style, output is always to standard output, which you'd

\* normally redirect to a file or pipe to some other program. Input is

\* either from a named file or from standard input (typically redirected).

\* The second style is convenient on Unix but is unhelpful on systems that

\* don't support pipes. Also, you MUST use the first style if your system

\* doesn't do binary I/O to stdin/stdout.

\* To simplify script writing, the "-outfile" switch is provided. The syntax

\* djpeg [options] -outfile outputfile inputfile

\* works regardless of which command line style is used.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/djpeg.c  
No license file was found, but licenses were detected in source scan.

/\*

\* cdjpeg.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains common support routines used by the IJG application

\* programs (cjpeg, djpeg, jpegtran).

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/cdjpeg.c

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

/\*

\* jcrepct.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains the compression preprocessing controller.

\* This controller manages the color conversion, downsampling,

\* and edge expansion steps.

\*

\* Most of the complexity here is associated with buffering input rows

\* as required by the downsampler. See the comments at the head of

\* jcsample.c for the downsampler's needs.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcrepct.c

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

/\*

\* rdrle.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains routines to read input images in Utah RLE format.

\* The Utah Raster Toolkit library is required (version 3.1 or later).

\*

\* These routines may need modification for non-Unix environments or

\* specialized applications. As they stand, they assume input from

\* an ordinary stdio stream. They further assume that reading begins

\* at the start of the file; start\_input may need work if the

\* user interface has already read some data (e.g., to determine that

\* the file is indeed RLE format).

\*

\* Based on code contributed by Mike Lijewski,

\* with updates from Robert Hutchinson.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdrle.c

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

/\*

\* jdarith.c

\*

\* Developed 1997-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains portable arithmetic entropy decoding routines for JPEG

\* (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).

\*

\* Both sequential and progressive modes are supported in this single module.

\*

\* Suspension is not currently supported in this module.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdarith.c

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

/\*

\* jversion.h

\*

\* Copyright (C) 1991-2020, Thomas G. Lane, Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains software version identification.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jversion.h

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

/\*

\* jcmainct.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2003-2012 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains the main buffer controller for compression.

\* The main buffer lies between the pre-processor and the JPEG

\* compressor proper; it holds downsampled data in the JPEG colorspace.



\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcmainct.c

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

/\*

\* jdmerge.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2013-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains code for merged upsampling/color conversion.

\*

\* This file combines functions from jdsample.c and jdcolor.c;

\* read those files first to understand what's going on.

\*

\* When the chroma components are to be upsampled by simple replication

\* (ie, box filtering), we can save some work in color conversion by

\* calculating all the output pixels corresponding to a pair of chroma

\* samples at one time. In the conversion equations

\*  $R = Y + K1 * Cr$

\*  $G = Y + K2 * Cb + K3 * Cr$

\*  $B = Y + K4 * Cb$

\* only the Y term varies among the group of pixels corresponding to a pair

\* of chroma samples, so the rest of the terms can be calculated just once.

\* At typical sampling ratios, this eliminates half or three-quarters of the

\* multiplications needed for color conversion.

\*

\* This file currently provides implementations for the following cases:

\* YCC => RGB color conversion only (YCbCr or BG\_YCC).

\* Sampling ratios of 2h1v or 2h2v.

\* No scaling needed at upsample time.

\* Corner-aligned (non-CCIR601) sampling alignment.

\* Other special cases could be added, but in most applications these are

\* the only common cases. (For uncommon cases we fall back on the more

\* general code in jdsample.c and jdcolor.c.)

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdmerge.c

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

/\*

\* rdcolmap.c

\*

```
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file implements djpeg's "-map file" switch. It reads a source image
* and constructs a colormap to be supplied to the JPEG decompressor.
*
* Currently, these file formats are supported for the map file:
* GIF: the contents of the GIF's global colormap are used.
* PPM (either text or raw flavor): the entire file is read and
* each unique pixel value is entered in the map.
* Note that reading a large PPM file will be horrendously slow.
* Typically, a PPM-format map file should contain just one pixel
* of each desired color. Such a file can be extracted from an
* ordinary image PPM file with ppmtomap(1).
*
* Rescaling a PPM that has a maxval unequal to MAXJSAMPLE is not
* currently implemented.
*/
/* Portions of this code are based on the PBMPLUS library, which is:
**
** Copyright (C) 1988 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdcolmap.c
```

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

```
/*
* transupp.c
*
* Copyright (C) 1997-2019, Thomas G. Lane, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains image transformation routines and other utility code
* used by the jpegtran sample application. These are NOT part of the core
* JPEG library. But we keep these routines separate from jpegtran.c to
* ease the task of maintaining jpegtran-like programs that have other user
* interfaces.
*/
```

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/transupp.c

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

## IJG JPEG LIBRARY: FILE LIST

Copyright (C) 1994-2019, Thomas G. Lane, Guido Vollbeding.

This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

Here is a road map to the files in the IJG JPEG distribution. The distribution includes the JPEG library proper, plus two application programs ("cjpeg" and "djpeg") which use the library to convert JPEG files to and from some other popular image formats. A third application "jpegtran" uses the library to do lossless conversion between different variants of JPEG. There are also two stand-alone applications, "rdjpgcom" and "wrjpgcom".

## THE JPEG LIBRARY

=====

Include files:

jpeglib.h JPEG library's exported data and function declarations.

jconfig.h Configuration declarations. Note: this file is not present in the distribution; it is generated during installation.

jmorecfg.h Additional configuration declarations; need not be changed for a standard installation.

jerror.h Declares JPEG library's error and trace message codes.

jinclde.h Central include file used by all IJG .c files to reference system include files.

jpegint.h JPEG library's internal data structures.

jdct.h Private declarations for forward & reverse DCT subsystems.

jmehmsys.h Private declarations for memory management subsystem.

jversion.h Version information.

Applications using the library should include jpeglib.h (which in turn includes jconfig.h and jmorecfg.h). Optionally, jerror.h may be included if the application needs to reference individual JPEG error codes. The other include files are intended for internal use and would not normally be included by an application program. (cjpeg/djpeg/etc do use jinclde.h, since its function is to improve portability of the whole IJG distribution. Most other applications will directly include the system include files they want, and hence won't need jinclde.h.)

C source code files:

These files contain most of the functions intended to be called directly by an application program:

jcamin.c Application program interface: core routines for compression.  
jcapistd.c Application program interface: standard compression.  
jdapimin.c Application program interface: core routines for decompression.  
jdapistd.c Application program interface: standard decompression.  
jcomapi.c Application program interface routines common to compression and decompression.  
jcpam.c Compression parameter setting helper routines.  
jctrans.c API and library routines for transcoding compression.  
jdtrans.c API and library routines for transcoding decompression.

Compression side of the library:

jcinit.c Initialization: determines which other modules to use.  
jcmaster.c Master control: setup and inter-pass sequencing logic.  
jcmainct.c Main buffer controller (preprocessor => JPEG compressor).  
jcprepct.c Preprocessor buffer controller.  
jccoefct.c Buffer controller for DCT coefficient buffer.  
jccolor.c Color space conversion.  
jcsample.c Downsampling.  
jcdctmgr.c DCT manager (DCT implementation selection & control).  
jfdctint.c Forward DCT using slow-but-accurate integer method.  
jfdctfst.c Forward DCT using faster, less accurate integer method.  
jfdctflt.c Forward DCT using floating-point arithmetic.  
jchuff.c Huffman entropy coding.  
jcarith.c Arithmetic entropy coding.  
jcmarker.c JPEG marker writing.  
jdatadst.c Data destination managers for memory and stdio output.

Decompression side of the library:

jdmaster.c Master control: determines which other modules to use.  
jdinput.c Input controller: controls input processing modules.  
jdmainct.c Main buffer controller (JPEG decompressor => postprocessor).  
jdcoefct.c Buffer controller for DCT coefficient buffer.  
jdpostct.c Postprocessor buffer controller.  
jdmarker.c JPEG marker reading.  
jdhuff.c Huffman entropy decoding.  
jdarith.c Arithmetic entropy decoding.  
jddctmgr.c IDCT manager (IDCT implementation selection & control).  
jidctint.c Inverse DCT using slow-but-accurate integer method.  
jidctfst.c Inverse DCT using faster, less accurate integer method.  
jidctflt.c Inverse DCT using floating-point arithmetic.

jdsample.c Upsampling.  
jdcolor.c Color space conversion.  
jdmerge.c Merged upsampling/color conversion (faster, lower quality).  
jquant1.c One-pass color quantization using a fixed-spacing colormap.  
jquant2.c Two-pass color quantization using a custom-generated colormap.  
Also handles one-pass quantization to an externally given map.  
jdatasrc.c Data source managers for memory and stdio input.

Support files for both compression and decompression:

jaricom.c Tables for common use in arithmetic entropy encoding and decoding routines.  
jerror.c Standard error handling routines (application replaceable).  
jmemmgr.c System-independent (more or less) memory management code.  
jutils.c Miscellaneous utility routines.

jmemmgr.c relies on a system-dependent memory management module. The IJG distribution includes the following implementations of the system-dependent module:

jmemnobs.c "No backing store": assumes adequate virtual memory exists.  
jmemansi.c Makes temporary files with ANSI-standard routine tmpfile().  
jmemname.c Makes temporary files with program-generated file names.  
jmemdos.c Custom implementation for MS-DOS (16-bit environment only):  
can use extended and expanded memory as well as temp files.  
jmemmac.c Custom implementation for Apple Macintosh.

Exactly one of the system-dependent modules should be configured into an installed JPEG library (see install.txt for hints about which one to use).  
On unusual systems you may find it worthwhile to make a special system-dependent memory manager.

Non-C source code files:

jmemdosa.asm 80x86 assembly code support for jmemdos.c; used only in MS-DOS-specific configurations of the JPEG library.

## CJPEG/DJPEG/JPEGTRAN

=====

Include files:

cdjpeg.h Declarations shared by cjpeg/djpeg/jpegtran modules.  
cderror.h Additional error and trace message codes for cjpeg et al.  
transupp.h Declarations for jpegtran support routines in transupp.c.

C source code files:

cjpeg.c Main program for cjpeg.  
djpeg.c Main program for djpeg.  
jpegtran.c Main program for jpegtran.  
cdjpeg.c Utility routines used by all three programs.  
rdcolmap.c Code to read a colormap file for djpeg's "-map" switch.  
rdswitch.c Code to process some of cjpeg's more complex switches.  
Also used by jpegtran.  
transupp.c Support code for jpegtran: lossless image manipulations.

Image file reader modules for cjpeg:

rdbmp.c BMP file input.  
rdgif.c GIF file input.  
rdppm.c PPM/PGM file input.  
rdrlc.c Utah RLE file input.  
rdtarga.c Targa file input.

Image file writer modules for djpeg:

wrbmp.c BMP file output.  
wrgif.c GIF file output.  
wrppm.c PPM/PGM file output.  
wrrlc.c Utah RLE file output.  
wrtarga.c Targa file output.

#### RDJPGCOM/WRJPGCOM

=====

C source code files:

rdjpgcom.c Stand-alone rdjpgcom application.  
wrjpgcom.c Stand-alone wrjpgcom application.

These programs do not depend on the IJG library. They do use  
jconfig.h and jinclude.h, only to improve portability.

#### ADDITIONAL FILES

=====

Documentation (see README for a guide to the documentation files):

README Master documentation file.  
\*.txt Other documentation files.  
\*.1 Documentation in Unix man page format.

change.log Version-to-version change highlights.  
example.c Sample code for calling JPEG library.

Configuration/installation files and programs (see install.txt for more info):

configure Unix shell script to perform automatic configuration.  
configure.ac Source file for use with Autoconf to generate configure.  
ltmain.sh Support scripts for configure (from GNU libtool).  
config.guess  
config.sub  
depcomp  
missing  
ar-lib  
compile  
install-sh Install shell script for those Unix systems lacking one.  
Makefile.in Makefile input for configure.  
Makefile.am Source file for use with Automake to generate Makefile.in.  
ckconfig.c Program to generate jconfig.h on non-Unix systems.  
jconfig.txt Template for making jconfig.h by hand.  
mak\*.\* Sample makefiles for particular systems.  
jconfig.\* Sample jconfig.h for particular systems.  
libjpeg.map Script to generate shared library with versioned symbols.  
libjpeg.pc.in libjpeg.pc pkg-config file input for configure.  
aclocal.m4 M4 macro definitions for use with Autoconf.

Test files (see install.txt for test procedure):

test\*.\* Source and comparison files for confidence test.  
These are binary image files, NOT text files.

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/filelist.txt

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

/\*

\* jccoefct.c

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.

\* Modified 2003-2011 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains the coefficient buffer controller for compression.

\* This controller is the top level of the JPEG compressor proper.

\* The coefficient buffer lies between forward-DCT and entropy encoding steps.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jccoefct.c

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

/\*

\* jmemnobs.c

\*

\* Copyright (C) 1992-1996, Thomas G. Lane.

\* Modified 2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file provides a really simple implementation of the system-

\* dependent portion of the JPEG memory manager. This implementation

\* assumes that no backing-store files are needed: all required space

\* can be obtained from malloc().

\* This is very portable in the sense that it'll compile on almost anything,

\* but you'd better have lots of main memory (or virtual memory) if you want

\* to process big images.

\* Note that the max\_memory\_to\_use option is respected by this implementation.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemnobs.c

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

/\*

\* jdtrans.c

\*

\* Copyright (C) 1995-1997, Thomas G. Lane.

\* Modified 2000-2009 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains library routines for transcoding decompression,

\* that is, reading raw DCT coefficient arrays from an input JPEG file.

\* The routines in jdapimin.c will also be needed by a transcoder.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdtrans.c

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

/\*

\* jdcoefct.c

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.

\* Modified 2002-2011 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.



\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains the coefficient buffer controller for decompression.  
\* This controller is the top level of the JPEG decompressor proper.  
\* The coefficient buffer lies between entropy decoding and inverse-DCT steps.  
\*  
\* In buffered-image mode, this controller is the interface between  
\* input-oriented processing and output-oriented processing.  
\* Also, the input side (only) is used when reading a file for transcoding.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdcoefct.c

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

/\*

\* jtparam.c

\*

\* Copyright (C) 1991-1998, Thomas G. Lane.

\* Modified 2003-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains optional default-setting code for the JPEG compressor.

\* Applications do not have to use this file, but those that don't use it

\* must know a lot more about the innards of the JPEG code.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jtparam.c

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

/\*

\* wrgif.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2015-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains routines to write output images in GIF format.

\*

\* These routines may need modification for non-Unix environments or

\* specialized applications. As they stand, they assume output to

\* an ordinary stdio stream.

\*/

/\*

\* This code is loosely based on ppmtogif from the PBMPLUS distribution

\* of Feb. 1991. That file contains the following copyright notice:  
\* Based on GIFENCODE by David Rowley <mgardi@watdscu.waterloo.edu>.  
\* Lempel-Ziv compression based on "compress" by Spencer W. Thomas et al.  
\* Copyright (C) 1989 by Jef Poskanzer.  
\* Permission to use, copy, modify, and distribute this software and its  
\* documentation for any purpose and without fee is hereby granted, provided  
\* that the above copyright notice appear in all copies and that both that  
\* copyright notice and this permission notice appear in supporting  
\* documentation. This software is provided "as is" without express or  
\* implied warranty.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrgif.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jdinput.c  
\*  
\* Copyright (C) 1991-1997, Thomas G. Lane.  
\* Modified 2002-2013 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains input control logic for the JPEG decompressor.  
\* These routines are concerned with controlling the decompressor's input  
\* processing (marker reading and coefficient decoding). The actual input  
\* reading is done in jdmarker.c, jdhuft.c, and jdarith.c.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdinput.c  
No license file was found, but licenses were detected in source scan.

/\*

\* rdtarga.c  
\*  
\* Copyright (C) 1991-1996, Thomas G. Lane.  
\* Modified 2017-2019 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains routines to read input images in Targa format.  
\*  
\* These routines may need modification for non-Unix environments or  
\* specialized applications. As they stand, they assume input from  
\* an ordinary stdio stream. They further assume that reading begins  
\* at the start of the file; start\_input may need work if the

\* user interface has already read some data (e.g., to determine that  
\* the file is indeed Targa format).  
\*  
\* Based on code contributed by Lee Daniel Crocker.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/rdtarga.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jcdctmgr.c

/\*

\* Copyright (C) 1994-1996, Thomas G. Lane.  
\* Modified 2003-2013 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains the forward-DCT management logic.  
\* This code selects a particular DCT implementation to be used,  
\* and it performs related housekeeping chores including coefficient  
\* quantization.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcdctmgr.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jmemansi.c

/\*

\* Copyright (C) 1992-1996, Thomas G. Lane.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file provides a simple generic implementation of the system-  
\* dependent portion of the JPEG memory manager. This implementation  
\* assumes that you have the ANSI-standard library routine tmpfile().  
\* Also, the problem of determining the amount of memory available  
\* is shoved onto the user.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemansi.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jerror.c

```
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2012-2015 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains simple error-reporting and trace-message routines.
* These are suitable for Unix-like systems and others where writing to
* stderr is the right thing to do. Many applications will want to replace
* some or all of these routines.
*
* If you define USE_WINDOWS_MESSAGEBOX in jconfig.h or in the makefile,
* you get a Windows-specific hack to display error messages in a dialog box.
* It ain't much, but it beats dropping error messages into the bit bucket,
* which is what happens to output to stderr under most Windows C compilers.
*
* These routines are used by both the compression and decompression code.
*/
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jerror.c
No license file was found, but licenses were detected in source scan.
```

```
/*
* cdjpeg.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains common declarations for the sample applications
* cjpeg and djpeg. It is NOT used by the core JPEG library.
*/
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/cdjpeg.h
No license file was found, but licenses were detected in source scan.
```

```
/*
* jdpostct.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the decompression postprocessing controller.
* This controller manages the upsampling, color conversion, and color
```

\* quantization/reduction steps; specifically, it controls the buffering  
\* between upsample/color conversion and color quantization/reduction.  
\*  
\* If no color quantization/reduction is required, then this module has no  
\* work to do, and it just hands off to the upsample/color conversion code.  
\* An integrated upsample/convert/quantize process would replace this module  
\* entirely.  
\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdpostct.c

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

/\*

\* jdmarker.c

\*

\* Copyright (C) 1991-1998, Thomas G. Lane.

\* Modified 2009-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains routines to decode JPEG datastream markers.

\* Most of the complexity arises from our desire to support input

\* suspension: if not all of the data for a marker is available,

\* we must exit back to the application. On resumption, we reprocess

\* the marker.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jdmarker.c

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

/\*

\* jmemmac.c

\*

\* Copyright (C) 1992-1997, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* jmemmac.c provides an Apple Macintosh implementation of the system-

\* dependent portion of the JPEG memory manager.

\*

\* If you use jmemmac.c, then you must define USE\_MAC\_MEMMGR in the

\* JPEG\_INTERNALS part of jconfig.h.

\*

\* jmemmac.c uses the Macintosh toolbox routines NewPtr and DisposePtr

\* instead of malloc and free. It accurately determines the amount of

\* memory available by using CompactMem. Notice that if left to its

```

* own devices, this code can chew up all available space in the
* application's zone, with the exception of the rather small "slop"
* factor computed in jpeg_mem_available(). The application can ensure
* that more space is left over by reducing max_memory_to_use.
*
* Large images are swapped to disk using temporary files and System 7.0+'s
* temporary folder functionality.
*
* Note that jmemmac.c depends on two features of MacOS that were first
* introduced in System 7: FindFolder and the FSSpec-based calls.
* If your application uses jmemmac.c and is run under System 6 or earlier,
* and the jpeg library decides it needs a temporary file, it will abort,
* printing error messages about requiring System 7. (If no temporary files
* are created, it will run fine.)
*
* If you want to use jmemmac.c in an application that might be used with
* System 6 or earlier, then you should remove dependencies on FindFolder
* and the FSSpec calls. You will need to replace FindFolder with some
* other mechanism for finding a place to put temporary files, and you
* should replace the FSSpec calls with their HFS equivalents:
*
*  FSpDelete   -> HDelete
*  FSpGetFInfo -> HGetFInfo
*  FSpCreate   -> HCreate
*  FSpOpenDF   -> HOpen    *** Note: not HOpenDF ***
*  FSMakeFSSpec -> (fill in spec by hand.)
*
* (Use HOpen instead of HOpenDF. HOpen is just a glue-interface to PBHOpen,
* which is on all HFS macs. HOpenDF is a System 7 addition which avoids the
* ages-old problem of names starting with a period.)
*
* Contributed by Sam Bushell (jsam@iagu.on.net) and
* Dan Gildor (gyld@in-touch.com).
*/

```

Found in path(s):

```

* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemmac.c

```

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

The Independent JPEG Group's JPEG software

```

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```

README for release 9d of 12-Jan-2020

```

=====

```

This distribution contains the ninth public release of the Independent JPEG Group's free JPEG software. You are welcome to redistribute this software and to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

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

IJG is not affiliated with the ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16).

## DOCUMENTATION ROADMAP

=====

This file contains the following sections:

OVERVIEW        General description of JPEG and the IJG software.  
LEGAL ISSUES    Copyright, lack of warranty, terms of distribution.  
REFERENCES      Where to learn more about JPEG.  
ARCHIVE LOCATIONS Where to find newer versions of this software.  
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.  
coderrules.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.

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

## LEGAL ISSUES

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In plain English:

1. We don't promise that this software works. (But if you find any bugs, please let us know!)



2. You can use this software for whatever you want. You don't have to pay us.
3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code.

In legalese:

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- (2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".
- (3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us.

Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software".

We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltmain.sh). Another support script, install-sh, is copyright by X Consortium but is also freely distributable.

## REFERENCES

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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, 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 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

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The "official" archive site for this software is [www.ijg.org](http://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/jpegsr.v9d.tar.gz>, and in Windows-compatible "zip" archive format as <http://www.ijg.org/files/jpegsr9d.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 archive at [rtfm.mit.edu](http://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

## ACKNOWLEDGMENTS

=====

Thank to Juergen Bruder for providing me with a copy of the common DCT algorithm article, only to find out that I had come to the same result in a more direct and comprehensible way with a more generative approach.

Thank to Istvan Sebestyen and Joan L. Mitchell for inviting me to the ITU JPEG (Study Group 16) meeting in Geneva, Switzerland.

Thank to Thomas Wiegand and Gary Sullivan for inviting me to the Joint Video Team (MPEG & ITU) meeting in Geneva, Switzerland.

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) meeting in Berlin, Germany.

Thank to John Korejwa and Massimo Ballerini for inviting me to fruitful consultations in Boston, MA and Milan, Italy.

Thank to Hendrik Elstner, Roland Fassauer, Simone Zuck, Guenther Maier-Gerber, Walter Stoeber, Fred Schmitz, and Norbert Braunagel for corresponding business development.

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Thank to Andrew Finkenstadt for hosting the ijg.org site.

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## 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 misleading, incorrect and illegal distributions derived from obsolete code bases.

Don't use an obsolete code base!

According to the UCC (Uniform Commercial Code) law, IJG has the lawful and legal right to foreclose on certain standardization bodies and other institutions or corporations that knowingly perform substantial and systematic deceptive acts and practices, fraud, theft, and damaging of the value of the people of this planet without their knowing, willing and intentional consent.

The titles, ownership, and rights of these institutions and all their assets are now duly secured and held in trust for the free people of this planet.

People of the planet, on every country, may have a financial interest in

the assets of these former principals, agents, and beneficiaries of the foreclosed institutions and corporations.

IJG asserts what is: that each man, woman, and child has unalienable value and rights granted and deposited in them by the Creator and not any one of the people is subordinate to any artificial principality, corporate fiction or the special interest of another without their appropriate knowing, willing and intentional consent made by contract or accommodation agreement. IJG expresses that which already was.

The people have already determined and demanded that public administration entities, national governments, and their supporting judicial systems must be fully transparent, accountable, and liable.

IJG has secured the value for all concerned free people of the planet.

A partial list of foreclosed institutions and corporations ("Hall of Shame") 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](mailto:jpeg-info@jpegclub.org).

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/README

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

/\*

\* cjpeg.c

\*

\* Copyright (C) 1991-1998, Thomas G. Lane.

\* Modified 2003-2013 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a command-line user interface for the JPEG compressor.

\* It should work on any system with Unix- or MS-DOS-style command lines.

\*

\* Two different command line styles are permitted, depending on the

\* compile-time switch `TWO_FILE_COMMANDLINE`:

\* `cjpeg [options] inputfile outputfile`

\* `cjpeg [options] [inputfile]`

\* In the second style, output is always to standard output, which you'd

\* normally redirect to a file or pipe to some other program. Input is

- \* either from a named file or from standard input (typically redirected).
- \* The second style is convenient on Unix but is unhelpful on systems that
- \* don't support pipes. Also, you MUST use the first style if your system
- \* doesn't do binary I/O to stdin/stdout.
- \* To simplify script writing, the "-outfile" switch is provided. The syntax
- \* cjpeg [options] -outfile outputfile inputfile
- \* works regardless of which command line style is used.
- \*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/cjpeg.c

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

/\*

\* transupp.h

\*

\* Copyright (C) 1997-2019, Thomas G. Lane, Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains declarations for image transformation routines and  
\* other utility code used by the jpegtran sample application. These are  
\* NOT part of the core JPEG library. But we keep these routines separate  
\* from jpegtran.c to ease the task of maintaining jpegtran-like programs  
\* that have other user interfaces.

\*

\* NOTE: all the routines declared here have very specific requirements  
\* about when they are to be executed during the reading and writing of the  
\* source and destination files. See the comments in transupp.c, or see  
\* jpegtran.c for an example of correct usage.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/transupp.h

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

/\*

\* cderror.h

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.

\* Modified 2009-2017 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file defines the error and message codes for the cjpeg/djpeg  
\* applications. These strings are not needed as part of the JPEG library  
\* proper.

\* Edit this file to add new codes, or to translate the message strings to

\* some other language.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/cderror.h

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

/\*

\* jquant1.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2011 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains 1-pass color quantization (color mapping) routines.

\* These routines provide mapping to a fixed color map using equally spaced

\* color values. Optional Floyd-Steinberg or ordered dithering is available.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jquant1.c

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

/\*

\* wrbmp.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2017-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains routines to write output images in Microsoft "BMP"

\* format (MS Windows 3.x and OS/2 1.x flavors).

\* Either 8-bit colormapped or 24-bit full-color format can be written.

\* No compression is supported.

\*

\* These routines may need modification for non-Unix environments or

\* specialized applications. As they stand, they assume output to

\* an ordinary stdio stream.

\*

\* This code contributed by James Arthur Boucher.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrbmp.c

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



```
/*
 * jddctmgr.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2002-2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the inverse-DCT management logic.
 * This code selects a particular IDCT implementation to be used,
 * and it performs related housekeeping chores. No code in this file
 * is executed per IDCT step, only during output pass setup.
 *
 * Note that the IDCT routines are responsible for performing coefficient
 * dequantization as well as the IDCT proper. This module sets up the
 * dequantization multiplier table needed by the IDCT routine.
 */
```

Found in path(s):

```
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jddctmgr.c
No license file was found, but licenses were detected in source scan.
```

```
/*
 * jmemname.c
 *
 * Copyright (C) 1992-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file provides a generic implementation of the system-dependent
 * portion of the JPEG memory manager. This implementation assumes that
 * you must explicitly construct a name for each temp file.
 * Also, the problem of determining the amount of memory available
 * is shoved onto the user.
 */
```

Found in path(s):

```
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jmemname.c
No license file was found, but licenses were detected in source scan.
```

```
/*
 * jpegtran.c
 *
 * Copyright (C) 1995-2019, Thomas G. Lane, Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a command-line user interface for JPEG transcoding.
```

- \* It is very similar to cjpeg.c, and partly to djpeg.c, but provides
- \* lossless transcoding between different JPEG file formats. It also
- \* provides some lossless and sort-of-lossless transformations of JPEG data.
- \*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jpegtran.c  
 No license file was found, but licenses were detected in source scan.

/\*

\* wrppm.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2009-2019 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains routines to write output images in PPM/PGM format.

\* The extended 2-byte-per-sample raw PPM/PGM formats are supported.

\* The PBMPLUS library is NOT required to compile this software

\* (but it is highly useful as a set of PPM image manipulation programs).

\*

\* These routines may need modification for non-Unix environments or

\* specialized applications. As they stand, they assume output to

\* an ordinary stdio stream.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/wrppm.c  
 No license file was found, but licenses were detected in source scan.

## USING THE IJG JPEG LIBRARY

Copyright (C) 1994-2019, Thomas G. Lane, Guido Vollbeding.

This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

This file describes how to use the IJG JPEG library within an application program. Read it if you want to write a program that uses the library.

The file example.c provides heavily commented skeleton code for calling the JPEG library. Also see jpeglib.h (the include file to be used by application programs) for full details about data structures and function parameter lists. The library source code, of course, is the ultimate reference.

Note that there have been \*major\* changes from the application interface presented by IJG version 4 and earlier versions. The old design had several

inherent limitations, and it had accumulated a lot of cruft as we added features while trying to minimize application-interface changes. We have sacrificed backward compatibility in the version 5 rewrite, but we think the improvements justify this.

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You should read at least the overview and basic usage sections before trying to program with the library. The sections on advanced features can be read if and when you need them.

## OVERVIEW

=====

Functions provided by the library

-----

The IJG JPEG library provides C code to read and write JPEG-compressed image files. The surrounding application program receives or supplies image data a scanline at a time, using a straightforward uncompressed image format. All details of color conversion and other preprocessing/postprocessing can be handled by the library.

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. The application indirectly selects use of this code by specifying the format in which it wishes to supply or receive image data. For example, if colormapped output is requested, then the decompression library automatically invokes color quantization.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

A word about functions *\*not\** provided by the library. We handle a subset of the ISO JPEG standard; most baseline, extended-sequential, and progressive JPEG processes are supported. (Our subset includes all features now in common use.) Unsupported ISO options include:

- \* Hierarchical storage
- \* Lossless JPEG
- \* DNL marker
- \* Nonintegral subsampling ratios

We support 8-bit to 12-bit data precision, but this is a compile-time choice rather than a run-time choice; hence it is difficult to use different precisions in a single application.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, this library is used by the free LIBTIFF library to support JPEG compression in TIFF.)

Outline of typical usage

-----

The rough outline of a JPEG compression operation is:

Allocate and initialize a JPEG compression object  
Specify the destination for the compressed data (eg, a file)  
Set parameters for compression, including image size & colorspace  
jpeg\_start\_compress(...);  
while (scan lines remain to be written)  
  jpeg\_write\_scanlines(...);  
jpeg\_finish\_compress(...);  
Release the JPEG compression object

A JPEG compression object holds parameters and working state for the JPEG library. We make creation/destruction of the object separate from starting or finishing compression of an image; the same object can be re-used for a series of image compression operations. This makes it easy to re-use the same parameter settings for a sequence of images. Re-use of a JPEG object also has important implications for processing abbreviated JPEG datastreams, as discussed later.

The image data to be compressed is supplied to jpeg\_write\_scanlines() from in-memory buffers. If the application is doing file-to-file compression, reading image data from the source file is the application's responsibility. The library emits compressed data by calling a "data destination manager", which typically will write the data into a file; but the application can provide its own destination manager to do something else.

Similarly, the rough outline of a JPEG decompression operation is:

Allocate and initialize a JPEG decompression object  
Specify the source of the compressed data (eg, a file)  
Call jpeg\_read\_header() to obtain image info  
Set parameters for decompression  
jpeg\_start\_decompress(...);  
while (scan lines remain to be read)  
  jpeg\_read\_scanlines(...);  
jpeg\_finish\_decompress(...);  
Release the JPEG decompression object

This is comparable to the compression outline except that reading the datastream header is a separate step. This is helpful because information about the image's size, colorspace, etc is available when the application selects decompression parameters. For example, the application can choose an output scaling ratio that will fit the image into the available screen size.

The decompression library obtains compressed data by calling a data source manager, which typically will read the data from a file; but other behaviors can be obtained with a custom source manager. Decompressed data is delivered into in-memory buffers passed to jpeg\_read\_scanlines().

It is possible to abort an incomplete compression or decompression operation

by calling `jpeg_abort()`; or, if you do not need to retain the JPEG object, simply release it by calling `jpeg_destroy()`.

JPEG compression and decompression objects are two separate struct types. However, they share some common fields, and certain routines such as `jpeg_destroy()` can work on either type of object.

The JPEG library has no static variables: all state is in the compression or decompression object. Therefore it is possible to process multiple compression and decompression operations concurrently, using multiple JPEG objects.

Both compression and decompression can be done in an incremental memory-to-memory fashion, if suitable source/destination managers are used. See the section on "I/O suspension" for more details.

## BASIC LIBRARY USAGE

=====

### Data formats

-----

Before diving into procedural details, it is helpful to understand the image data format that the JPEG library expects or returns.

The standard input image format is a rectangular array of pixels, with each pixel having the same number of "component" or "sample" values (color channels). You must specify how many components there are and the colorspace interpretation of the components. Most applications will use RGB data (three components per pixel) or grayscale data (one component per pixel).

**PLEASE NOTE THAT RGB DATA IS THREE SAMPLES PER PIXEL, GRAYSCALE ONLY ONE.**

A remarkable number of people manage to miss this, only to find that their programs don't work with grayscale JPEG files.

There is no provision for colormapped input. JPEG files are always full-color or full grayscale (or sometimes another colorspace such as CMYK). You can feed in a colormapped image by expanding it to full-color format. However JPEG often doesn't work very well with source data that has been colormapped, because of dithering noise. This is discussed in more detail in the JPEG FAQ and the other references mentioned in the README file.

Pixels are stored by scanlines, with each scanline running from left to right. The component values for each pixel are adjacent in the row; for example, R,G,B,R,G,B,R,G,B,... for 24-bit RGB color. Each scanline is an array of data type `JSAMPLE` --- which is typically "unsigned char", unless you've changed `jmreconf.h`. (You can also change the RGB pixel layout, say to B,G,R order, by modifying `jmreconf.h`. But see the restrictions listed in

that file before doing so.)

A 2-D array of pixels is formed by making a list of pointers to the starts of scanlines; so the scanlines need not be physically adjacent in memory. Even if you process just one scanline at a time, you must make a one-element pointer array to conform to this structure. Pointers to JSAMPLE rows are of type JSAMPROW, and the pointer to the pointer array is of type JSAMPARRAY.

The library accepts or supplies one or more complete scanlines per call. It is not possible to process part of a row at a time. Scanlines are always processed top-to-bottom. You can process an entire image in one call if you have it all in memory, but usually it's simplest to process one scanline at a time.

For best results, source data values should have the precision specified by BITS\_IN\_JSAMPLE (normally 8 bits). For instance, if you choose to compress data that's only 6 bits/channel, you should left-justify each value in a byte before passing it to the compressor. If you need to compress data that has more than 8 bits/channel, compile with BITS\_IN\_JSAMPLE = 9 to 12. (See "Library compile-time options", later.)

The data format returned by the decompressor is the same in all details, except that colormapped output is supported. (Again, a JPEG file is never colormapped. But you can ask the decompressor to perform on-the-fly color quantization to deliver colormapped output.) If you request colormapped output then the returned data array contains a single JSAMPLE per pixel; its value is an index into a color map. The color map is represented as a 2-D JSAMPARRAY in which each row holds the values of one color component, that is, colormap[i][j] is the value of the i'th color component for pixel value (map index) j. Note that since the colormap indexes are stored in JSAMPLEs, the maximum number of colors is limited by the size of JSAMPLE (ie, at most 256 colors for an 8-bit JPEG library).

#### Compression details

-----

Here we revisit the JPEG compression outline given in the overview.

1. Allocate and initialize a JPEG compression object.

A JPEG compression object is a "struct jpeg\_compress\_struct". (It also has a bunch of subsidiary structures which are allocated via malloc(), but the application doesn't control those directly.) This struct can be just a local variable in the calling routine, if a single routine is going to execute the whole JPEG compression sequence. Otherwise it can be static or allocated from malloc().

You will also need a structure representing a JPEG error handler. The part of this that the library cares about is a "struct jpeg\_error\_mgr". If you are providing your own error handler, you'll typically want to embed the jpeg\_error\_mgr struct in a larger structure; this is discussed later under "Error handling". For now we'll assume you are just using the default error handler. The default error handler will print JPEG error/warning messages on stderr, and it will call exit() if a fatal error occurs.

You must initialize the error handler structure, store a pointer to it into the JPEG object's "err" field, and then call jpeg\_create\_compress() to initialize the rest of the JPEG object.

Typical code for this step, if you are using the default error handler, is

```
struct jpeg_compress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_compress(&cinfo);
```

jpeg\_create\_compress allocates a small amount of memory, so it could fail if you are out of memory. In that case it will exit via the error handler; that's why the error handler must be initialized first.

## 2. Specify the destination for the compressed data (eg, a file).

As previously mentioned, the JPEG library delivers compressed data to a "data destination" module. The library includes one data destination module which knows how to write to a stdio stream. You can use your own destination module if you want to do something else, as discussed later.

If you use the standard destination module, you must open the target stdio stream beforehand. Typical code for this step looks like:

```
FILE * outfile;
...
if ((outfile = fopen(filename, "wb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_dest(&cinfo, outfile);
```

where the last line invokes the standard destination module.

**WARNING:** it is critical that the binary compressed data be delivered to the output file unchanged. On non-Unix systems the stdio library may perform



newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You can select the data destination after setting other parameters (step 3), if that's more convenient. You may not change the destination between calling jpeg\_start\_compress() and jpeg\_finish\_compress().

### 3. Set parameters for compression, including image size & colorspace.

You must supply information about the source image by setting the following fields in the JPEG object (cinfo structure):

image\_width Width of image, in pixels  
image\_height Height of image, in pixels  
input\_components Number of color channels (samples per pixel)  
in\_color\_space Color space of source image

The image dimensions are, hopefully, obvious. JPEG supports image dimensions of 1 to 64K pixels in either direction. The input color space is typically RGB or grayscale, and input\_components is 3 or 1 accordingly. (See "Special color spaces", later, for more info.) The in\_color\_space field must be assigned one of the J\_COLOR\_SPACE enum constants, typically JCS\_RGB or JCS\_GRAYSCALE.

JPEG has a large number of compression parameters that determine how the image is encoded. Most applications don't need or want to know about all these parameters. You can set all the parameters to reasonable defaults by calling jpeg\_set\_defaults(); then, if there are particular values you want to change, you can do so after that. The "Compression parameter selection" section tells about all the parameters.

You must set in\_color\_space correctly before calling jpeg\_set\_defaults(), because the defaults depend on the source image colorspace. However the other three source image parameters need not be valid until you call jpeg\_start\_compress(). There's no harm in calling jpeg\_set\_defaults() more than once, if that happens to be convenient.

Typical code for a 24-bit RGB source image is

```
cinfo.image_width = Width; /* image width and height, in pixels */
cinfo.image_height = Height;
cinfo.input_components = 3; /* # of color components per pixel */
cinfo.in_color_space = JCS_RGB; /* colorspace of input image */

jpeg_set_defaults(&cinfo);
```

*/\* Make optional parameter settings here \*/*

#### 4. jpeg\_start\_compress(...);

After you have established the data destination and set all the necessary source image info and other parameters, call `jpeg_start_compress()` to begin a compression cycle. This will initialize internal state, allocate working storage, and emit the first few bytes of the JPEG datastream header.

Typical code:

```
jpeg_start_compress(&cinfo, TRUE);
```

The "TRUE" parameter ensures that a complete JPEG interchange datastream will be written. This is appropriate in most cases. If you think you might want to use an abbreviated datastream, read the section on abbreviated datastreams, below.

Once you have called `jpeg_start_compress()`, you may not alter any JPEG parameters or other fields of the JPEG object until you have completed the compression cycle.

#### 5. while (scan lines remain to be written)

```
jpeg_write_scanlines(...);
```

Now write all the required image data by calling `jpeg_write_scanlines()` one or more times. You can pass one or more scanlines in each call, up to the total image height. In most applications it is convenient to pass just one or a few scanlines at a time. The expected format for the passed data is discussed under "Data formats", above.

Image data should be written in top-to-bottom scanline order. The JPEG spec contains some weasel wording about how top and bottom are application-defined terms (a curious interpretation of the English language...) but if you want your files to be compatible with everyone else's, you **WILL** use top-to-bottom order. If the source data must be read in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application `cjpeg`.

The library maintains a count of the number of scanlines written so far in the `next_scanline` field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like `"while (cinfo.next_scanline < cinfo.image_height)"`.

Code for this step depends heavily on the way that you store the source data. `example.c` shows the following code for the case of a full-size 2-D source

array containing 3-byte RGB pixels:

```
JSAMPROW row_pointer[1]; /* pointer to a single row */
int row_stride; /* physical row width in buffer */

row_stride = image_width * 3; /* JSAMPLEs per row in image_buffer */

while (cinfo.next_scanline < cinfo.image_height) {
    row_pointer[0] = & image_buffer[cinfo.next_scanline * row_stride];
    jpeg_write_scanlines(&cinfo, row_pointer, 1);
}
```

jpeg\_write\_scanlines() returns the number of scanlines actually written. This will normally be equal to the number passed in, so you can usually ignore the return value. It is different in just two cases:

- \* If you try to write more scanlines than the declared image height, the additional scanlines are ignored.
- \* If you use a suspending data destination manager, output buffer overrun will cause the compressor to return before accepting all the passed lines. This feature is discussed under "I/O suspension", below. The normal stdio destination manager will NOT cause this to happen.

In any case, the return value is the same as the change in the value of next\_scanline.

#### 6. jpeg\_finish\_compress(...);

After all the image data has been written, call jpeg\_finish\_compress() to complete the compression cycle. This step is ESSENTIAL to ensure that the last bufferload of data is written to the data destination.

jpeg\_finish\_compress() also releases working memory associated with the JPEG object.

Typical code:

```
jpeg_finish_compress(&cinfo);
```

If using the stdio destination manager, don't forget to close the output stdio stream (if necessary) afterwards.

If you have requested a multi-pass operating mode, such as Huffman code optimization, jpeg\_finish\_compress() will perform the additional passes using data buffered by the first pass. In this case jpeg\_finish\_compress() may take quite a while to complete. With the default compression parameters, this will not happen.

It is an error to call jpeg\_finish\_compress() before writing the necessary total number of scanlines. If you wish to abort compression, call

jpeg\_abort() as discussed below.

After completing a compression cycle, you may dispose of the JPEG object as discussed next, or you may use it to compress another image. In that case return to step 2, 3, or 4 as appropriate. If you do not change the destination manager, the new datastream will be written to the same target. If you do not change any JPEG parameters, the new datastream will be written with the same parameters as before. Note that you can change the input image dimensions freely between cycles, but if you change the input colorspace, you should call jpeg\_set\_defaults() to adjust for the new colorspace; and then you'll need to repeat all of step 3.

#### 7. Release the JPEG compression object.

When you are done with a JPEG compression object, destroy it by calling jpeg\_destroy\_compress(). This will free all subsidiary memory (regardless of the previous state of the object). Or you can call jpeg\_destroy(), which works for either compression or decompression objects --- this may be more convenient if you are sharing code between compression and decompression cases. (Actually, these routines are equivalent except for the declared type of the passed pointer. To avoid gripes from ANSI C compilers, jpeg\_destroy() should be passed a j\_common\_ptr.)

If you allocated the jpeg\_compress\_struct structure from malloc(), freeing it is your responsibility --- jpeg\_destroy() won't. Ditto for the error handler structure.

Typical code:

```
jpeg_destroy_compress(&cinfo);
```

#### 8. Aborting.

If you decide to abort a compression cycle before finishing, you can clean up in either of two ways:

\* If you don't need the JPEG object any more, just call jpeg\_destroy\_compress() or jpeg\_destroy() to release memory. This is legitimate at any point after calling jpeg\_create\_compress() --- in fact, it's safe even if jpeg\_create\_compress() fails.

\* If you want to re-use the JPEG object, call jpeg\_abort\_compress(), or call jpeg\_abort() which works on both compression and decompression objects. This will return the object to an idle state, releasing any working memory. jpeg\_abort() is allowed at any time after successful object creation.

Note that cleaning up the data destination, if required, is your responsibility; neither of these routines will call `term_destination()`. (See "Compressed data handling", below, for more about that.)

`jpeg_destroy()` and `jpeg_abort()` are the only safe calls to make on a JPEG object that has reported an error by calling `error_exit` (see "Error handling" for more info). The internal state of such an object is likely to be out of whack. Either of these two routines will return the object to a known state.

## Decompression details

-----

Here we revisit the JPEG decompression outline given in the overview.

1. Allocate and initialize a JPEG decompression object.

This is just like initialization for compression, as discussed above, except that the object is a "struct `jpeg_decompress_struct`" and you call `jpeg_create_decompress()`. Error handling is exactly the same.

Typical code:

```
struct jpeg_decompress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_decompress(&cinfo);
```

(Both here and in the IJG code, we usually use variable name "cinfo" for both compression and decompression objects.)

2. Specify the source of the compressed data (eg, a file).

As previously mentioned, the JPEG library reads compressed data from a "data source" module. The library includes one data source module which knows how to read from a stdio stream. You can use your own source module if you want to do something else, as discussed later.

If you use the standard source module, you must open the source stdio stream beforehand. Typical code for this step looks like:

```
FILE * infile;
...
if ((infile = fopen(filename, "rb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
```

```
}  
jpeg_stdio_src(&cinfo, infile);
```

where the last line invokes the standard source module.

**WARNING:** it is critical that the binary compressed data be read unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You may not change the data source between calling jpeg\_read\_header() and jpeg\_finish\_decompress(). If you wish to read a series of JPEG images from a single source file, you should repeat the jpeg\_read\_header() to jpeg\_finish\_decompress() sequence without reinitializing either the JPEG object or the data source module; this prevents buffered input data from being discarded.

3. Call jpeg\_read\_header() to obtain image info.

Typical code for this step is just

```
jpeg_read_header(&cinfo, TRUE);
```

This will read the source datastream header markers, up to the beginning of the compressed data proper. On return, the image dimensions and other info have been stored in the JPEG object. The application may wish to consult this information before selecting decompression parameters.

More complex code is necessary if

- \* A suspending data source is used --- in that case jpeg\_read\_header() may return before it has read all the header data. See "I/O suspension", below. The normal stdio source manager will NOT cause this to happen.
- \* Abbreviated JPEG files are to be processed --- see the section on abbreviated datastreams. Standard applications that deal only in interchange JPEG files need not be concerned with this case either.

It is permissible to stop at this point if you just wanted to find out the image dimensions and other header info for a JPEG file. In that case, call jpeg\_destroy() when you are done with the JPEG object, or call jpeg\_abort() to return it to an idle state before selecting a new data source and reading another header.

4. Set parameters for decompression.

jpeg\_read\_header() sets appropriate default decompression parameters based on the properties of the image (in particular, its colorspace). However, you may well want to alter these defaults before beginning the decompression. For example, the default is to produce full color output from a color file. If you want colormapped output you must ask for it. Other options allow the returned image to be scaled and allow various speed/quality tradeoffs to be selected. "Decompression parameter selection", below, gives details.

If the defaults are appropriate, nothing need be done at this step.

Note that all default values are set by each call to jpeg\_read\_header(). If you reuse a decompression object, you cannot expect your parameter settings to be preserved across cycles, as you can for compression. You must set desired parameter values each time.

#### 5. jpeg\_start\_decompress(...);

Once the parameter values are satisfactory, call jpeg\_start\_decompress() to begin decompression. This will initialize internal state, allocate working memory, and prepare for returning data.

Typical code is just

```
jpeg_start_decompress(&cinfo);
```

If you have requested a multi-pass operating mode, such as 2-pass color quantization, jpeg\_start\_decompress() will do everything needed before data output can begin. In this case jpeg\_start\_decompress() may take quite a while to complete. With a single-scan (non progressive) JPEG file and default decompression parameters, this will not happen; jpeg\_start\_decompress() will return quickly.

After this call, the final output image dimensions, including any requested scaling, are available in the JPEG object; so is the selected colormap, if colormapped output has been requested. Useful fields include

```
output_width  image width and height, as scaled
output_height
out_color_components # of color components in out_color_space
output_components # of color components returned per pixel
colormap      the selected colormap, if any
actual_number_of_colors number of entries in colormap
```

output\_components is 1 (a colormap index) when quantizing colors; otherwise it equals out\_color\_components. It is the number of JSAMPLE values that will be emitted per pixel in the output arrays.

Typically you will need to allocate data buffers to hold the incoming image. You will need `output_width * output_components JSAMPLEs` per scanline in your output buffer, and a total of `output_height` scanlines will be returned.

Note: if you are using the JPEG library's internal memory manager to allocate data buffers (as `djpeg` does), then the manager's protocol requires that you request large buffers *\*before\** calling `jpeg_start_decompress()`. This is a little tricky since the `output_XXX` fields are not normally valid then. You can make them valid by calling `jpeg_calc_output_dimensions()` after setting the relevant parameters (scaling, output color space, and quantization flag).

```
6. while (scan lines remain to be read)
    jpeg_read_scanlines(...);
```

Now you can read the decompressed image data by calling `jpeg_read_scanlines()` one or more times. At each call, you pass in the maximum number of scanlines to be read (ie, the height of your working buffer); `jpeg_read_scanlines()` will return up to that many lines. The return value is the number of lines actually read. The format of the returned data is discussed under "Data formats", above. Don't forget that grayscale and color JPEGs will return different data formats!

Image data is returned in top-to-bottom scanline order. If you must write out the image in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application `djpeg`.

The library maintains a count of the number of scanlines returned so far in the `output_scanline` field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "`while (cinfo.output_scanline < cinfo.output_height)`". (Note that the test should NOT be against `image_height`, unless you never use scaling. The `image_height` field is the height of the original unscaled image.) The return value always equals the change in the value of `output_scanline`.

If you don't use a suspending data source, it is safe to assume that `jpeg_read_scanlines()` reads at least one scanline per call, until the bottom of the image has been reached.

If you use a buffer larger than one scanline, it is NOT safe to assume that `jpeg_read_scanlines()` fills it. (The current implementation returns only a few scanlines per call, no matter how large a buffer you pass.) So you must always provide a loop that calls `jpeg_read_scanlines()` repeatedly until the whole image has been read.

```
7. jpeg_finish_decompress(...);
```



After all the image data has been read, call `jpeg_finish_decompress()` to complete the decompression cycle. This causes working memory associated with the JPEG object to be released.

Typical code:

```
jpeg_finish_decompress(&cinfo);
```

If using the `stdio` source manager, don't forget to close the source `stdio` stream if necessary.

It is an error to call `jpeg_finish_decompress()` before reading the correct total number of scanlines. If you wish to abort decompression, call `jpeg_abort()` as discussed below.

After completing a decompression cycle, you may dispose of the JPEG object as discussed next, or you may use it to decompress another image. In that case return to step 2 or 3 as appropriate. If you do not change the source manager, the next image will be read from the same source.

#### 8. Release the JPEG decompression object.

When you are done with a JPEG decompression object, destroy it by calling `jpeg_destroy_decompress()` or `jpeg_destroy()`. The previous discussion of destroying compression objects applies here too.

Typical code:

```
jpeg_destroy_decompress(&cinfo);
```

#### 9. Aborting.

You can abort a decompression cycle by calling `jpeg_destroy_decompress()` or `jpeg_destroy()` if you don't need the JPEG object any more, or `jpeg_abort_decompress()` or `jpeg_abort()` if you want to reuse the object. The previous discussion of aborting compression cycles applies here too.

Mechanics of usage: include files, linking, etc

-----

Applications using the JPEG library should include the header file `jpeglib.h` to obtain declarations of data types and routines. Before including `jpeglib.h`, include system headers that define at least the typedefs `FILE` and `size_t`. On ANSI-conforming systems, including `<stdio.h>` is sufficient; on

older Unix systems, you may need `<sys/types.h>` to define `size_t`.

If the application needs to refer to individual JPEG library error codes, also include `jerror.h` to define those symbols.

`jpeglib.h` indirectly includes the files `jconfig.h` and `jmorecfg.h`. If you are installing the JPEG header files in a system directory, you will want to install all four files: `jpeglib.h`, `jerror.h`, `jconfig.h`, `jmorecfg.h`.

The most convenient way to include the JPEG code into your executable program is to prepare a library file ("`libjpeg.a`", or a corresponding name on non-Unix machines) and reference it at your link step. If you use only half of the library (only compression or only decompression), only that much code will be included from the library, unless your linker is hopelessly brain-damaged. The supplied makefiles build `libjpeg.a` automatically (see `install.txt`).

While you can build the JPEG library as a shared library if the whim strikes you, we don't really recommend it. The trouble with shared libraries is that at some point you'll probably try to substitute a new version of the library without recompiling the calling applications. That generally doesn't work because the parameter struct declarations usually change with each new version. In other words, the library's API is *\*not\** guaranteed binary compatible across versions; we only try to ensure source-code compatibility. (In hindsight, it might have been smarter to hide the parameter structs from applications and introduce a ton of access functions instead. Too late now, however.)

On some systems your application may need to set up a signal handler to ensure that temporary files are deleted if the program is interrupted. This is most critical if you are on MS-DOS and use the `jmemdos.c` memory manager back end; it will try to grab extended memory for temp files, and that space will NOT be freed automatically. See `cjpeg.c` or `djpeg.c` for an example signal handler.

It may be worth pointing out that the core JPEG library does not actually require the `stdio` library: only the default source/destination managers and error handler need it. You can use the library in a `stdio`-less environment if you replace those modules and use `jmemnobs.c` (or another memory manager of your own devising). More info about the minimum system library requirements may be found in `jinclude.h`.

## ADVANCED FEATURES

=====

Compression parameter selection

-----

This section describes all the optional parameters you can set for JPEG

compression, as well as the "helper" routines provided to assist in this task. Proper setting of some parameters requires detailed understanding of the JPEG standard; if you don't know what a parameter is for, it's best not to mess with it! See REFERENCES in the README file for pointers to more info about JPEG.

It's a good idea to call `jpeg_set_defaults()` first, even if you plan to set all the parameters; that way your code is more likely to work with future JPEG libraries that have additional parameters. For the same reason, we recommend you use a helper routine where one is provided, in preference to twiddling `cinfo` fields directly.

The helper routines are:

`jpeg_set_defaults (j_compress_ptr cinfo)`

This routine sets all JPEG parameters to reasonable defaults, using only the input image's color space (field `in_color_space`, which must already be set in `cinfo`). Many applications will only need to use this routine and perhaps `jpeg_set_quality()`.

`jpeg_set_colorspace (j_compress_ptr cinfo, J_COLOR_SPACE colorspace)`

Sets the JPEG file's colorspace (field `jpeg_color_space`) as specified, and sets other color-space-dependent parameters appropriately. See "Special color spaces", below, before using this. A large number of parameters, including all per-component parameters, are set by this routine; if you want to twiddle individual parameters you should call `jpeg_set_colorspace()` before rather than after.

`jpeg_default_colorspace (j_compress_ptr cinfo)`

Selects an appropriate JPEG colorspace based on `cinfo->in_color_space`, and calls `jpeg_set_colorspace()`. This is actually a subroutine of `jpeg_set_defaults()`. It's broken out in case you want to change just the colorspace-dependent JPEG parameters.

`jpeg_set_quality (j_compress_ptr cinfo, int quality, boolean force_baseline)`

Constructs JPEG quantization tables appropriate for the indicated quality setting. The quality value is expressed on the 0..100 scale recommended by IJG (cjpeg's "-quality" switch uses this routine). Note that the exact mapping from quality values to tables may change in future IJG releases as more is learned about DCT quantization. If the `force_baseline` parameter is `TRUE`, then the quantization table entries are constrained to the range 1..255 for full JPEG baseline compatibility. In the current implementation, this only makes a difference for quality settings below 25, and it effectively prevents very small/low quality files from being generated. The IJG decoder is capable of reading the non-baseline files generated at low quality settings when `force_baseline` is `FALSE`, but other decoders may not be.

`jpeg_set_linear_quality` (`j_compress_ptr` cinfo, int `scale_factor`,  
boolean `force_baseline`)

Same as `jpeg_set_quality()` except that the generated tables are the sample tables given in the JPEG spec section K.1, multiplied by the specified scale factor (which is expressed as a percentage; thus `scale_factor = 100` reproduces the spec's tables). Note that larger scale factors give lower quality. This entry point is useful for conforming to the Adobe PostScript DCT conventions, but we do not recommend linear scaling as a user-visible quality scale otherwise. `force_baseline` again constrains the computed table entries to 1..255.

int `jpeg_quality_scaling` (int `quality`)

Converts a value on the IJG-recommended quality scale to a linear scaling percentage. Note that this routine may change or go away in future releases --- IJG may choose to adopt a scaling method that can't be expressed as a simple scalar multiplier, in which case the premise of this routine collapses. Caveat user.

`jpeg_default_qtables` (`j_compress_ptr` cinfo, boolean `force_baseline`)  
Set default quantization tables with linear `q_scale_factor[]` values (see below).

`jpeg_add_quant_table` (`j_compress_ptr` cinfo, int `which_tbl`,  
const unsigned int \*`basic_table`,  
int `scale_factor`, boolean `force_baseline`)

Allows an arbitrary quantization table to be created. `which_tbl` indicates which table slot to fill. `basic_table` points to an array of 64 unsigned ints given in normal array order. These values are multiplied by `scale_factor/100` and then clamped to the range 1..65535 (or to 1..255 if `force_baseline` is TRUE).

CAUTION: prior to library version 6a, `jpeg_add_quant_table` expected the basic table to be given in JPEG zigzag order. If you need to write code that works with either older or newer versions of this routine, you must check the library version number. Something like `"#if JPEG_LIB_VERSION >= 61"` is the right test.

`jpeg_simple_progression` (`j_compress_ptr` cinfo)

Generates a default scan script for writing a progressive-JPEG file. This is the recommended method of creating a progressive file, unless you want to make a custom scan sequence. You must ensure that the JPEG color space is set correctly before calling this routine.

Compression parameters (cinfo fields) include:

boolean `arith_code`

If TRUE, use arithmetic coding.

If FALSE, use Huffman coding.

int block\_size

Set DCT block size. All N from 1 to 16 are possible.

Default is 8 (baseline format).

Larger values produce higher compression,  
smaller values produce higher quality.

An exact DCT stage is possible with 1 or 2.

With the default quality of 75 and default Luminance qtable  
the DCT+Quantization stage is lossless for value 1.

Note that values other than 8 require a SmartScale capable decoder,  
introduced with IJG JPEG 8. Setting the block\_size parameter for  
compression works with version 8c and later.

J\_DCT\_METHOD dct\_method

Selects the algorithm used for the DCT step. Choices are:

JDCT\_ISLOW: slow but accurate integer algorithm

JDCT\_IFAST: faster, less accurate integer method

JDCT\_FLOAT: floating-point method

JDCT\_DEFAULT: default method (normally JDCT\_ISLOW)

JDCT\_FASTEST: fastest method (normally JDCT\_IFAST)

The FLOAT method is very slightly more accurate than the ISLOW method,  
but may give different results on different machines due to varying  
roundoff behavior. The integer methods should give the same results  
on all machines. On machines with sufficiently fast FP hardware, the  
floating-point method may also be the fastest. The IFAST method is  
considerably less accurate than the other two; its use is not  
recommended if high quality is a concern. JDCT\_DEFAULT and  
JDCT\_FASTEST are macros configurable by each installation.

unsigned int scale\_num, scale\_denom

Scale the image by the fraction scale\_num/scale\_denom. Default is  
1/1, or no scaling. Currently, the supported scaling ratios are  
M/N with all N from 1 to 16, where M is the destination DCT size,  
which is 8 by default (see block\_size parameter above).

(The library design allows for arbitrary scaling ratios but this  
is not likely to be implemented any time soon.)

J\_COLOR\_SPACE jpeg\_color\_space

int num\_components

The JPEG color space and corresponding number of components; see  
"Special color spaces", below, for more info. We recommend using  
jpeg\_set\_colorspace() if you want to change these.

J\_COLOR\_TRANSFORM color\_transform

Internal color transform identifier, writes LSE marker if nonzero  
(requires decoder with inverse color transform support, introduced  
with IJG JPEG 9).

Two values are currently possible: JCT\_NONE and JCT\_SUBTRACT\_GREEN.

Set this value for lossless RGB application *\*before\** calling `jpeg_set_colorspace()`, because entropy table assignment in `jpeg_set_colorspace()` depends on `color_transform`.

boolean `optimize_coding`

TRUE causes the compressor to compute optimal Huffman coding tables for the image. This requires an extra pass over the data and therefore costs a good deal of space and time. The default is FALSE, which tells the compressor to use the supplied or default Huffman tables. In most cases optimal tables save only a few percent of file size compared to the default tables. Note that when this is TRUE, you need not supply Huffman tables at all, and any you do supply will be overwritten.

unsigned int `restart_interval`

int `restart_in_rows`

To emit restart markers in the JPEG file, set one of these nonzero. Set `restart_interval` to specify the exact interval in MCU blocks. Set `restart_in_rows` to specify the interval in MCU rows. (If `restart_in_rows` is not 0, then `restart_interval` is set after the image width in MCUs is computed.) Defaults are zero (no restarts). One restart marker per MCU row is often a good choice. NOTE: the overhead of restart markers is higher in grayscale JPEG files than in color files, and MUCH higher in progressive JPEGs. If you use restarts, you may want to use larger intervals in those cases.

const `jpeg_scan_info` \* `scan_info`

int `num_scans`

By default, `scan_info` is NULL; this causes the compressor to write a single-scan sequential JPEG file. If not NULL, `scan_info` points to an array of scan definition records of length `num_scans`. The compressor will then write a JPEG file having one scan for each scan definition record. This is used to generate noninterleaved or progressive JPEG files. The library checks that the scan array defines a valid JPEG scan sequence. (`jpeg_simple_progression` creates a suitable scan definition array for progressive JPEG.) This is discussed further under "Progressive JPEG support".

boolean `do_fancy_downsampling`

If TRUE, use direct DCT scaling with DCT size > 8 for downsampling of chroma components.

If FALSE, use only DCT size <= 8 and simple separate downsampling. Default is TRUE.

For better image stability in multiple generation compression cycles it is preferable that this value matches the corresponding `do_fancy_upsampling` value in decompression.

int smoothing\_factor

If non-zero, the input image is smoothed; the value should be 1 for minimal smoothing to 100 for maximum smoothing. Consult `jcsample.c` for details of the smoothing algorithm. The default is zero.

boolean write\_JFIF\_header

If TRUE, a JFIF APP0 marker is emitted. `jpeg_set_defaults()` and `jpeg_set_colorspace()` set this TRUE if a JFIF-legal JPEG color space (ie, YCbCr or grayscale) is selected, otherwise FALSE.

UINT8 JFIF\_major\_version

UINT8 JFIF\_minor\_version

The version number to be written into the JFIF marker.

`jpeg_set_defaults()` initializes the version to 1.01 (major=minor=1).

You should set it to 1.02 (major=1, minor=2) if you plan to write any JFIF 1.02 extension markers.

UINT8 density\_unit

UINT16 X\_density

UINT16 Y\_density

The resolution information to be written into the JFIF marker; not used otherwise. `density_unit` may be 0 for unknown, 1 for dots/inch, or 2 for dots/cm. The default values are 0,1,1 indicating square pixels of unknown size.

boolean write\_Adobe\_marker

If TRUE, an Adobe APP14 marker is emitted. `jpeg_set_defaults()` and `jpeg_set_colorspace()` set this TRUE if JPEG color space RGB, CMYK, or YCKK is selected, otherwise FALSE. It is generally a bad idea to set both `write_JFIF_header` and `write_Adobe_marker`. In fact, you probably shouldn't change the default settings at all --- the default behavior ensures that the JPEG file's color space can be recognized by the decoder.

JQUANT\_TBL \* quant\_tbl\_ptrs[NUM\_QUANT\_TBLS]

Pointers to coefficient quantization tables, one per table slot, or NULL if no table is defined for a slot. Usually these should be set via one of the above helper routines; `jpeg_add_quant_table()` is general enough to define any quantization table. The other routines will set up table slot 0 for luminance quality and table slot 1 for chrominance.

int q\_scale\_factor[NUM\_QUANT\_TBLS]

Linear quantization scaling factors (percentage, initialized 100) for use with `jpeg_default_qtables()`.

See `rdswitch.c` and `cjpeg.c` for an example of usage.

Note that the `q_scale_factor[]` fields are the "linear" scales, so you have to convert from user-defined ratings via `jpeg_quality_scaling()`.

Here is an example code which corresponds to `cjpeg -quality 90,70`:

```
jpeg_set_defaults(cinfo);

/* Set luminance quality 90. */
cinfo->q_scale_factor[0] = jpeg_quality_scaling(90);
/* Set chrominance quality 70. */
cinfo->q_scale_factor[1] = jpeg_quality_scaling(70);

jpeg_default_qtables(cinfo, force_baseline);
```

CAUTION: You must also set 1x1 subsampling for efficient separate color quality selection, since the default value used by library is 2x2:

```
cinfo->comp_info[0].v_samp_factor = 1;
cinfo->comp_info[0].h_samp_factor = 1;
```

```
JHUFF_TBL * dc_huff_tbl_ptrs[NUM_HUFF_TBLS]
JHUFF_TBL * ac_huff_tbl_ptrs[NUM_HUFF_TBLS]
```

Pointers to Huffman coding tables, one per table slot, or NULL if no table is defined for a slot. Slots 0 and 1 are filled with the JPEG sample tables by `jpeg_set_defaults()`. If you need to allocate more table structures, `jpeg_alloc_huff_table()` may be used. Note that optimal Huffman tables can be computed for an image by setting `optimize_coding`, as discussed above; there's seldom any need to mess with providing your own Huffman tables.

The actual dimensions of the JPEG image that will be written to the file are given by the following fields. These are computed from the input image dimensions and the compression parameters by `jpeg_start_compress()`. You can also call `jpeg_calc_jpeg_dimensions()` to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size.

```
JDIMENSION jpeg_width Actual dimensions of output image.
JDIMENSION jpeg_height
```

Per-component parameters are stored in the struct `cinfo.comp_info[i]` for component number `i`. Note that components here refer to components of the JPEG color space, \*not\* the source image color space. A suitably large `comp_info[]` array is allocated by `jpeg_set_defaults()`; if you choose not to use that routine, it's up to you to allocate the array.

```
int component_id
The one-byte identifier code to be recorded in the JPEG file for
```



this component. For the standard color spaces, we recommend you leave the default values alone.

int h\_samp\_factor

int v\_samp\_factor

Horizontal and vertical sampling factors for the component; must be 1..4 according to the JPEG standard. Note that larger sampling factors indicate a higher-resolution component; many people find this behavior quite unintuitive. The default values are 2,2 for luminance components and 1,1 for chrominance components, except for grayscale where 1,1 is used.

int quant\_tbl\_no

Quantization table number for component. The default value is 0 for luminance components and 1 for chrominance components.

int dc\_tbl\_no

int ac\_tbl\_no

DC and AC entropy coding table numbers. The default values are 0 for luminance components and 1 for chrominance components.

int component\_index

Must equal the component's index in comp\_info[]. (Beginning in release v6, the compressor library will fill this in automatically; you don't have to.)

#### Decompression parameter selection

-----

Decompression parameter selection is somewhat simpler than compression parameter selection, since all of the JPEG internal parameters are recorded in the source file and need not be supplied by the application. (Unless you are working with abbreviated files, in which case see "Abbreviated datastreams", below.) Decompression parameters control the postprocessing done on the image to deliver it in a format suitable for the application's use. Many of the parameters control speed/quality tradeoffs, in which faster decompression may be obtained at the price of a poorer-quality image. The defaults select the highest quality (slowest) processing.

The following fields in the JPEG object are set by jpeg\_read\_header() and may be useful to the application in choosing decompression parameters:

JDIMENSION image\_width Width and height of image

JDIMENSION image\_height

int num\_components Number of color components

J\_COLOR\_SPACE jpeg\_color\_space Colorspace of image

boolean saw\_JFIF\_marker TRUE if a JFIF APP0 marker was seen  
UINT8 JFIF\_major\_version Version information from JFIF marker  
UINT8 JFIF\_minor\_version  
UINT8 density\_unit Resolution data from JFIF marker  
UINT16 X\_density  
UINT16 Y\_density  
boolean saw\_Adobe\_marker TRUE if an Adobe APP14 marker was seen  
UINT8 Adobe\_transform Color transform code from Adobe marker

The JPEG color space, unfortunately, is something of a guess since the JPEG standard proper does not provide a way to record it. In practice most files adhere to the JFIF or Adobe conventions, and the decoder will recognize these correctly. See "Special color spaces", below, for more info.

The decompression parameters that determine the basic properties of the returned image are:

J\_COLOR\_SPACE out\_color\_space

Output color space. jpeg\_read\_header() sets an appropriate default based on jpeg\_color\_space; typically it will be RGB or grayscale. The application can change this field to request output in a different colorspace. For example, set it to JCS\_GRAYSCALE to get grayscale output from a color file. (This is useful for previewing: grayscale output is faster than full color since the color components need not be processed.) Note that not all possible color space transforms are currently implemented; you may need to extend jdcolor.c if you want an unusual conversion.

unsigned int scale\_num, scale\_denom

Scale the image by the fraction scale\_num/scale\_denom. Currently, the supported scaling ratios are M/N with all M from 1 to 16, where N is the source DCT size, which is 8 for baseline JPEG. (The library design allows for arbitrary scaling ratios but this is not likely to be implemented any time soon.) The values are initialized by jpeg\_read\_header() with the source DCT size. For baseline JPEG this is 8/8. If you change only the scale\_num value while leaving the other unchanged, then this specifies the DCT scaled size to be applied on the given input. For baseline JPEG this is equivalent to M/8 scaling, since the source DCT size for baseline JPEG is 8. Smaller scaling ratios permit significantly faster decoding since fewer pixels need be processed and a simpler IDCT method can be used.

boolean quantize\_colors

If set TRUE, colormapped output will be delivered. Default is FALSE, meaning that full-color output will be delivered.

The next three parameters are relevant only if quantize\_colors is TRUE.

int desired\_number\_of\_colors

Maximum number of colors to use in generating a library-supplied color map (the actual number of colors is returned in a different field).

Default 256. Ignored when the application supplies its own color map.

boolean two\_pass\_quantize

If TRUE, an extra pass over the image is made to select a custom color map for the image. This usually looks a lot better than the one-size-fits-all colormap that is used otherwise. Default is TRUE. Ignored when the application supplies its own color map.

J\_DITHER\_MODE dither\_mode

Selects color dithering method. Supported values are:

JDITHER\_NONE no dithering: fast, very low quality

JDITHER\_ORDERED ordered dither: moderate speed and quality

JDITHER\_FS Floyd-Steinberg dither: slow, high quality

Default is JDITHER\_FS. (At present, ordered dither is implemented only in the single-pass, standard-colormap case. If you ask for ordered dither when two\_pass\_quantize is TRUE or when you supply an external color map, you'll get F-S dithering.)

When quantize\_colors is TRUE, the target color map is described by the next two fields. colormap is set to NULL by jpeg\_read\_header(). The application can supply a color map by setting colormap non-NULL and setting actual\_number\_of\_colors to the map size. Otherwise, jpeg\_start\_decompress() selects a suitable color map and sets these two fields itself.

[Implementation restriction: at present, an externally supplied colormap is only accepted for 3-component output color spaces.]

JSAMPARRAY colormap

The color map, represented as a 2-D pixel array of out\_color\_components rows and actual\_number\_of\_colors columns. Ignored if not quantizing.

CAUTION: if the JPEG library creates its own colormap, the storage pointed to by this field is released by jpeg\_finish\_decompress().

Copy the colormap somewhere else first, if you want to save it.

int actual\_number\_of\_colors

The number of colors in the color map.

Additional decompression parameters that the application may set include:

J\_DCT\_METHOD dct\_method

Selects the algorithm used for the DCT step. Choices are the same as described above for compression.

boolean do\_fancy\_upsampling

If TRUE, use direct DCT scaling with DCT size > 8 for upsampling

of chroma components.

If FALSE, use only DCT size  $\leq 8$  and simple separate upsampling.

Default is TRUE.

For better image stability in multiple generation compression cycles it is preferable that this value matches the corresponding `do_fancy_downsampling` value in compression.

boolean `do_block_smoothing`

If TRUE, interblock smoothing is applied in early stages of decoding progressive JPEG files; if FALSE, not. Default is TRUE. Early progression stages look "fuzzy" with smoothing, "blocky" without. In any case, block smoothing ceases to be applied after the first few AC coefficients are known to full accuracy, so it is relevant only when using buffered-image mode for progressive images.

boolean `enable_1pass_quant`

boolean `enable_external_quant`

boolean `enable_2pass_quant`

These are significant only in buffered-image mode, which is described in its own section below.

The output image dimensions are given by the following fields. These are computed from the source image dimensions and the decompression parameters by `jpeg_start_decompress()`. You can also call `jpeg_calc_output_dimensions()` to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size. It's also important if you are using the JPEG library's memory manager to allocate output buffer space, because you are supposed to request such buffers *\*before\** `jpeg_start_decompress()`.

JDIMENSION `output_width` Actual dimensions of output image.

JDIMENSION `output_height`

int `out_color_components` Number of color components in `out_color_space`.

int `output_components` Number of color components returned.

int `rec_outbuf_height` Recommended height of scanline buffer.

When quantizing colors, `output_components` is 1, indicating a single color map index per pixel. Otherwise it equals `out_color_components`. The output arrays are required to be `output_width * output_components` JSAMPLEs wide.

`rec_outbuf_height` is the recommended minimum height (in scanlines) of the buffer passed to `jpeg_read_scanlines()`. If the buffer is smaller, the library will still work, but time will be wasted due to unnecessary data copying. In high-quality modes, `rec_outbuf_height` is always 1, but some faster, lower-quality modes set it to larger values (typically 2 to 4).

If you are going to ask for a high-speed processing mode, you may as well go to the trouble of honoring `rec_outbuf_height` so as to avoid data copying.

(An output buffer larger than `rec_outbuf_height` lines is OK, but won't provide any material speed improvement over that height.)

## Special color spaces

-----

The JPEG standard itself is "color blind" and doesn't specify any particular color space. It is customary to convert color data to a luminance/chrominance color space before compressing, since this permits greater compression. The existing JPEG file interchange format standards specify YCbCr or GRAYSCALE data (JFIF version 1), GRAYSCALE, RGB, YCbCr, CMYK, or YCCK (Adobe), or BG\_RGB or BG\_YCC (big gamut color spaces, JFIF version 2). For special applications such as multispectral images, other color spaces can be used, but it must be understood that such files will be unportable.

The JPEG library can handle the most common colorspace conversions (namely RGB  $\Leftrightarrow$  YCbCr and CMYK  $\Leftrightarrow$  YCCK). It can also deal with data of an unknown color space, passing it through without conversion. If you deal extensively with an unusual color space, you can easily extend the library to understand additional color spaces and perform appropriate conversions.

For compression, the source data's color space is specified by field `in_color_space`. This is transformed to the JPEG file's color space given by `jpeg_color_space`. `jpeg_set_defaults()` chooses a reasonable JPEG color space depending on `in_color_space`, but you can override this by calling `jpeg_set_colorspace()`. Of course you must select a supported transformation. `jpegcolor.c` currently supports the following transformations:

RGB => YCbCr

RGB => GRAYSCALE

RGB => BG\_YCC

YCbCr => GRAYSCALE

YCbCr => BG\_YCC

CMYK => YCCK

plus the null transforms: GRAYSCALE => GRAYSCALE, RGB => RGB, BG\_RGB => BG\_RGB, YCbCr => YCbCr, BG\_YCC => BG\_YCC, CMYK => CMYK, YCCK => YCCK, and UNKNOWN => UNKNOWN.

The file interchange format standards (JFIF and Adobe) specify APPn markers that indicate the color space of the JPEG file. It is important to ensure that these are written correctly, or omitted if the JPEG file's color space is not one of the ones supported by the interchange standards.

`jpeg_set_colorspace()` will set the compression parameters to include or omit the APPn markers properly, so long as it is told the truth about the JPEG color space. For example, if you are writing some random 3-component color space without conversion, don't try to fake out the library by setting `in_color_space` and `jpeg_color_space` to `JCS_YCbCr`; use `JCS_UNKNOWN`. You may want to write an APPn marker of your own devising to identify

the colorspace --- see "Special markers", below.

When told that the color space is UNKNOWN, the library will default to using luminance-quality compression parameters for all color components. You may well want to change these parameters. See the source code for `jpeg_set_colorspace()`, in `jcparam.c`, for details.

For decompression, the JPEG file's color space is given in `jpeg_color_space`, and this is transformed to the output color space `out_color_space`. `jpeg_read_header`'s setting of `jpeg_color_space` can be relied on if the file conforms to JFIF or Adobe conventions, but otherwise it is no better than a guess. If you know the JPEG file's color space for certain, you can override `jpeg_read_header`'s guess by setting `jpeg_color_space`. `jpeg_read_header` also selects a default output color space based on (its guess of) `jpeg_color_space`; set `out_color_space` to override this. Again, you must select a supported transformation. `jdcolor.c` currently supports

YCbCr => RGB

YCbCr => GRAYSCALE

BG\_YCC => RGB

BG\_YCC => GRAYSCALE

RGB => GRAYSCALE

GRAYSCALE => RGB

YCCK => CMYK

as well as the null transforms. (Since GRAYSCALE=>RGB is provided, an application can force grayscale JPEGs to look like color JPEGs if it only wants to handle one case.)

The two-pass color quantizer, `jquant2.c`, is specialized to handle RGB data (it weights distances appropriately for RGB colors). You'll need to modify the code if you want to use it for non-RGB output color spaces. Note that `jquant2.c` is used to map to an application-supplied colormap as well as for the normal two-pass colormap selection process.

CAUTION: it appears that Adobe Photoshop writes inverted data in CMYK JPEG files: 0 represents 100% ink coverage, rather than 0% ink as you'd expect. This is arguably a bug in Photoshop, but if you need to work with Photoshop CMYK files, you will have to deal with it in your application. We cannot "fix" this in the library by inverting the data during the CMYK<=>YCCK transform, because that would break other applications, notably Ghostscript. Photoshop versions prior to 3.0 write EPS files containing JPEG-encoded CMYK data in the same inverted-YCCK representation used in bare JPEG files, but the surrounding PostScript code performs an inversion using the PS image operator. I am told that Photoshop 3.0 will write uninverted YCCK in EPS/JPEG files, and will omit the PS-level inversion. (But the data polarity used in bare JPEG files will not change in 3.0.) In either case, the JPEG library must not invert the data itself, or else Ghostscript would read these EPS files incorrectly.

## Error handling

-----

When the default error handler is used, any error detected inside the JPEG routines will cause a message to be printed on `stderr`, followed by `exit()`. You can supply your own error handling routines to override this behavior and to control the treatment of nonfatal warnings and trace/debug messages. The file `example.c` illustrates the most common case, which is to have the application regain control after an error rather than exiting.

The JPEG library never writes any message directly; it always goes through the error handling routines. Three classes of messages are recognized:

- \* Fatal errors: the library cannot continue.
- \* Warnings: the library can continue, but the data is corrupt, and a damaged output image is likely to result.
- \* Trace/informational messages. These come with a trace level indicating the importance of the message; you can control the verbosity of the program by adjusting the maximum trace level that will be displayed.

You may, if you wish, simply replace the entire JPEG error handling module (`jerror.c`) with your own code. However, you can avoid code duplication by only replacing some of the routines depending on the behavior you need. This is accomplished by calling `jpeg_std_error()` as usual, but then overriding some of the method pointers in the `jpeg_error_mgr` struct, as illustrated by `example.c`.

All of the error handling routines will receive a pointer to the JPEG object (a `j_common_ptr` which points to either a `jpeg_compress_struct` or a `jpeg_decompress_struct`; if you need to tell which, test the `is_decompressor` field). This struct includes a pointer to the error manager struct in its "err" field. Frequently, custom error handler routines will need to access additional data which is not known to the JPEG library or the standard error handler. The most convenient way to do this is to embed either the JPEG object or the `jpeg_error_mgr` struct in a larger structure that contains additional fields; then casting the passed pointer provides access to the additional fields. Again, see `example.c` for one way to do it. (Beginning with IJG version 6b, there is also a void pointer "client\_data" in each JPEG object, which the application can also use to find related data. The library does not touch `client_data` at all.)

The individual methods that you might wish to override are:

`error_exit(j_common_ptr cinfo)`

Receives control for a fatal error. Information sufficient to generate the error message has been stored in `cinfo->err`; call `output_message` to display it. Control must NOT return to the caller; generally this routine will `exit()` or `longjmp()` somewhere.

Typically you would override this routine to get rid of the exit() default behavior. Note that if you continue processing, you should clean up the JPEG object with jpeg\_abort() or jpeg\_destroy().

output\_message (j\_common\_ptr cinfo)

Actual output of any JPEG message. Override this to send messages somewhere other than stderr. Note that this method does not know how to generate a message, only where to send it.

format\_message (j\_common\_ptr cinfo, char \* buffer)

Constructs a readable error message string based on the error info stored in cinfo->err. This method is called by output\_message. Few applications should need to override this method. One possible reason for doing so is to implement dynamic switching of error message language.

emit\_message (j\_common\_ptr cinfo, int msg\_level)

Decide whether or not to emit a warning or trace message; if so, calls output\_message. The main reason for overriding this method would be to abort on warnings. msg\_level is -1 for warnings, 0 and up for trace messages.

Only error\_exit() and emit\_message() are called from the rest of the JPEG library; the other two are internal to the error handler.

The actual message texts are stored in an array of strings which is pointed to by the field err->jpeg\_message\_table. The messages are numbered from 0 to err->last\_jpeg\_message, and it is these code numbers that are used in the JPEG library code. You could replace the message texts (for instance, with messages in French or German) by changing the message table pointer. See jerror.h for the default texts. CAUTION: this table will almost certainly change or grow from one library version to the next.

It may be useful for an application to add its own message texts that are handled by the same mechanism. The error handler supports a second "add-on" message table for this purpose. To define an addon table, set the pointer err->addon\_message\_table and the message numbers err->first\_addon\_message and err->last\_addon\_message. If you number the addon messages beginning at 1000 or so, you won't have to worry about conflicts with the library's built-in messages. See the sample applications cjpeg/djpeg for an example of using addon messages (the addon messages are defined in cderror.h).

Actual invocation of the error handler is done via macros defined in jerror.h:

ERREXITn(...) for fatal errors

WARNMSn(...) for corrupt-data warnings

TRACEMSn(...) for trace and informational messages.

These macros store the message code and any additional parameters into the error handler struct, then invoke the error\_exit() or emit\_message() method.



The variants of each macro are for varying numbers of additional parameters. The additional parameters are inserted into the generated message using standard printf() format codes.

See jerror.h and jerror.c for further details.

#### Compressed data handling (source and destination managers)

-----

The JPEG compression library sends its compressed data to a "destination manager" module. The default destination manager just writes the data to a memory buffer or to a stdio stream, but you can provide your own manager to do something else. Similarly, the decompression library calls a "source manager" to obtain the compressed data; you can provide your own source manager if you want the data to come from somewhere other than a memory buffer or a stdio stream.

In both cases, compressed data is processed a bufferload at a time: the destination or source manager provides a work buffer, and the library invokes the manager only when the buffer is filled or emptied. (You could define a one-character buffer to force the manager to be invoked for each byte, but that would be rather inefficient.) The buffer's size and location are controlled by the manager, not by the library. For example, the memory source manager just makes the buffer pointer and length point to the original data in memory. In this case the buffer-reload procedure will be invoked only if the decompressor ran off the end of the datastream, which would indicate an erroneous datastream.

The work buffer is defined as an array of datatype JOCTET, which is generally "char" or "unsigned char". On a machine where char is not exactly 8 bits wide, you must define JOCTET as a wider data type and then modify the data source and destination modules to transcribe the work arrays into 8-bit units on external storage.

A data destination manager struct contains a pointer and count defining the next byte to write in the work buffer and the remaining free space:

```
JOCTET * next_output_byte; /* => next byte to write in buffer */
size_t free_in_buffer;    /* # of byte spaces remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer is filled. The manager's empty\_output\_buffer method must reset the pointer and count. The manager is expected to remember the buffer's starting address and total size in private fields not visible to the library.

A data destination manager provides three methods:

init\_destination (j\_compress\_ptr cinfo)

Initialize destination. This is called by jpeg\_start\_compress() before any data is actually written. It must initialize next\_output\_byte and free\_in\_buffer. free\_in\_buffer must be initialized to a positive value.

empty\_output\_buffer (j\_compress\_ptr cinfo)

This is called whenever the buffer has filled (free\_in\_buffer reaches zero). In typical applications, it should write out the \*entire\* buffer (use the saved start address and buffer length; ignore the current state of next\_output\_byte and free\_in\_buffer). Then reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been dumped. free\_in\_buffer must be set to a positive value when TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this operating mode is discussed in the next section).

term\_destination (j\_compress\_ptr cinfo)

Terminate destination --- called by jpeg\_finish\_compress() after all data has been written. In most applications, this must flush any data remaining in the buffer. Use either next\_output\_byte or free\_in\_buffer to determine how much data is in the buffer.

term\_destination() is NOT called by jpeg\_abort() or jpeg\_destroy(). If you want the destination manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a jpeg\_destination\_mgr struct, fill in its method pointers, and insert a pointer to the struct into the "dest" field of the JPEG compression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the jpeg\_stdio\_dest() or jpeg\_mem\_dest() routines of the supplied destination managers.

Decompression source managers follow a parallel design, but with some additional frammishes. The source manager struct contains a pointer and count defining the next byte to read from the work buffer and the number of bytes remaining:

```
const JOCTET * next_input_byte; /* => next byte to read from buffer */
size_t bytes_in_buffer;      /* # of bytes remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer is emptied. The manager's fill\_input\_buffer method must reset the pointer and count. In most applications, the manager must remember the buffer's starting address and total size in private fields not visible to the library.

A data source manager provides five methods:

`init_source (j_decompress_ptr cinfo)`

Initialize source. This is called by `jpeg_read_header()` before any data is actually read. Unlike `init_destination()`, it may leave `bytes_in_buffer` set to 0 (in which case a `fill_input_buffer()` call will occur immediately).

`fill_input_buffer (j_decompress_ptr cinfo)`

This is called whenever `bytes_in_buffer` has reached zero and more data is wanted. In typical applications, it should read fresh data into the buffer (ignoring the current state of `next_input_byte` and `bytes_in_buffer`), reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been reloaded. It is not necessary to fill the buffer entirely, only to obtain at least one more byte. `bytes_in_buffer` MUST be set to a positive value if TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this mode is discussed in the next section).

`skip_input_data (j_decompress_ptr cinfo, long num_bytes)`

Skip `num_bytes` worth of data. The buffer pointer and count should be advanced over `num_bytes` input bytes, refilling the buffer as needed. This is used to skip over a potentially large amount of uninteresting data (such as an APPn marker). In some applications it may be possible to optimize away the reading of the skipped data, but it's not clear that being smart is worth much trouble; large skips are uncommon. `bytes_in_buffer` may be zero on return. A zero or negative skip count should be treated as a no-op.

`resync_to_restart (j_decompress_ptr cinfo, int desired)`

This routine is called only when the decompressor has failed to find a restart (RSTn) marker where one is expected. Its mission is to find a suitable point for resuming decompression. For most applications, we recommend that you just use the default resync procedure, `jpeg_resync_to_restart()`. However, if you are able to back up in the input data stream, or if you have a-priori knowledge about the likely location of restart markers, you may be able to do better. Read the `read_restart_marker()` and `jpeg_resync_to_restart()` routines in `jdmarker.c` if you think you'd like to implement your own resync procedure.

`term_source (j_decompress_ptr cinfo)`

Terminate source --- called by `jpeg_finish_decompress()` after all data has been read. Often a no-op.

For both `fill_input_buffer()` and `skip_input_data()`, there is no such thing as an EOF return. If the end of the file has been reached, the routine has a choice of exiting via `ERREXIT()` or inserting fake data into the buffer. In most cases, generating a warning message and inserting a fake EOI marker

is the best course of action --- this will allow the decompressor to output however much of the image is there. In pathological cases, the decompressor may swallow the EOI and again demand data ... just keep feeding it fake EOIs. `jdatasrc.c` illustrates the recommended error recovery behavior.

`term_source()` is NOT called by `jpeg_abort()` or `jpeg_destroy()`. If you want the source manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a `jpeg_source_mgr` struct, fill in its method pointers, and insert a pointer to the struct into the "src" field of the JPEG decompression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the `jpeg_stdio_src()` or `jpeg_mem_src()` routines of the supplied source managers.

For more information, consult the memory and stdio source and destination managers in `jdatasrc.c` and `jdatadst.c`.

## I/O suspension

-----

Some applications need to use the JPEG library as an incremental memory-to-memory filter: when the compressed data buffer is filled or emptied, they want control to return to the outer loop, rather than expecting that the buffer can be emptied or reloaded within the data source/destination manager subroutine. The library supports this need by providing an "I/O suspension" mode, which we describe in this section.

The I/O suspension mode is not a panacea: nothing is guaranteed about the maximum amount of time spent in any one call to the library, so it will not eliminate response-time problems in single-threaded applications. If you need guaranteed response time, we suggest you "bite the bullet" and implement a real multi-tasking capability.

To use I/O suspension, cooperation is needed between the calling application and the data source or destination manager; you will always need a custom source/destination manager. (Please read the previous section if you haven't already.) The basic idea is that the `empty_output_buffer()` or `fill_input_buffer()` routine is a no-op, merely returning FALSE to indicate that it has done nothing. Upon seeing this, the JPEG library suspends operation and returns to its caller. The surrounding application is responsible for emptying or refilling the work buffer before calling the JPEG library again.

### Compression suspension:

For compression suspension, use an `empty_output_buffer()` routine that returns FALSE; typically it will not do anything else. This will cause the

compressor to return to the caller of `jpeg_write_scanlines()`, with the return value indicating that not all the supplied scanlines have been accepted. The application must make more room in the output buffer, adjust the output buffer pointer/count appropriately, and then call `jpeg_write_scanlines()` again, pointing to the first unconsumed scanline.

When forced to suspend, the compressor will backtrack to a convenient stopping point (usually the start of the current MCU); it will regenerate some output data when restarted. Therefore, although `empty_output_buffer()` is only called when the buffer is filled, you should NOT write out the entire buffer after a suspension. Write only the data up to the current position of `next_output_byte/free_in_buffer`. The data beyond that point will be regenerated after resumption.

Because of the backtracking behavior, a good-size output buffer is essential for efficiency; you don't want the compressor to suspend often. (In fact, an overly small buffer could lead to infinite looping, if a single MCU required more data than would fit in the buffer.) We recommend a buffer of at least several Kbytes. You may want to insert explicit code to ensure that you don't call `jpeg_write_scanlines()` unless there is a reasonable amount of space in the output buffer; in other words, flush the buffer before trying to compress more data.

The compressor does not allow suspension while it is trying to write JPEG markers at the beginning and end of the file. This means that:

- \* At the beginning of a compression operation, there must be enough free space in the output buffer to hold the header markers (typically 600 or so bytes). The recommended buffer size is bigger than this anyway, so this is not a problem as long as you start with an empty buffer. However, this restriction might catch you if you insert large special markers, such as a JFIF thumbnail image, without flushing the buffer afterwards.
- \* When you call `jpeg_finish_compress()`, there must be enough space in the output buffer to emit any buffered data and the final EOI marker. In the current implementation, half a dozen bytes should suffice for this, but for safety's sake we recommend ensuring that at least 100 bytes are free before calling `jpeg_finish_compress()`.

A more significant restriction is that `jpeg_finish_compress()` cannot suspend. This means you cannot use suspension with multi-pass operating modes, namely Huffman code optimization and multiple-scan output. Those modes write the whole file during `jpeg_finish_compress()`, which will certainly result in buffer overrun. (Note that this restriction applies only to compression, not decompression. The decompressor supports input suspension in all of its operating modes.)

Decompression suspension:

For decompression suspension, use a `fill_input_buffer()` routine that simply

returns FALSE (except perhaps during error recovery, as discussed below).

This will cause the decompressor to return to its caller with an indication that suspension has occurred. This can happen at four places:

- \* `jpeg_read_header()`: will return `JPEG_SUSPENDED`.
- \* `jpeg_start_decompress()`: will return `FALSE`, rather than its usual `TRUE`.
- \* `jpeg_read_scanlines()`: will return the number of scanlines already completed (possibly 0).
- \* `jpeg_finish_decompress()`: will return `FALSE`, rather than its usual `TRUE`.

The surrounding application must recognize these cases, load more data into the input buffer, and repeat the call. In the case of `jpeg_read_scanlines()`, increment the passed pointers past any scanlines successfully read.

Just as with compression, the decompressor will typically backtrack to a convenient restart point before suspending. When `fill_input_buffer()` is called, `next_input_byte/bytes_in_buffer` point to the current restart point, which is where the decompressor will backtrack to if `FALSE` is returned. The data beyond that position must NOT be discarded if you suspend; it needs to be re-read upon resumption. In most implementations, you'll need to shift this data down to the start of your work buffer and then load more data after it. Again, this behavior means that a several-Kbyte work buffer is essential for decent performance; furthermore, you should load a reasonable amount of new data before resuming decompression. (If you loaded, say, only one new byte each time around, you could waste a LOT of cycles.)

The `skip_input_data()` source manager routine requires special care in a suspension scenario. This routine is NOT granted the ability to suspend the decompressor; it can decrement `bytes_in_buffer` to zero, but no more. If the requested skip distance exceeds the amount of data currently in the input buffer, then `skip_input_data()` must set `bytes_in_buffer` to zero and record the additional skip distance somewhere else. The decompressor will immediately call `fill_input_buffer()`, which should return `FALSE`, which will cause a suspension return. The surrounding application must then arrange to discard the recorded number of bytes before it resumes loading the input buffer. (Yes, this design is rather baroque, but it avoids complexity in the far more common case where a non-suspending source manager is used.)

If the input data has been exhausted, we recommend that you emit a warning and insert dummy EOI markers just as a non-suspending data source manager would do. This can be handled either in the surrounding application logic or within `fill_input_buffer()`; the latter is probably more efficient. If `fill_input_buffer()` knows that no more data is available, it can set the pointer/count to point to a dummy EOI marker and then return `TRUE` just as though it had read more data in a non-suspending situation.

The decompressor does not attempt to suspend within standard JPEG markers; instead it will backtrack to the start of the marker and reprocess the whole marker next time. Hence the input buffer must be large enough to hold the longest standard marker in the file. Standard JPEG markers should normally

not exceed a few hundred bytes each (DHT tables are typically the longest). We recommend at least a 2K buffer for performance reasons, which is much larger than any correct marker is likely to be. For robustness against damaged marker length counts, you may wish to insert a test in your application for the case that the input buffer is completely full and yet the decoder has suspended without consuming any data --- otherwise, if this situation did occur, it would lead to an endless loop. (The library can't provide this test since it has no idea whether "the buffer is full", or even whether there is a fixed-size input buffer.)

The input buffer would need to be 64K to allow for arbitrary COM or APPn markers, but these are handled specially: they are either saved into allocated memory, or skipped over by calling `skip_input_data()`. In the former case, suspension is handled correctly, and in the latter case, the problem of buffer overrun is placed on `skip_input_data`'s shoulders, as explained above. Note that if you provide your own marker handling routine for large markers, you should consider how to deal with buffer overflow.

Multiple-buffer management:

In some applications it is desirable to store the compressed data in a linked list of buffer areas, so as to avoid data copying. This can be handled by having `empty_output_buffer()` or `fill_input_buffer()` set the pointer and count to reference the next available buffer; `FALSE` is returned only if no more buffers are available. Although seemingly straightforward, there is a pitfall in this approach: the backtrack that occurs when `FALSE` is returned could back up into an earlier buffer. For example, when `fill_input_buffer()` is called, the current pointer & count indicate the backtrack restart point. Since `fill_input_buffer()` will set the pointer and count to refer to a new buffer, the restart position must be saved somewhere else. Suppose a second call to `fill_input_buffer()` occurs in the same library call, and no additional input data is available, so `fill_input_buffer` must return `FALSE`. If the JPEG library has not moved the pointer/count forward in the current buffer, then \*the correct restart point is the saved position in the prior buffer\*. Prior buffers may be discarded only after the library establishes a restart point within a later buffer. Similar remarks apply for output into a chain of buffers.

The library will never attempt to backtrack over a `skip_input_data()` call, so any skipped data can be permanently discarded. You still have to deal with the case of skipping not-yet-received data, however.

It's much simpler to use only a single buffer; when `fill_input_buffer()` is called, move any unconsumed data (beyond the current pointer/count) down to the beginning of this buffer and then load new data into the remaining buffer space. This approach requires a little more data copying but is far easier to get right.

## Progressive JPEG support

-----

Progressive JPEG rearranges the stored data into a series of scans of increasing quality. In situations where a JPEG file is transmitted across a slow communications link, a decoder can generate a low-quality image very quickly from the first scan, then gradually improve the displayed quality as more scans are received. The final image after all scans are complete is identical to that of a regular (sequential) JPEG file of the same quality setting. Progressive JPEG files are often slightly smaller than equivalent sequential JPEG files, but the possibility of incremental display is the main reason for using progressive JPEG.

The IJG encoder library generates progressive JPEG files when given a suitable "scan script" defining how to divide the data into scans. Creation of progressive JPEG files is otherwise transparent to the encoder. Progressive JPEG files can also be read transparently by the decoder library. If the decoding application simply uses the library as defined above, it will receive a final decoded image without any indication that the file was progressive. Of course, this approach does not allow incremental display. To perform incremental display, an application needs to use the decoder library's "buffered-image" mode, in which it receives a decoded image multiple times.

Each displayed scan requires about as much work to decode as a full JPEG image of the same size, so the decoder must be fairly fast in relation to the data transmission rate in order to make incremental display useful. However, it is possible to skip displaying the image and simply add the incoming bits to the decoder's coefficient buffer. This is fast because only Huffman decoding need be done, not IDCT, upsampling, colorspace conversion, etc. The IJG decoder library allows the application to switch dynamically between displaying the image and simply absorbing the incoming bits. A properly coded application can automatically adapt the number of display passes to suit the time available as the image is received. Also, a final higher-quality display cycle can be performed from the buffered data after the end of the file is reached.

### Progressive compression:

To create a progressive JPEG file (or a multiple-scan sequential JPEG file), set the scan\_info cinfo field to point to an array of scan descriptors, and perform compression as usual. Instead of constructing your own scan list, you can call the jpeg\_simple\_progression() helper routine to create a recommended progression sequence; this method should be used by all applications that don't want to get involved in the nitty-gritty of progressive scan sequence design. (If you want to provide user control of scan sequences, you may wish to borrow the scan script reading code found



in rdswitch.c, so that you can read scan script files just like cjpeg's.) When scan\_info is not NULL, the compression library will store DCT'd data into a buffer array as jpeg\_write\_scanlines() is called, and will emit all the requested scans during jpeg\_finish\_compress(). This implies that multiple-scan output cannot be created with a suspending data destination manager, since jpeg\_finish\_compress() does not support suspension. We should also note that the compressor currently forces Huffman optimization mode when creating a progressive JPEG file, because the default Huffman tables are unsuitable for progressive files.

#### Progressive decompression:

When buffered-image mode is not used, the decoder library will read all of a multi-scan file during jpeg\_start\_decompress(), so that it can provide a final decoded image. (Here "multi-scan" means either progressive or multi-scan sequential.) This makes multi-scan files transparent to the decoding application. However, existing applications that used suspending input with version 5 of the IJG library will need to be modified to check for a suspension return from jpeg\_start\_decompress().

To perform incremental display, an application must use the library's buffered-image mode. This is described in the next section.

#### Buffered-image mode

-----

In buffered-image mode, the library stores the partially decoded image in a coefficient buffer, from which it can be read out as many times as desired. This mode is typically used for incremental display of progressive JPEG files, but it can be used with any JPEG file. Each scan of a progressive JPEG file adds more data (more detail) to the buffered image. The application can display in lockstep with the source file (one display pass per input scan), or it can allow input processing to outrun display processing. By making input and display processing run independently, it is possible for the application to adapt progressive display to a wide range of data transmission rates.

The basic control flow for buffered-image decoding is

```
jpeg_create_decompress()
set data source
jpeg_read_header()
set overall decompression parameters
cinfo.buffered_image = TRUE; /* select buffered-image mode */
jpeg_start_decompress()
for (each output pass) {
    adjust output decompression parameters if required
```

```

jpeg_start_output() /* start a new output pass */
for (all scanlines in image) {
    jpeg_read_scanlines()
    display scanlines
}
jpeg_finish_output() /* terminate output pass */
}
jpeg_finish_decompress()
jpeg_destroy_decompress()

```

This differs from ordinary unbuffered decoding in that there is an additional level of looping. The application can choose how many output passes to make and how to display each pass.

The simplest approach to displaying progressive images is to do one display pass for each scan appearing in the input file. In this case the outer loop condition is typically

```
while (! jpeg_input_complete(&cinfo))
```

and the start-output call should read

```
jpeg_start_output(&cinfo, cinfo.input_scan_number);
```

The second parameter to `jpeg_start_output()` indicates which scan of the input file is to be displayed; the scans are numbered starting at 1 for this purpose. (You can use a loop counter starting at 1 if you like, but using the library's input scan counter is easier.) The library automatically reads data as necessary to complete each requested scan, and `jpeg_finish_output()` advances to the next scan or end-of-image marker (hence `input_scan_number` will be incremented by the time control arrives back at `jpeg_start_output()`). With this technique, data is read from the input file only as needed, and input and output processing run in lockstep.

After reading the final scan and reaching the end of the input file, the buffered image remains available; it can be read additional times by repeating the `jpeg_start_output()/jpeg_read_scanlines()/jpeg_finish_output()` sequence. For example, a useful technique is to use fast one-pass color quantization for display passes made while the image is arriving, followed by a final display pass using two-pass quantization for highest quality. This is done by changing the library parameters before the final output pass. Changing parameters between passes is discussed in detail below.

In general the last scan of a progressive file cannot be recognized as such until after it is read, so a post-input display pass is the best approach if you want special processing in the final pass.

When done with the image, be sure to call `jpeg_finish_decompress()` to release the buffered image (or just use `jpeg_destroy_decompress()`).

If input data arrives faster than it can be displayed, the application can cause the library to decode input data in advance of what's needed to produce

output. This is done by calling the routine `jpeg_consume_input()`.

The return value is one of the following:

`JPEG_REACHED_SOS`: reached an SOS marker (the start of a new scan)

`JPEG_REACHED_EOI`: reached the EOI marker (end of image)

`JPEG_ROW_COMPLETED`: completed reading one MCU row of compressed data

`JPEG_SCAN_COMPLETED`: completed reading last MCU row of current scan

`JPEG_SUSPENDED`: suspended before completing any of the above

(`JPEG_SUSPENDED` can occur only if a suspending data source is used.) This

routine can be called at any time after initializing the JPEG object. It

reads some additional data and returns when one of the indicated significant

events occurs. (If called after the EOI marker is reached, it will

immediately return `JPEG_REACHED_EOI` without attempting to read more data.)

The library's output processing will automatically call `jpeg_consume_input()`

whenever the output processing overtakes the input; thus, simple lockstep

display requires no direct calls to `jpeg_consume_input()`. But by adding

calls to `jpeg_consume_input()`, you can absorb data in advance of what is

being displayed. This has two benefits:

- \* You can limit buildup of unprocessed data in your input buffer.

- \* You can eliminate extra display passes by paying attention to the state of the library's input processing.

The first of these benefits only requires interspersing calls to

`jpeg_consume_input()` with your display operations and any other processing

you may be doing. To avoid wasting cycles due to backtracking, it's best to

call `jpeg_consume_input()` only after a hundred or so new bytes have arrived.

This is discussed further under "I/O suspension", above. (Note: the JPEG

library currently is not thread-safe. You must not call `jpeg_consume_input()`

from one thread of control if a different library routine is working on the

same JPEG object in another thread.)

When input arrives fast enough that more than one new scan is available

before you start a new output pass, you may as well skip the output pass

corresponding to the completed scan. This occurs for free if you pass

`cinfo.input_scan_number` as the target scan number to `jpeg_start_output()`.

The `input_scan_number` field is simply the index of the scan currently being

consumed by the input processor. You can ensure that this is up-to-date by

emptying the input buffer just before calling `jpeg_start_output()`: call

`jpeg_consume_input()` repeatedly until it returns `JPEG_SUSPENDED` or

`JPEG_REACHED_EOI`.

The target scan number passed to `jpeg_start_output()` is saved in the

`cinfo.output_scan_number` field. The library's output processing calls

`jpeg_consume_input()` whenever the current input scan number and row within

that scan is less than or equal to the current output scan number and row.

Thus, input processing can "get ahead" of the output processing but is not

allowed to "fall behind". You can achieve several different effects by

manipulating this interlock rule. For example, if you pass a target scan

number greater than the current input scan number, the output processor will wait until that scan starts to arrive before producing any output. (To avoid an infinite loop, the target scan number is automatically reset to the last scan number when the end of image is reached. Thus, if you specify a large target scan number, the library will just absorb the entire input file and then perform an output pass. This is effectively the same as what `jpeg_start_decompress()` does when you don't select buffered-image mode.) When you pass a target scan number equal to the current input scan number, the image is displayed no faster than the current input scan arrives. The final possibility is to pass a target scan number less than the current input scan number; this disables the input/output interlock and causes the output processor to simply display whatever it finds in the image buffer, without waiting for input. (However, the library will not accept a target scan number less than one, so you can't avoid waiting for the first scan.)

When data is arriving faster than the output display processing can advance through the image, `jpeg_consume_input()` will store data into the buffered image beyond the point at which the output processing is reading data out again. If the input arrives fast enough, it may "wrap around" the buffer to the point where the input is more than one whole scan ahead of the output. If the output processing simply proceeds through its display pass without paying attention to the input, the effect seen on-screen is that the lower part of the image is one or more scans better in quality than the upper part. Then, when the next output scan is started, you have a choice of what target scan number to use. The recommended choice is to use the current input scan number at that time, which implies that you've skipped the output scans corresponding to the input scans that were completed while you processed the previous output scan. In this way, the decoder automatically adapts its speed to the arriving data, by skipping output scans as necessary to keep up with the arriving data.

When using this strategy, you'll want to be sure that you perform a final output pass after receiving all the data; otherwise your last display may not be full quality across the whole screen. So the right outer loop logic is something like this:

```
do {
    absorb any waiting input by calling jpeg_consume_input()
    final_pass = jpeg_input_complete(&cinfo);
    adjust output decompression parameters if required
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
} while (! final_pass);
```

rather than quitting as soon as `jpeg_input_complete()` returns TRUE. This arrangement makes it simple to use higher-quality decoding parameters for the final pass. But if you don't want to use special parameters for the final pass, the right loop logic is like this:

```
for (;;) {
```

```

    absorb any waiting input by calling jpeg_consume_input()
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
    if (jpeg_input_complete(&cinfo) &&
        cinfo.input_scan_number == cinfo.output_scan_number)
        break;
}

```

In this case you don't need to know in advance whether an output pass is to be the last one, so it's not necessary to have reached EOF before starting the final output pass; rather, what you want to test is whether the output pass was performed in sync with the final input scan. This form of the loop will avoid an extra output pass whenever the decoder is able (or nearly able) to keep up with the incoming data.

When the data transmission speed is high, you might begin a display pass, then find that much or all of the file has arrived before you can complete the pass. (You can detect this by noting the JPEG\_REACHED\_EOI return code from jpeg\_consume\_input(), or equivalently by testing jpeg\_input\_complete().) In this situation you may wish to abort the current display pass and start a new one using the newly arrived information. To do so, just call jpeg\_finish\_output() and then start a new pass with jpeg\_start\_output().

A variant strategy is to abort and restart display if more than one complete scan arrives during an output pass; this can be detected by noting JPEG\_REACHED\_SOS returns and/or examining cinfo.input\_scan\_number. This idea should be employed with caution, however, since the display process might never get to the bottom of the image before being aborted, resulting in the lower part of the screen being several passes worse than the upper. In most cases it's probably best to abort an output pass only if the whole file has arrived and you want to begin the final output pass immediately.

When receiving data across a communication link, we recommend always using the current input scan number for the output target scan number; if a higher-quality final pass is to be done, it should be started (aborting any incomplete output pass) as soon as the end of file is received. However, many other strategies are possible. For example, the application can examine the parameters of the current input scan and decide whether to display it or not. If the scan contains only chroma data, one might choose not to use it as the target scan, expecting that the scan will be small and will arrive quickly. To skip to the next scan, call jpeg\_consume\_input() until it returns JPEG\_REACHED\_SOS or JPEG\_REACHED\_EOI. Or just use the next higher number as the target scan for jpeg\_start\_output(); but that method doesn't let you inspect the next scan's parameters before deciding to display it.

In buffered-image mode, jpeg\_start\_decompress() never performs input and thus never suspends. An application that uses input suspension with

buffered-image mode must be prepared for suspension returns from these routines:

\* `jpeg_start_output()` performs input only if you request 2-pass quantization and the target scan isn't fully read yet. (This is discussed below.)

\* `jpeg_read_scanlines()`, as always, returns the number of scanlines that it was able to produce before suspending.

\* `jpeg_finish_output()` will read any markers following the target scan, up to the end of the file or the SOS marker that begins another scan. (But it reads no input if `jpeg_consume_input()` has already reached the end of the file or a SOS marker beyond the target output scan.)

\* `jpeg_finish_decompress()` will read until the end of file, and thus can suspend if the end hasn't already been reached (as can be tested by calling `jpeg_input_complete()`).

`jpeg_start_output()`, `jpeg_finish_output()`, and `jpeg_finish_decompress()` all return TRUE if they completed their tasks, FALSE if they had to suspend. In the event of a FALSE return, the application must load more input data and repeat the call. Applications that use non-suspending data sources need not check the return values of these three routines.

It is possible to change decoding parameters between output passes in the buffered-image mode. The decoder library currently supports only very limited changes of parameters. ONLY THE FOLLOWING parameter changes are allowed after `jpeg_start_decompress()` is called:

\* `dct_method` can be changed before each call to `jpeg_start_output()`.

For example, one could use a fast DCT method for early scans, changing to a higher quality method for the final scan.

\* `dither_mode` can be changed before each call to `jpeg_start_output()`; of course this has no impact if not using color quantization. Typically one would use ordered dither for initial passes, then switch to Floyd-Steinberg dither for the final pass. Caution: changing dither mode can cause more memory to be allocated by the library. Although the amount of memory involved is not large (a scanline or so), it may cause the initial `max_memory_to_use` specification to be exceeded, which in the worst case would result in an out-of-memory failure.

\* `do_block_smoothing` can be changed before each call to `jpeg_start_output()`. This setting is relevant only when decoding a progressive JPEG image. During the first DC-only scan, block smoothing provides a very "fuzzy" look instead of the very "blocky" look seen without it; which is better seems a matter of personal taste. But block smoothing is nearly always a win during later stages, especially when decoding a successive-approximation image: smoothing helps to hide the slight blockiness that otherwise shows up on smooth gradients until the lowest coefficient bits are sent.

\* Color quantization mode can be changed under the rules described below. You *cannot* change between full-color and quantized output (because that would alter the required I/O buffer sizes), but you can change which quantization method is used.

When generating color-quantized output, changing quantization method is a very useful way of switching between high-speed and high-quality display.

The library allows you to change among its three quantization methods:

1. Single-pass quantization to a fixed color cube.

Selected by `cinfo.two_pass_quantize = FALSE` and `cinfo.colormap = NULL`.

2. Single-pass quantization to an application-supplied colormap.

Selected by setting `cinfo.colormap` to point to the colormap (the value of `two_pass_quantize` is ignored); also set `cinfo.actual_number_of_colors`.

3. Two-pass quantization to a colormap chosen specifically for the image.

Selected by `cinfo.two_pass_quantize = TRUE` and `cinfo.colormap = NULL`.

(This is the default setting selected by `jpeg_read_header`, but it is probably NOT what you want for the first pass of progressive display!)

These methods offer successively better quality and lesser speed. However, only the first method is available for quantizing in non-RGB color spaces.

**IMPORTANT:** because the different quantizer methods have very different working-storage requirements, the library requires you to indicate which one(s) you intend to use before you call `jpeg_start_decompress()`. (If we did not require this, the `max_memory_to_use` setting would be a complete fiction.)

You do this by setting one or more of these three `cinfo` fields to `TRUE`:

`enable_1pass_quant` Fixed color cube colormap

`enable_external_quant` Externally-supplied colormap

`enable_2pass_quant` Two-pass custom colormap

All three are initialized `FALSE` by `jpeg_read_header()`. But

`jpeg_start_decompress()` automatically sets `TRUE` the one selected by the current `two_pass_quantize` and `colormap` settings, so you only need to set the enable flags for any other quantization methods you plan to change to later.

After setting the enable flags correctly at `jpeg_start_decompress()` time, you can change to any enabled quantization method by setting `two_pass_quantize` and `colormap` properly just before calling `jpeg_start_output()`. The following special rules apply:

1. You must explicitly set `cinfo.colormap` to `NULL` when switching to 1-pass or 2-pass mode from a different mode, or when you want the 2-pass quantizer to be re-run to generate a new colormap.

2. To switch to an external colormap, or to change to a different external colormap than was used on the prior pass, you must call `jpeg_new_colormap()` after setting `cinfo.colormap`.

NOTE: if you want to use the same colormap as was used in the prior pass, you should not do either of these things. This will save some nontrivial switchover costs.

(These requirements exist because `cinfo.colormap` will always be non-`NULL` after completing a prior output pass, since both the 1-pass and 2-pass quantizers set it to point to their output colormaps. Thus you have to do one of these two things to notify the library that something has changed. Yup, it's a bit klugy, but it's necessary to do it this way for backwards compatibility.)

Note that in buffered-image mode, the library generates any requested colormap during `jpeg_start_output()`, not during `jpeg_start_decompress()`.

When using two-pass quantization, `jpeg_start_output()` makes a pass over the buffered image to determine the optimum color map; it therefore may take a significant amount of time, whereas ordinarily it does little work. The progress monitor hook is called during this pass, if defined. It is also important to realize that if the specified target scan number is greater than or equal to the current input scan number, `jpeg_start_output()` will attempt to consume input as it makes this pass. If you use a suspending data source, you need to check for a FALSE return from `jpeg_start_output()` under these conditions. The combination of 2-pass quantization and a not-yet-fully-read target scan is the only case in which `jpeg_start_output()` will consume input.

Application authors who support buffered-image mode may be tempted to use it for all JPEG images, even single-scan ones. This will work, but it is inefficient: there is no need to create an image-sized coefficient buffer for single-scan images. Requesting buffered-image mode for such an image wastes memory. Worse, it can cost time on large images, since the buffered data has to be swapped out or written to a temporary file. If you are concerned about maximum performance on baseline JPEG files, you should use buffered-image mode only when the incoming file actually has multiple scans. This can be tested by calling `jpeg_has_multiple_scans()`, which will return a correct result at any time after `jpeg_read_header()` completes.

It is also worth noting that when you use `jpeg_consume_input()` to let input processing get ahead of output processing, the resulting pattern of access to the coefficient buffer is quite nonsequential. It's best to use the memory manager `jmemnobs.c` if you can (ie, if you have enough real or virtual main memory). If not, at least make sure that `max_memory_to_use` is set as high as possible. If the JPEG memory manager has to use a temporary file, you will probably see a lot of disk traffic and poor performance. (This could be improved with additional work on the memory manager, but we haven't gotten around to it yet.)

In some applications it may be convenient to use `jpeg_consume_input()` for all input processing, including reading the initial markers; that is, you may wish to call `jpeg_consume_input()` instead of `jpeg_read_header()` during startup. This works, but note that you must check for `JPEG_REACHED_SOS` and `JPEG_REACHED_EOI` return codes as the equivalent of `jpeg_read_header()`'s codes. Once the first SOS marker has been reached, you must call `jpeg_start_decompress()` before `jpeg_consume_input()` will consume more input; it'll just keep returning `JPEG_REACHED_SOS` until you do. If you read a tables-only file this way, `jpeg_consume_input()` will return `JPEG_REACHED_EOI` without ever returning `JPEG_REACHED_SOS`; be sure to check for this case. If this happens, the decompressor will not read any more input until you call `jpeg_abort()` to reset it. It is OK to call `jpeg_consume_input()` even when not



using buffered-image mode, but in that case it's basically a no-op after the initial markers have been read: it will just return JPEG\_SUSPENDED.

## Abbreviated datastreams and multiple images

-----

A JPEG compression or decompression object can be reused to process multiple images. This saves a small amount of time per image by eliminating the "create" and "destroy" operations, but that isn't the real purpose of the feature. Rather, reuse of an object provides support for abbreviated JPEG datastreams. Object reuse can also simplify processing a series of images in a single input or output file. This section explains these features.

A JPEG file normally contains several hundred bytes worth of quantization and Huffman tables. In a situation where many images will be stored or transmitted with identical tables, this may represent an annoying overhead. The JPEG standard therefore permits tables to be omitted. The standard defines three classes of JPEG datastreams:

- \* "Interchange" datastreams contain an image and all tables needed to decode the image. These are the usual kind of JPEG file.
- \* "Abbreviated image" datastreams contain an image, but are missing some or all of the tables needed to decode that image.
- \* "Abbreviated table specification" (henceforth "tables-only") datastreams contain only table specifications.

To decode an abbreviated image, it is necessary to load the missing table(s) into the decoder beforehand. This can be accomplished by reading a separate tables-only file. A variant scheme uses a series of images in which the first image is an interchange (complete) datastream, while subsequent ones are abbreviated and rely on the tables loaded by the first image. It is assumed that once the decoder has read a table, it will remember that table until a new definition for the same table number is encountered.

It is the application designer's responsibility to figure out how to associate the correct tables with an abbreviated image. While abbreviated datastreams can be useful in a closed environment, their use is strongly discouraged in any situation where data exchange with other applications might be needed. Caveat designer.

The JPEG library provides support for reading and writing any combination of tables-only datastreams and abbreviated images. In both compression and decompression objects, a quantization or Huffman table will be retained for the lifetime of the object, unless it is overwritten by a new table definition.

To create abbreviated image datastreams, it is only necessary to tell the compressor not to emit some or all of the tables it is using. Each quantization and Huffman table struct contains a boolean field "sent\_table",

which normally is initialized to FALSE. For each table used by the image, the header-writing process emits the table and sets `sent_table = TRUE` unless it is already TRUE. (In normal usage, this prevents outputting the same table definition multiple times, as would otherwise occur because the chroma components typically share tables.) Thus, setting this field to TRUE before calling `jpeg_start_compress()` will prevent the table from being written at all.

If you want to create a "pure" abbreviated image file containing no tables, just call "`jpeg_suppress_tables(&cinfo, TRUE)`" after constructing all the tables. If you want to emit some but not all tables, you'll need to set the individual `sent_table` fields directly.

To create an abbreviated image, you must also call `jpeg_start_compress()` with a second parameter of FALSE, not TRUE. Otherwise `jpeg_start_compress()` will force all the `sent_table` fields to FALSE. (This is a safety feature to prevent abbreviated images from being created accidentally.)

To create a tables-only file, perform the same parameter setup that you normally would, but instead of calling `jpeg_start_compress()` and so on, call `jpeg_write_tables(&cinfo)`. This will write an abbreviated datastream containing only SOI, DQT and/or DHT markers, and EOI. All the quantization and Huffman tables that are currently defined in the compression object will be emitted unless their `sent_tables` flag is already TRUE, and then all the `sent_tables` flags will be set TRUE.

A sure-fire way to create matching tables-only and abbreviated image files is to proceed as follows:

```
create JPEG compression object
set JPEG parameters
set destination to tables-only file
jpeg_write_tables(&cinfo);
set destination to image file
jpeg_start_compress(&cinfo, FALSE);
write data...
jpeg_finish_compress(&cinfo);
```

Since the JPEG parameters are not altered between writing the table file and the abbreviated image file, the same tables are sure to be used. Of course, you can repeat the `jpeg_start_compress()` ... `jpeg_finish_compress()` sequence many times to produce many abbreviated image files matching the table file.

You cannot suppress output of the computed Huffman tables when Huffman optimization is selected. (If you could, there'd be no way to decode the image...) Generally, you don't want to set `optimize_coding = TRUE` when you are trying to produce abbreviated files.

In some cases you might want to compress an image using tables which are not stored in the application, but are defined in an interchange or tables-only file readable by the application. This can be done by setting up a JPEG decompression object to read the specification file, then copying the tables into your compression object. See `jpeg_copy_critical_parameters()` for an example of copying quantization tables.

To read abbreviated image files, you simply need to load the proper tables into the decompression object before trying to read the abbreviated image. If the proper tables are stored in the application program, you can just allocate the table structs and fill in their contents directly. For example, to load a fixed quantization table into table slot "n":

```
if (cinfo.quant_tbl_ptrs[n] == NULL)
    cinfo.quant_tbl_ptrs[n] = jpeg_alloc_quant_table((j_common_ptr) &cinfo);
quant_ptr = cinfo.quant_tbl_ptrs[n]; /* quant_ptr is JQUANT_TBL* */
for (i = 0; i < 64; i++) {
    /* Qtable[] is desired quantization table, in natural array order */
    quant_ptr->quantval[i] = Qtable[i];
}
```

Code to load a fixed Huffman table is typically (for AC table "n"):

```
if (cinfo.ac_huff_tbl_ptrs[n] == NULL)
    cinfo.ac_huff_tbl_ptrs[n] = jpeg_alloc_huff_table((j_common_ptr) &cinfo);
huff_ptr = cinfo.ac_huff_tbl_ptrs[n]; /* huff_ptr is JHUFF_TBL* */
for (i = 1; i <= 16; i++) {
    /* counts[i] is number of Huffman codes of length i bits, i=1..16 */
    huff_ptr->bits[i] = counts[i];
}
for (i = 0; i < 256; i++) {
    /* symbols[] is the list of Huffman symbols, in code-length order */
    huff_ptr->huffval[i] = symbols[i];
}
```

(Note that trying to set `cinfo.quant_tbl_ptrs[n]` to point directly at a constant `JQUANT_TBL` object is not safe. If the incoming file happened to contain a quantization table definition, your master table would get overwritten! Instead allocate a working table copy and copy the master table into it, as illustrated above. Ditto for Huffman tables, of course.)

You might want to read the tables from a tables-only file, rather than hard-wiring them into your application. The `jpeg_read_header()` call is sufficient to read a tables-only file. You must pass a second parameter of `FALSE` to indicate that you do not require an image to be present. Thus, the typical scenario is

```
create JPEG decompression object
set source to tables-only file
jpeg_read_header(&cinfo, FALSE);
set source to abbreviated image file
jpeg_read_header(&cinfo, TRUE);
set decompression parameters
jpeg_start_decompress(&cinfo);
read data...
jpeg_finish_decompress(&cinfo);
```

In some cases, you may want to read a file without knowing whether it contains an image or just tables. In that case, pass `FALSE` and check the return value from `jpeg_read_header()`: it will be `JPEG_HEADER_OK` if an image was found, `JPEG_HEADER_TABLES_ONLY` if only tables were found. (A third return value, `JPEG_SUSPENDED`, is possible when using a suspending data source manager.) Note that `jpeg_read_header()` will not complain if you read an abbreviated image for which you haven't loaded the missing tables; the missing-table check occurs later, in `jpeg_start_decompress()`.

It is possible to read a series of images from a single source file by repeating the `jpeg_read_header() ... jpeg_finish_decompress()` sequence, without releasing/recreating the JPEG object or the data source module. (If you did reinitialize, any partial bufferload left in the data source buffer at the end of one image would be discarded, causing you to lose the start of the next image.) When you use this method, stored tables are automatically carried forward, so some of the images can be abbreviated images that depend on tables from earlier images.

If you intend to write a series of images into a single destination file, you might want to make a specialized data destination module that doesn't flush the output buffer at `term_destination()` time. This would speed things up by some trifling amount. Of course, you'd need to remember to flush the buffer after the last image. You can make the later images be abbreviated ones by passing `FALSE` to `jpeg_start_compress()`.

### Special markers

-----

Some applications may need to insert or extract special data in the JPEG datastream. The JPEG standard provides marker types "COM" (comment) and "APP0" through "APP15" (application) to hold application-specific data. Unfortunately, the use of these markers is not specified by the standard. COM markers are fairly widely used to hold user-supplied text. The JFIF file format spec uses APP0 markers with specified initial strings to hold certain data. Adobe applications use APP14 markers beginning with the string "Adobe" for miscellaneous data. Other APPn markers are rarely seen, but might

contain almost anything.

If you wish to store user-supplied text, we recommend you use COM markers and place readable 7-bit ASCII text in them. Newline conventions are not standardized --- expect to find LF (Unix style), CR/LF (DOS style), or CR (Mac style). A robust COM reader should be able to cope with random binary garbage, including nulls, since some applications generate COM markers containing non-ASCII junk. (But yours should not be one of them.)

For program-supplied data, use an APPn marker, and be sure to begin it with an identifying string so that you can tell whether the marker is actually yours. It's probably best to avoid using APP0 or APP14 for any private markers. (NOTE: the upcoming SPIFF standard will use APP8 markers; we recommend you not use APP8 markers for any private purposes, either.)

Keep in mind that at most 65533 bytes can be put into one marker, but you can have as many markers as you like.

By default, the IJG compression library will write a JFIF APP0 marker if the selected JPEG colorspace is grayscale or YCbCr, or an Adobe APP14 marker if the selected colorspace is RGB, CMYK, or YCCK. You can disable this, but we don't recommend it. The decompression library will recognize JFIF and Adobe markers and will set the JPEG colorspace properly when one is found.

You can write special markers immediately following the datastream header by calling `jpeg_write_marker()` after `jpeg_start_compress()` and before the first call to `jpeg_write_scanlines()`. When you do this, the markers appear after the SOI and the JFIF APP0 and Adobe APP14 markers (if written), but before all else. Specify the marker type parameter as "JPEG\_COM" for COM or "JPEG\_APP0 + n" for APPn. (Actually, `jpeg_write_marker` will let you write any marker type, but we don't recommend writing any other kinds of marker.) For example, to write a user comment string pointed to by `comment_text`:

```
jpeg_write_marker(cinfo, JPEG_COM, comment_text, strlen(comment_text));
```

If it's not convenient to store all the marker data in memory at once, you can instead call `jpeg_write_m_header()` followed by multiple calls to `jpeg_write_m_byte()`. If you do it this way, it's your responsibility to call `jpeg_write_m_byte()` exactly the number of times given in the length parameter to `jpeg_write_m_header()`. (This method lets you empty the output buffer partway through a marker, which might be important when using a suspending data destination module. In any case, if you are using a suspending destination, you should flush its buffer after inserting any special markers. See "I/O suspension".)

Or, if you prefer to synthesize the marker byte sequence yourself, you can just cram it straight into the data destination module.

If you are writing JFIF 1.02 extension markers (thumbnail images), don't forget to set `cinfo.JFIF_minor_version = 2` so that the encoder will write the correct JFIF version number in the JFIF header marker. The library's default is to write version 1.01, but that's wrong if you insert any 1.02 extension markers. (We could probably get away with just defaulting to 1.02, but there used to be broken decoders that would complain about unknown minor version numbers. To reduce compatibility risks it's safest not to write 1.02 unless you are actually using 1.02 extensions.)

When reading, two methods of handling special markers are available:

1. You can ask the library to save the contents of COM and/or APPn markers into memory, and then examine them at your leisure afterwards.
2. You can supply your own routine to process COM and/or APPn markers on-the-fly as they are read.

The first method is simpler to use, especially if you are using a suspending data source; writing a marker processor that copes with input suspension is not easy (consider what happens if the marker is longer than your available input buffer). However, the second method conserves memory since the marker data need not be kept around after it's been processed.

For either method, you'd normally set up marker handling after creating a decompression object and before calling `jpeg_read_header()`, because the markers of interest will typically be near the head of the file and so will be scanned by `jpeg_read_header`. Once you've established a marker handling method, it will be used for the life of that decompression object (potentially many datastreams), unless you change it. Marker handling is determined separately for COM markers and for each APPn marker code.

To save the contents of special markers in memory, call

```
jpeg_save_markers(cinfo, marker_code, length_limit)
```

where `marker_code` is the marker type to save, `JPEG_COM` or `JPEG_APP0+n`.

(To arrange to save all the special marker types, you need to call this routine 17 times, for COM and APP0-APP15.) If the incoming marker is longer than `length_limit` data bytes, only `length_limit` bytes will be saved; this parameter allows you to avoid chewing up memory when you only need to see the first few bytes of a potentially large marker. If you want to save all the data, set `length_limit` to `0xFFFF`; that is enough since marker lengths are only 16 bits. As a special case, setting `length_limit` to 0 prevents that marker type from being saved at all. (That is the default behavior, in fact.)

After `jpeg_read_header()` completes, you can examine the special markers by following the `cinfo->marker_list` pointer chain. All the special markers in the file appear in this list, in order of their occurrence in the file (but omitting any markers of types you didn't ask for). Both the original data length and the saved data length are recorded for each list entry; the latter will not exceed `length_limit` for the particular marker type. Note that these

lengths exclude the marker length word, whereas the stored representation within the JPEG file includes it. (Hence the maximum data length is really only 65533.)

It is possible that additional special markers appear in the file beyond the SOS marker at which `jpeg_read_header` stops; if so, the marker list will be extended during reading of the rest of the file. This is not expected to be common, however. If you are short on memory you may want to reset the length limit to zero for all marker types after finishing `jpeg_read_header`, to ensure that the `max_memory_to_use` setting cannot be exceeded due to addition of later markers.

The marker list remains stored until you call `jpeg_finish_decompress` or `jpeg_abort`, at which point the memory is freed and the list is set to empty. (`jpeg_destroy` also releases the storage, of course.)

Note that the library is internally interested in APP0 and APP14 markers; if you try to set a small nonzero length limit on these types, the library will silently force the length up to the minimum it wants. (But you can set a zero length limit to prevent them from being saved at all.) Also, in a 16-bit environment, the maximum length limit may be constrained to less than 65533 by `malloc()` limitations. It is therefore best not to assume that the effective length limit is exactly what you set it to be.

If you want to supply your own marker-reading routine, you do it by calling `jpeg_set_marker_processor()`. A marker processor routine must have the signature

```
boolean jpeg_marker_parser_method (j_decompress_ptr cinfo)
```

Although the marker code is not explicitly passed, the routine can find it in `cinfo->unread_marker`. At the time of call, the marker proper has been read from the data source module. The processor routine is responsible for reading the marker length word and the remaining parameter bytes, if any. Return TRUE to indicate success. (FALSE should be returned only if you are using a suspending data source and it tells you to suspend. See the standard marker processors in `jdmarker.c` for appropriate coding methods if you need to use a suspending data source.)

If you override the default APP0 or APP14 processors, it is up to you to recognize JFIF and Adobe markers if you want colorspace recognition to occur properly. We recommend copying and extending the default processors if you want to do that. (A better idea is to save these marker types for later examination by calling `jpeg_save_markers()`; that method doesn't interfere with the library's own processing of these markers.)

`jpeg_set_marker_processor()` and `jpeg_save_markers()` are mutually exclusive --- if you call one it overrides any previous call to the other, for the particular marker type specified.

A simple example of an external COM processor can be found in `djpeg.c`. Also, see `jpegtran.c` for an example of using `jpeg_save_markers`.

#### Raw (downsampled) image data

-----

Some applications need to supply already-downsampled image data to the JPEG compressor, or to receive raw downsampled data from the decompressor. The library supports this requirement by allowing the application to write or read raw data, bypassing the normal preprocessing or postprocessing steps. The interface is different from the standard one and is somewhat harder to use. If your interest is merely in bypassing color conversion, we recommend that you use the standard interface and simply set `jpeg_color_space = in_color_space` (or `jpeg_color_space = out_color_space` for decompression). The mechanism described in this section is necessary only to supply or receive downsampled image data, in which not all components have the same dimensions.

To compress raw data, you must supply the data in the colorspace to be used in the JPEG file (please read the earlier section on Special color spaces) and downsampled to the sampling factors specified in the JPEG parameters. You must supply the data in the format used internally by the JPEG library, namely a JSAMPIMAGE array. This is an array of pointers to two-dimensional arrays, each of type JSAMPARRAY. Each 2-D array holds the values for one color component. This structure is necessary since the components are of different sizes. If the image dimensions are not a multiple of the MCU size, you must also pad the data correctly (usually, this is done by replicating the last column and/or row). The data must be padded to a multiple of a DCT block in each component: that is, each downsampled row must contain a multiple of `DCT_h_scaled_size` valid samples, and there must be a multiple of `DCT_v_scaled_size` sample rows for each component. (For applications such as conversion of digital TV images, the standard image size is usually a multiple of the DCT block size, so that no padding need actually be done.)

The procedure for compression of raw data is basically the same as normal compression, except that you call `jpeg_write_raw_data()` in place of `jpeg_write_scanlines()`. Before calling `jpeg_start_compress()`, you must do the following:

- \* Set `cinfo->raw_data_in` to TRUE. (It is set FALSE by `jpeg_set_defaults()`.) This notifies the library that you will be supplying raw data.
- \* Ensure `jpeg_color_space` is correct --- an explicit `jpeg_set_colorspace()` call is a good idea. Note that since color conversion is bypassed, `in_color_space` is ignored, except that `jpeg_set_defaults()` uses it to choose the default `jpeg_color_space` setting.
- \* Ensure the sampling factors, `cinfo->comp_info[i].h_samp_factor` and



`cinfo->comp_info[i].v_samp_factor`, are correct. Since these indicate the dimensions of the data you are supplying, it's wise to set them explicitly, rather than assuming the library's defaults are what you want.

To pass raw data to the library, call `jpeg_write_raw_data()` in place of `jpeg_write_scanlines()`. The two routines work similarly except that `jpeg_write_raw_data` takes a JSAMPIMAGE data array rather than JSAMPARRAY. The scanlines count passed to and returned from `jpeg_write_raw_data` is measured in terms of the component with the largest `v_samp_factor`.

`jpeg_write_raw_data()` processes one MCU row per call, which is to say `v_samp_factor*min_DCT_v_scaled_size` sample rows of each component. The passed `num_lines` value must be at least `max_v_samp_factor*min_DCT_v_scaled_size`, and the return value will be exactly that amount (or possibly some multiple of that amount, in future library versions). This is true even on the last call at the bottom of the image; don't forget to pad your data as necessary.

The required dimensions of the supplied data can be computed for each component as

```
cinfo->comp_info[i].width_in_blocks *  
cinfo->comp_info[i].DCT_h_scaled_size  samples per row  
cinfo->comp_info[i].height_in_blocks *  
cinfo->comp_info[i].DCT_v_scaled_size  rows in image
```

after `jpeg_start_compress()` has initialized those fields. If the valid data is smaller than this, it must be padded appropriately. For some sampling factors and image sizes, additional dummy DCT blocks are inserted to make the image a multiple of the MCU dimensions. The library creates such dummy blocks itself; it does not read them from your supplied data. Therefore you need never pad by more than `DCT_scaled_size` samples.

An example may help here. Assume 2h2v downsampling of YCbCr data, that is

```
cinfo->comp_info[0].h_samp_factor = 2  for Y  
cinfo->comp_info[0].v_samp_factor = 2  
cinfo->comp_info[1].h_samp_factor = 1  for Cb  
cinfo->comp_info[1].v_samp_factor = 1  
cinfo->comp_info[2].h_samp_factor = 1  for Cr  
cinfo->comp_info[2].v_samp_factor = 1
```

and suppose that the nominal image dimensions (`cinfo->image_width` and `cinfo->image_height`) are 101x101 pixels. Then `jpeg_start_compress()` will compute `downsampled_width = 101` and `width_in_blocks = 13` for Y, `downsampled_width = 51` and `width_in_blocks = 7` for Cb and Cr (and the same for the height fields). You must pad the Y data to at least  $13*8 = 104$  columns and rows, the Cb/Cr data to at least  $7*8 = 56$  columns and rows. The MCU height is `max_v_samp_factor = 2` DCT rows so you must pass at least 16 scanlines on each call to `jpeg_write_raw_data()`, which is to say 16 actual sample rows of Y and 8 each of Cb and Cr. A total of 7 MCU rows are needed, so you must pass a total of  $7*16 = 112$  "scanlines". The last DCT block row of Y data is dummy, so it doesn't matter what you pass for it in the data arrays, but the scanlines count must total up to 112 so that all of the Cb

and Cr data gets passed.

Output suspension is supported with raw-data compression: if the data destination module suspends, `jpeg_write_raw_data()` will return 0. In this case the same data rows must be passed again on the next call.

Decompression with raw data output implies bypassing all postprocessing: you cannot ask for color quantization, for instance. More seriously, you must deal with the color space and sampling factors present in the incoming file. If your application only handles, say, 2h1v YCbCr data, you must check for and fail on other color spaces or other sampling factors. The library will not convert to a different color space for you.

To obtain raw data output, set `cinfo->raw_data_out = TRUE` before `jpeg_start_decompress()` (it is set FALSE by `jpeg_read_header()`). Be sure to verify that the color space and sampling factors are ones you can handle. Then call `jpeg_read_raw_data()` in place of `jpeg_read_scanlines()`. The decompression process is otherwise the same as usual.

`jpeg_read_raw_data()` returns one MCU row per call, and thus you must pass a buffer of at least `max_v_samp_factor*min_DCT_v_scaled_size` scanlines (scanline counting is the same as for raw-data compression). The buffer you pass must be large enough to hold the actual data plus padding to DCT-block boundaries. As with compression, any entirely dummy DCT blocks are not processed so you need not allocate space for them, but the total scanline count includes them. The above example of computing buffer dimensions for raw-data compression is equally valid for decompression.

Input suspension is supported with raw-data decompression: if the data source module suspends, `jpeg_read_raw_data()` will return 0. You can also use buffered-image mode to read raw data in multiple passes.

Really raw data: DCT coefficients

-----

It is possible to read or write the contents of a JPEG file as raw DCT coefficients. This facility is mainly intended for use in lossless transcoding between different JPEG file formats. Other possible applications include lossless cropping of a JPEG image, lossless reassembly of a multi-strip or multi-tile TIFF/JPEG file into a single JPEG datastream, etc.

To read the contents of a JPEG file as DCT coefficients, open the file and do `jpeg_read_header()` as usual. But instead of calling `jpeg_start_decompress()` and `jpeg_read_scanlines()`, call `jpeg_read_coefficients()`. This will read the entire image into a set of virtual coefficient-block arrays, one array per component. The return value is a pointer to an array of virtual-array

descriptors. Each virtual array can be accessed directly using the JPEG memory manager's `access_virt_barray` method (see Memory management, below, and also read `structure.txt`'s discussion of virtual array handling). Or, for simple transcoding to a different JPEG file format, the array list can just be handed directly to `jpeg_write_coefficients()`.

Each block in the block arrays contains quantized coefficient values in normal array order (not JPEG zigzag order). The block arrays contain only DCT blocks containing real data; any entirely-dummy blocks added to fill out interleaved MCUs at the right or bottom edges of the image are discarded during reading and are not stored in the block arrays. (The size of each block array can be determined from the `width_in_blocks` and `height_in_blocks` fields of the component's `comp_info` entry.) This is also the data format expected by `jpeg_write_coefficients()`.

When you are done using the virtual arrays, call `jpeg_finish_decompress()` to release the array storage and return the decompression object to an idle state; or just call `jpeg_destroy()` if you don't need to reuse the object.

If you use a suspending data source, `jpeg_read_coefficients()` will return NULL if it is forced to suspend; a non-NULL return value indicates successful completion. You need not test for a NULL return value when using a non-suspending data source.

It is also possible to call `jpeg_read_coefficients()` to obtain access to the decoder's coefficient arrays during a normal decode cycle in buffered-image mode. This frammish might be useful for progressively displaying an incoming image and then re-encoding it without loss. To do this, decode in buffered-image mode as discussed previously, then call `jpeg_read_coefficients()` after the last `jpeg_finish_output()` call. The arrays will be available for your use until you call `jpeg_finish_decompress()`.

To write the contents of a JPEG file as DCT coefficients, you must provide the DCT coefficients stored in virtual block arrays. You can either pass block arrays read from an input JPEG file by `jpeg_read_coefficients()`, or allocate virtual arrays from the JPEG compression object and fill them yourself. In either case, `jpeg_write_coefficients()` is substituted for `jpeg_start_compress()` and `jpeg_write_scanlines()`. Thus the sequence is

- \* Create compression object
- \* Set all compression parameters as necessary
- \* Request virtual arrays if needed
- \* `jpeg_write_coefficients()`
- \* `jpeg_finish_compress()`
- \* Destroy or re-use compression object

`jpeg_write_coefficients()` is passed a pointer to an array of virtual block array descriptors; the number of arrays is equal to `cinfo.num_components`.

The virtual arrays need only have been requested, not realized, before `jpeg_write_coefficients()` is called. A side-effect of `jpeg_write_coefficients()` is to realize any virtual arrays that have been requested from the compression object's memory manager. Thus, when obtaining the virtual arrays from the compression object, you should fill the arrays after calling `jpeg_write_coefficients()`. The data is actually written out when you call `jpeg_finish_compress()`; `jpeg_write_coefficients()` only writes the file header.

When writing raw DCT coefficients, it is crucial that the JPEG quantization tables and sampling factors match the way the data was encoded, or the resulting file will be invalid. For transcoding from an existing JPEG file, we recommend using `jpeg_copy_critical_parameters()`. This routine initializes all the compression parameters to default values (like `jpeg_set_defaults()`), then copies the critical information from a source decompression object. The decompression object should have just been used to read the entire JPEG input file --- that is, it should be awaiting `jpeg_finish_decompress()`.

`jpeg_write_coefficients()` marks all tables stored in the compression object as needing to be written to the output file (thus, it acts like `jpeg_start_compress(cinfo, TRUE)`). This is for safety's sake, to avoid emitting abbreviated JPEG files by accident. If you really want to emit an abbreviated JPEG file, call `jpeg_suppress_tables()`, or set the tables' individual `sent_table` flags, between calling `jpeg_write_coefficients()` and `jpeg_finish_compress()`.

### Progress monitoring

-----

Some applications may need to regain control from the JPEG library every so often. The typical use of this feature is to produce a percent-done bar or other progress display. (For a simple example, see `cjpeg.c` or `djpeg.c`.) Although you do get control back frequently during the data-transferring pass (the `jpeg_read_scanlines` or `jpeg_write_scanlines` loop), any additional passes will occur inside `jpeg_finish_compress` or `jpeg_start_decompress`; those routines may take a long time to execute, and you don't get control back until they are done.

You can define a progress-monitor routine which will be called periodically by the library. No guarantees are made about how often this call will occur, so we don't recommend you use it for mouse tracking or anything like that. At present, a call will occur once per MCU row, scanline, or sample row group, whichever unit is convenient for the current processing mode; so the wider the image, the longer the time between calls. During the data transferring pass, only one call occurs per call of `jpeg_read_scanlines` or `jpeg_write_scanlines`, so don't pass a large number of scanlines at once if you want fine resolution in the progress count. (If you really need to use

the callback mechanism for time-critical tasks like mouse tracking, you could insert additional calls inside some of the library's inner loops.)

To establish a progress-monitor callback, create a struct `jpeg_progress_mgr`, fill in its `progress_monitor` field with a pointer to your callback routine, and set `cinfo->progress` to point to the struct. The callback will be called whenever `cinfo->progress` is non-NULL. (This pointer is set to NULL by `jpeg_create_compress` or `jpeg_create_decompress`; the library will not change it thereafter. So if you allocate dynamic storage for the progress struct, make sure it will live as long as the JPEG object does. Allocating from the JPEG memory manager with lifetime `JPOOL_PERMANENT` will work nicely.) You can use the same callback routine for both compression and decompression.

The `jpeg_progress_mgr` struct contains four fields which are set by the library:

```
long pass_counter; /* work units completed in this pass */
long pass_limit; /* total number of work units in this pass */
int completed_passes; /* passes completed so far */
int total_passes; /* total number of passes expected */
```

During any one pass, `pass_counter` increases from 0 up to (not including) `pass_limit`; the step size is usually but not necessarily 1. The `pass_limit` value may change from one pass to another. The expected total number of passes is in `total_passes`, and the number of passes already completed is in `completed_passes`. Thus the fraction of work completed may be estimated as

```
-----
    completed_passes + (pass_counter/pass_limit)
```

ignoring the fact that the passes may not be equal amounts of work.

When decompressing, `pass_limit` can even change within a pass, because it depends on the number of scans in the JPEG file, which isn't always known in advance. The computed fraction-of-work-done may jump suddenly (if the library discovers it has overestimated the number of scans) or even decrease (in the opposite case). It is not wise to put great faith in the work estimate.

When using the decompressor's buffered-image mode, the progress monitor work estimate is likely to be completely unhelpful, because the library has no way to know how many output passes will be demanded of it. Currently, the library sets `total_passes` based on the assumption that there will be one more output pass if the input file end hasn't yet been read (`jpeg_input_complete()` isn't TRUE), but no more output passes if the file end has been reached when the output pass is started. This means that `total_passes` will rise as additional output passes are requested. If you have a way of determining the input file size, estimating progress based on the fraction of the file that's been read will probably be more useful than using the library's value.

Memory management

```
-----
```

This section covers some key facts about the JPEG library's built-in memory manager. For more info, please read structure.txt's section about the memory manager, and consult the source code if necessary.

All memory and temporary file allocation within the library is done via the memory manager. If necessary, you can replace the "back end" of the memory manager to control allocation yourself (for example, if you don't want the library to use malloc() and free() for some reason).

Some data is allocated "permanently" and will not be freed until the JPEG object is destroyed. Most data is allocated "per image" and is freed by jpeg\_finish\_compress, jpeg\_finish\_decompress, or jpeg\_abort. You can call the memory manager yourself to allocate structures that will automatically be freed at these times. Typical code for this is

```
ptr = (*cinfo->mem->alloc_small) ((j_common_ptr) cinfo, JPOOL_IMAGE, size);
```

Use JPOOL\_PERMANENT to get storage that lasts as long as the JPEG object.

Use alloc\_large instead of alloc\_small for anything bigger than a few Kbytes.

There are also alloc\_sarray and alloc\_barray routines that automatically build 2-D sample or block arrays.

The library's minimum space requirements to process an image depend on the image's width, but not on its height, because the library ordinarily works with "strip" buffers that are as wide as the image but just a few rows high. Some operating modes (eg, two-pass color quantization) require full-image buffers. Such buffers are treated as "virtual arrays": only the current strip need be in memory, and the rest can be swapped out to a temporary file.

If you use the simplest memory manager back end (jmemnobs.c), then no temporary files are used; virtual arrays are simply malloc()'d. Images bigger than memory can be processed only if your system supports virtual memory. The other memory manager back ends support temporary files of various flavors and thus work in machines without virtual memory. They may also be useful on Unix machines if you need to process images that exceed available swap space.

When using temporary files, the library will make the in-memory buffers for its virtual arrays just big enough to stay within a "maximum memory" setting. Your application can set this limit by setting cinfo->mem->max\_memory\_to\_use after creating the JPEG object. (Of course, there is still a minimum size for the buffers, so the max-memory setting is effective only if it is bigger than the minimum space needed.) If you allocate any large structures yourself, you must allocate them before jpeg\_start\_compress() or jpeg\_start\_decompress() in order to have them counted against the max memory limit. Also keep in mind that space allocated with alloc\_small() is ignored, on the assumption that it's too small to be worth worrying about; so a reasonable safety margin should be left when setting max\_memory\_to\_use.

If you use the jmemname.c or jmemdos.c memory manager back end, it is

important to clean up the JPEG object properly to ensure that the temporary files get deleted. (This is especially crucial with `jmemdos.c`, where the "temporary files" may be extended-memory segments; if they are not freed, DOS will require a reboot to recover the memory.) Thus, with these memory managers, it's a good idea to provide a signal handler that will trap any early exit from your program. The handler should call either `jpeg_abort()` or `jpeg_destroy()` for any active JPEG objects. A handler is not needed with `jmemnobs.c`, and shouldn't be necessary with `jmemansi.c` or `jmemmac.c` either, since the C library is supposed to take care of deleting files made with `tmpfile()`.

## Memory usage

-----

Working memory requirements while performing compression or decompression depend on image dimensions, image characteristics (such as colorspace and JPEG process), and operating mode (application-selected options).

As of v6b, the decompressor requires:

1. About 24K in more-or-less-fixed-size data. This varies a bit depending on operating mode and image characteristics (particularly color vs. grayscale), but it doesn't depend on image dimensions.
2. Strip buffers (of size proportional to the image width) for IDCT and upsampling results. The worst case for commonly used sampling factors is about 34 bytes \* width in pixels for a color image. A grayscale image only needs about 8 bytes per pixel column.
3. A full-image DCT coefficient buffer is needed to decode a multi-scan JPEG file (including progressive JPEGs), or whenever you select buffered-image mode. This takes 2 bytes/coefficient. At typical 2x2 sampling, that's 3 bytes per pixel for a color image. Worst case (1x1 sampling) requires 6 bytes/pixel. For grayscale, figure 2 bytes/pixel.
4. To perform 2-pass color quantization, the decompressor also needs a 128K color lookup table and a full-image pixel buffer (3 bytes/pixel). This does not count any memory allocated by the application, such as a buffer to hold the final output image.

The above figures are valid for 8-bit JPEG data precision and a machine with 32-bit ints. For 9-bit to 12-bit JPEG data, double the size of the strip buffers and quantization pixel buffer. The "fixed-size" data will be somewhat smaller with 16-bit ints, larger with 64-bit ints. Also, CMYK or other unusual color spaces will require different amounts of space.

The full-image coefficient and pixel buffers, if needed at all, do not have to be fully RAM resident; you can have the library use temporary files instead when the total memory usage would exceed a limit you set. (But if your OS supports virtual memory, it's probably better to just use `jmemnobs` and let the OS do the swapping.)

The compressor's memory requirements are similar, except that it has no need for color quantization. Also, it needs a full-image DCT coefficient buffer if Huffman-table optimization is asked for, even if progressive mode is not requested.

If you need more detailed information about memory usage in a particular situation, you can enable the MEM\_STATS code in jmemmgr.c.

#### Library compile-time options

-----

A number of compile-time options are available by modifying jmorecfg.h.

The IJG code currently supports 8-bit to 12-bit sample data precision by defining BITS\_IN\_JSAMPLE as 8, 9, 10, 11, or 12.

Note that a value larger than 8 causes JSAMPLE to be larger than a char, so it affects the surrounding application's image data.

The sample applications cjpeg and djpeg can support deeper than 8-bit data only for PPM and GIF file formats; you must disable the other file formats to compile a 9-bit to 12-bit cjpeg or djpeg. (install.txt has more information about that.)

Run-time selection and conversion of data precision are currently not supported and may be added later.

Exception: The transcoding part (jpegtran) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.

(If you need to include an 8-bit library and a 9-bit to 12-bit library for compression or decompression in a single application, you could probably do it by defining NEED\_SHORT\_EXTERNAL\_NAMES for just one of the copies. You'd have to access the 8-bit and the 9-bit to 12-bit copies from separate application source files. This is untested ... if you try it, we'd like to hear whether it works!)

Note that the standard Huffman tables are only valid for 8-bit data precision.

If you selected more than 8-bit data precision, cjpeg uses arithmetic coding by default. The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to supply different default Huffman tables. You may also want to supply your own DCT quantization tables; the existing quality-scaling code has been developed for 8-bit use, and probably doesn't generate especially good tables for 9-bit to 12-bit.

The maximum number of components (color channels) in the image is determined by MAX\_COMPONENTS. The JPEG standard allows up to 255 components, but we expect that few applications will need more than four or so.



On machines with unusual data type sizes, you may be able to improve performance or reduce memory space by tweaking the various typedefs in `jmorecfg.h`. In particular, on some RISC CPUs, access to arrays of "short"s is quite slow; consider trading memory for speed by making `JCOEF`, `INT16`, and `UINT16` be "int" or "unsigned int". `UINT8` is also a candidate to become int. You probably don't want to make `JSAMPLE` be int unless you have lots of memory to burn.

You can reduce the size of the library by compiling out various optional functions. To do this, undefine `xxx_SUPPORTED` symbols as necessary.

You can also save a few K by not having text error messages in the library; the standard error message table occupies about 5Kb. This is particularly reasonable for embedded applications where there's no good way to display a message anyway. To do this, remove the creation of the message table (`jpeg_std_message_table[]`) from `jerror.c`, and alter `format_message` to do something reasonable without it. You could output the numeric value of the message code number, for example. If you do this, you can also save a couple more K by modifying the `TRACEMSn()` macros in `jerror.h` to expand to nothing; you don't need trace capability anyway, right?

#### Portability considerations

-----

The JPEG library has been written to be extremely portable; the sample applications `cjpeg` and `djpeg` are slightly less so. This section summarizes the design goals in this area. (If you encounter any bugs that cause the library to be less portable than is claimed here, we'd appreciate hearing about them.)

The code works fine on ANSI C, C++, and pre-ANSI C compilers, using any of the popular system include file setups, and some not-so-popular ones too. See `install.txt` for configuration procedures.

The code is not dependent on the exact sizes of the C data types. As distributed, we make the assumptions that

- char is at least 8 bits wide
- short is at least 16 bits wide
- int is at least 16 bits wide
- long is at least 32 bits wide

(These are the minimum requirements of the ANSI C standard.) Wider types will work fine, although memory may be used inefficiently if char is much larger than 8 bits or short is much bigger than 16 bits. The code should work equally well with 16- or 32-bit ints.

In a system where these assumptions are not met, you may be able to make the code work by modifying the typedefs in `jmorecfg.h`. However, you will probably

have difficulty if int is less than 16 bits wide, since references to plain int abound in the code.

char can be either signed or unsigned, although the code runs faster if an unsigned char type is available. If char is wider than 8 bits, you will need to redefine JOCTET and/or provide custom data source/destination managers so that JOCTET represents exactly 8 bits of data on external storage.

The JPEG library proper does not assume ASCII representation of characters. But some of the image file I/O modules in cjpeg/djpeg do have ASCII dependencies in file-header manipulation; so does cjpeg's select\_file\_type() routine.

The JPEG library does not rely heavily on the C library. In particular, C stdio is used only by the data source/destination modules and the error handler, all of which are application-replaceable. (cjpeg/djpeg are more heavily dependent on stdio.) malloc and free are called only from the memory manager "back end" module, so you can use a different memory allocator by replacing that one file.

The code generally assumes that C names must be unique in the first 15 characters. However, global function names can be made unique in the first 6 characters by defining NEED\_SHORT\_EXTERNAL\_NAMES.

More info about porting the code may be gleaned by reading jconfig.txt, jmorecfg.h, and jinclude.h.

Notes for MS-DOS implementors

-----

The IJG code is designed to work efficiently in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile cjpeg or djpeg by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model (perhaps 10%-25%), and you should avoid "huge" model if at all possible.

The JPEG library typically needs 2Kb-3Kb of stack space. It will also malloc about 20K-30K of near heap space while executing (and lots of far heap, but that doesn't count in this calculation). This figure will vary depending on selected operating mode, and to a lesser extent on image size. There is also about 5Kb-6Kb of constant data which will be allocated in the near data segment (about 4Kb of this is the error message table). Thus you have perhaps 20K available for other modules' static data and near heap space before you need to go to a larger memory model. The C library's

static data will account for several K of this, but that still leaves a good deal for your needs. (If you are tight on space, you could reduce the sizes of the I/O buffers allocated by `jdatasrc.c` and `jdatadst.c`, say from 4K to 1K. Another possibility is to move the error message table to far memory; this should be doable with only localized hacking on `jerror.c`.)

About 2K of the near heap space is "permanent" memory that will not be released until you destroy the JPEG object. This is only an issue if you save a JPEG object between compression or decompression operations.

Far data space may also be a tight resource when you are dealing with large images. The most memory-intensive case is decompression with two-pass color quantization, or single-pass quantization to an externally supplied color map. This requires a 128Kb color lookup table plus strip buffers amounting to about 40 bytes per column for typical sampling ratios (eg, about 25600 bytes for a 640-pixel-wide image). You may not be able to process wide images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model compiler, such as DJGPP or Watcom C. We highly recommend flat model if you can use it; the JPEG library is significantly faster in flat model.

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrsrc-v9d-tar-gz/jpeg-9d/libjpeg.txt

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/\*

\* `jcinit.c`

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

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\*

\* This file contains initialization logic for the JPEG compressor.

\* This routine is in charge of selecting the modules to be executed and

\* making an initialization call to each one.

\*

\* Logically, this code belongs in `jcmaster.c`. It's split out because

\* linking this routine implies linking the entire compression library.

\* For a transcoding-only application, we want to be able to use `jcmaster.c`

\* without linking in the whole library.

\*/

Found in path(s):

\* /opt/cola/permits/1103550007\_1605777850.47/0/jpegsrsrc-v9d-tar-gz/jpeg-9d/jcinit.c

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```
/*
 * jcarith.c
 *
 * Developed 1997-2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains portable arithmetic entropy encoding routines for JPEG
 * (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).
 *
 * Both sequential and progressive modes are supported in this single module.
 *
 * Suspension is not currently supported in this module.
 */
```

Found in path(s):

```
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrvc-v9d-tar-gz/jpeg-9d/jcarith.c
```

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Julian Seward, [jseward@bzip.org](mailto:jseward@bzip.org)

-----  
---  
abstract: 'Build and install Perl modules'  
author:  
- 'Ken Williams <kwilliams@cpan.org>'  
- "Development questions, bug reports, and patches should be sent to the\nModule-Build mailing list at <module-build@perl.org>."  
build\_requires:  
File::Temp: 0.15  
Test::Harness: 3.16  
Test::More: 0.49  
generated\_by: 'Module::Build version 0.3608'  
license: gpl  
meta-spec:  
url: <http://module-build.sourceforge.net/META-spec-v1.4.html>  
version: 1.4  
name: Module-Build  
resources:  
MailingList: <mailto:module-build@perl.org>  
license: <http://dev.perl.org/licenses/>  
repository: <http://github.com/dagolden/module-build/>  
version: 3

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The End

```
#!/perl
```

```
=head1 NAME
```

```
copyright.t
```

```
=head1 DESCRIPTION
```

Tests that the latest copyright years in the top-level README file and the C<perl -v> output match each other.

If the test fails, update at least one of README and perl.c so that they match reality.

Optionally you can pass the C<--now> option to check they are at the current year. This isn't checked by default, so that it doesn't fail for people working on older releases. It should be run before making a new release.

```
=cut
```

```
use strict;
```

```
use Config;
```

```
BEGIN { require './test.pl' }
```

```
if ( $Config{usecrosscompile} ) {
```

```
    skip_all( "Not all files are available during cross-compilation" );
```

```
}
```

```
my ($opt) = @ARGV;
```

```
my $readme_year = readme_year();
```

```
my $v_year = v_year();
```

```

# Check that both copyright dates are up-to-date, but only if requested, so
# that tests still pass for people intentionally working on older versions:
if ($opt eq '--now')
{
    my $current_year = (gmtime)[5] + 1900;
    is $v_year, $current_year, 'perl -v copyright includes current year';
    is $readme_year, $current_year, 'README copyright includes current year';
}

# Otherwise simply check that the two copyright dates match each other:
else
{
    is $readme_year, $v_year, 'README and perl -v copyright dates match';
}

done_testing;

sub readme_year
# returns the latest copyright year from the top-level README file
{

    open my $readme, '<', './README' or die "Opening README failed: $!";

    # The copyright message is the first paragraph:
    local $/ = "";
    my $copyright_msg = <$readme>;

    my ($year) = $copyright_msg =~ /\b(\d{4,})/s
        or die "Year not found in README copyright message '$copyright_msg'";

    $year;
}

sub v_year
# returns the latest copyright year shown in perl -v
{

    my $output = runperl switches => ['-v'];
    my ($year) = $output =~ /copyright 1987.\b(\d{4,})/i
        or die "Copyright statement not found in perl -v output '$output'";

    $year;
}

```

# 1.106 pycurl 7.43.0-3.ph2

## 1.106.1 Available under license :

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Version 2.1, February 1999

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```

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## 1.107 protobuf-java 2.2.0

## 1.108 python-dateutil 2.7.3-1.ph3

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-----  
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## 1.109 pcre 2.28.8-5.el6

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-----

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THE BASIC LIBRARY FUNCTIONS

-----

Written by: Philip Hazel  
Email local part: ph10  
Email domain: cam.ac.uk

University of Cambridge Computing Service,  
Cambridge, England.

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#### PCRE JUST-IN-TIME COMPILATION SUPPORT

-----

Written by: Zoltan Herczeg  
Email local part: hzmester  
Email domain: freemail.hu

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jar/com/mastfrog/jackson/JavaTimeConfigurer.java  
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## 1.112 xml-apis 1.3.04

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```

```
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```
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```

```
### xwd utility
```

<pre>

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Links to all available W3C DOM Java Bindings can be found at:

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The actual classes of The Simple API for CSS (SAC) came from:

<http://www.w3.org/Style/CSS/SAC/>  
<http://www.w3.org/2002/06/sacjava-1.3.zip>

The actual DOM Java Language Binding classes for SMIL came from:

<http://dev.w3.org/cvsweb/java/classes/org/w3c/dom/smil/>  
(both `ElementTimeControl.java` and `TimeEvent.java` were taken at revision 1.1)

The actual DOM Java Language Binding classes for SVG 1.1 came from:

<http://www.w3.org/TR/SVG11/java.html>  
xml-commons/java/external/README.sax.txt \$Id: README.sax.txt 225954 2002-01-31 23:26:48Z curcuru \$

HEAR YE, HEAR YE!

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Last revised by Reagle \$Date: 2005-06-03 18:49:13 -0400 (Fri, 03 Jun 2005) \$  
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Joseph Reagle <[site-policy@w3.org](mailto:site-policy@w3.org)>

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2000-05-05

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```

Found in path(s):

```
* /opt/cola/permits/1001100681_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/webapp/DescriptorProcessor.java
* /opt/cola/permits/1001100681_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-
```

jar/org/eclipse/jetty/webapp/IterativeDescriptorProcessor.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/Origin.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/WebDescriptor.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/WebAppClassLoader.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/WebXmlConfiguration.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/DiscoveredAnnotation.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/WebAppContext.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/DefaultsDescriptor.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/JarScanner.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/FragmentDescriptor.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/MetaData.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/MetaDataComplete.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/Configuration.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/AbstractConfiguration.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/FragmentConfiguration.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/CloneConfiguration.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/MetaInfConfiguration.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/package-info.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/OverrideDescriptor.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/StandardDescriptorProcessor.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/Descriptor.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/WebInfConfiguration.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/JettyWebXmlConfiguration.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/webapp/Ordering.java  
\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-



jar/org/eclipse/jetty/webapp/ClasspathPattern.java

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\* /opt/cola/permits/1001100681\_1651084510.26/0/jetty-webapp-9-2-13-v20150730-sources-jar/about.html

## 1.118 also 1.1.0-4.el6

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## 1.127 jetty-servlet 9.2.13.v20150730

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- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/JspPropertyGroupServlet.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/ServletContextHandler.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/DefaultServlet.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/FilterHolder.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/Invoker.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/listener/ELContextCleaner.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/ListenerHolder.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/listener/package-info.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/NoJspServlet.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/ServletMapping.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/package-info.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/ServletHolder.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/jmx/package-info.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/ServletHandler.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/BaseHolder.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/jmx/HolderMBean.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/StatisticsServlet.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/jmx/FilterMappingMBean.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/ServletTester.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/listener/IntrospectorCleaner.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/jmx/ServletMappingMBean.java
- \* /opt/cola/permits/1001100693\_1651084722.9/0/jetty-servlet-9-2-13-v20150730-sources-jar/org/eclipse/jetty/servlet/ErrorHandlerHandler.java



# 1.128 go-yaml

cd8b52f8269e0feb286dfeef29f8fe4d5b397e0b

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## 1.130 asm 5.0.3

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/\*\*

\* Creates a new { @link AnalyzerAdapter}. *Subclasses must not use this*

\* constructor*.* Instead, they must use the

\* { @link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}

\* version.

\*

\* @param owner

\* the owner's class name.

\* @param access

\* the method's access flags (see { @link Opcodes}).

\* @param name

\* the method's name.

\* @param desc

\* the method's descriptor (see { @link Type Type}).

\* @param mv

\* the method visitor to which this adapter delegates calls. May

\* be `<tt>null</tt>`.

\* @throws IllegalStateException

\* If a subclass calls this constructor.

\*/

Found in path(s):

\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/commons/AnalyzerAdapter.java

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*/
/**
 * Creates a new {@link GeneratorAdapter}. Subclasses must not use this
 * constructor. Instead, they must use the
 * {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
 * version.
 *
 * @param mv
 *     the method visitor to which this adapter delegates calls.
 * @param access
 *     the method's access flags (see {@link Opcodes}).
 * @param name
 *     the method's name.
 * @param desc
 *     the method's descriptor (see {@link Type Type}).
 * @throws IllegalStateException
 *     If a subclass calls this constructor.
 */

```

Found in path(s):

```

* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
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\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/TypeReference.java

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\*/

/\*\*

\* Creates a new JSRInliner. *<i>*Subclasses must not use this  
\* constructor*</i>*. Instead, they must use the  
\* {[@link #JSRInlinerAdapter\(int, MethodVisitor, int, String, String, String, String\[\]\)](#)}  
\* version.  
\*  
\* [@param mv](#)  
\* the `MethodVisitor` to send the resulting inlined  
\* method code to (use `null` for none).  
\* [@param access](#)  
\* the method's access flags (see {[@link Opcodes](#)}). This  
\* parameter also indicates if the method is synthetic and/or  
\* deprecated.  
\* [@param name](#)  
\* the method's name.  
\* [@param desc](#)  
\* the method's descriptor (see {[@link Type](#)}).  
\* [@param signature](#)  
\* the method's signature. May be `null`.  
\* [@param exceptions](#)  
\* the internal names of the method's exception classes (see  
\* {[@link Type#getInternalName\(\) getInternalName](#)}). May be  
\* `null`.  
\* [@throws IllegalStateException](#)  
\* If a subclass calls this constructor.  
\*/

Found in path(s):

\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/commons/JSRInlinerAdapter.java

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*/
/**
 * Constructs a new { @link LocalVariableAnnotationNode }. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the
 * { @link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String) }
 * version.
 *
 * @param typeRef
 *     a reference to the annotated type. See { @link TypeReference }.
 * @param typePath
 *     the path to the annotated type argument, wildcard bound, array
 *     element type, or static inner type within 'typeRef'. May be
 *     <tt>null</tt> if the annotation targets 'typeRef' as a whole.
 * @param start
 *     the first instructions corresponding to the continuous ranges
 *     that make the scope of this local variable (inclusive).
 * @param end
 *     the last instructions corresponding to the continuous ranges
 *     that make the scope of this local variable (exclusive). This
 *     array must have the same size as the 'start' array.
 * @param index
 *     the local variable's index in each range. This array must have
 *     the same size as the 'start' array.
 * @param desc
 *     the class descriptor of the annotation class.
 */

```

Found in path(s):

```
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
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jar/org/objectweb/asm/tree/LocalVariableAnnotationNode.java

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\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/package.html  
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/\*\*

\* Constructs a new {@link Textifier}. *<i>Subclasses must not use this  
\* constructor</i>. Instead, they must use the {@link #Textifier(int)}  
\* version.*

\*

\* @throws IllegalStateException

\* If a subclass calls this constructor.

\*/

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```
/**
 * Constructs a new {@link ClassNode}. Subclasses must not use this
 * constructor. Instead, they must use the {@link #ClassNode(int)}
 * version.
 *
 * @throws IllegalStateException
 *         If a subclass calls this constructor.
 */
```

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jar/org/objectweb/asm/xml/SAXClassAdapter.java  
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jar/org/objectweb/asm/commons/TableSwitchGenerator.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/signature/SignatureVisitor.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/tree/AbstractInsnNode.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/optimizer/ClassConstantsCollector.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/commons/RemappingFieldAdapter.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/commons/CodeSizeEvaluator.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/tree/analysis/BasicInterpreter.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/util/CheckSignatureAdapter.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/InsnNode.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/tree/analysis/AnalyzerException.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/FieldWriter.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Handle.java  
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jar/org/objectweb/asm/commons/AdviceAdapter.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Attribute.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Opcodes.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/util/TraceFieldVisitor.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/ASMifier.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/Printer.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/optimizer/NameMapping.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/commons/RemappingAnnotationAdapter.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/tree/FieldInsnNode.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/tree/JumpInsnNode.java  
\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-  
jar/org/objectweb/asm/commons/InstructionAdapter.java

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jar/org/objectweb/asm/optimizer/shrink.properties

\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/shrink-  
writer.properties

\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/shrink-  
resize.properties

\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/shrink-  
signatures.properties

\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/shrink-  
annotations.properties

\* /opt/cola/permits/1135840046\_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/shrink-  
frames.properties

## 1.131 heimdal 0.6.3

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@vskip 20pt plus 1fil  
@end macro
```

@macro copyrightstart{ }

@end macro

@macro copyrightend{ }

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@comment node-name, next, previous, up

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GSS-API mechglue layer.

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@heading Vincent Rijmen, Antoon Bosselaers, Paulo Barreto

AES in libcrypto

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rijndael-alg-fst.c

@version 3.0 (December 2000)

Optimised ANSI C code for the Rijndael cipher (now AES)

@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>

@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

@author Paulo Barreto <paulo.barreto@terra.com.br>

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D3DES (V5.09) -

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Written with Symantec's THINK (Lightspeed) C by Richard Outerbridge. Thanks to: Dan Hoey for his excellent Initial and Inverse permutation code; Jim Gillogly & Phil Karn for the DES key schedule code; Dennis Ferguson, Eric Young and Dana How for comparing notes; and Ray Lau, for humouring me on.

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Eclipse

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\* org.eclipse.jetty.orbit:javafx.security.auth.message

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\* org.eclipse.jetty.orbit:javafx.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

\* javax.servlet:javax.servlet-api

\* javax.annotation:javax.annotation-api

\* javax.transaction:javax.transaction-api

\* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

\* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec  
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp  
org.apache.tomcat:tomcat-jasper  
org.apache.tomcat:tomcat-juli  
org.apache.tomcat:tomcat-jsp-api  
org.apache.tomcat:tomcat-el-api  
org.apache.tomcat:tomcat-jasper-el  
org.apache.tomcat:tomcat-api  
org.apache.tomcat:tomcat-util-scan  
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el  
org.apache.tomcat:tomcat-jasper-el  
org.apache.tomcat:tomcat-el-api

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Mortbay

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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# 1.133 tomcat-websocket-api 8.0.43

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## 1.142 wiremock-standalone 2.5.1

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## 1.144 icu 58

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```
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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[ :]*/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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```

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```

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/\* zlib.h -- interface of the 'zlib' general purpose compression library  
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Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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```
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Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
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under certain conditions; type `show c' for details.
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```

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```
@example
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`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
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Ty Coon, President of Vice
@end example
```

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Version 2.1, February 1999

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```

```
@end group
```

```
@end smallexample
```

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```
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```

```
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```

```
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```

```
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```

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```
@c Local Variables:
```

```
@c ispell-local-pdict: "ispell-dict"
```

```
@c End:
```

## 1.151 libpcap 1.4.0

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jseward@bzip.org  
bzip2/libbzip2 version 1.0.4 of 20 December 2006

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## THE BASIC LIBRARY FUNCTIONS

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Autoconf	llvm/autoconf llvm/projects/ModuleMaker/autoconf llvm/projects/sample/autoconf
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Google Test	llvm/utils/unittest/googletest

## 1.155 p11-kit 0.23.7

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- \* /opt/ws\_local/PERMITS\_SQL/1050086594\_1591660967.89/0/setuptools-20-10-1-1-tar-gz/setuptools-20.10.1/pkg\_resources/\_vendor/packaging/\_\_about\_\_.py
- \* /opt/ws\_local/PERMITS\_SQL/1050086594\_1591660967.89/0/setuptools-20-10-1-1-tar-gz/setuptools-20.10.1/pkg\_resources/\_vendor/packaging/specifiers.py
- \* /opt/ws\_local/PERMITS\_SQL/1050086594\_1591660967.89/0/setuptools-20-10-1-1-tar-gz/setuptools-20.10.1/pkg\_resources/\_vendor/packaging/\_compat.py
- \* /opt/ws\_local/PERMITS\_SQL/1050086594\_1591660967.89/0/setuptools-20-10-1-1-tar-gz/setuptools-20.10.1/pkg\_resources/\_vendor/packaging/markers.py
- \* /opt/ws\_local/PERMITS\_SQL/1050086594\_1591660967.89/0/setuptools-20-10-1-1-tar-gz/setuptools-20.10.1/pkg\_resources/\_vendor/packaging/utils.py
- \* /opt/ws\_local/PERMITS\_SQL/1050086594\_1591660967.89/0/setuptools-20-10-1-1-tar-gz/setuptools-20.10.1/pkg\_resources/\_vendor/packaging/\_structures.py
- \* /opt/ws\_local/PERMITS\_SQL/1050086594\_1591660967.89/0/setuptools-20-10-1-1-tar-gz/setuptools-20.10.1/pkg\_resources/\_vendor/packaging/version.py
- \* /opt/ws\_local/PERMITS\_SQL/1050086594\_1591660967.89/0/setuptools-20-10-1-1-tar-gz/setuptools-20.10.1/pkg\_resources/\_vendor/packaging/\_\_init\_\_.py

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- \* /opt/ws\_local/PERMITS\_SQL/1050086594\_1591660967.89/0/setuptools-20-10-1-1-tar-gz/setuptools-20.10.1/PKG-INFO

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=====  
Building and Distributing Packages with Setuptools  
=====

``Setuptools`` is a collection of enhancements to the Python ``distutils`` (for Python 2.6 and up) that allow developers to more easily build and distribute Python packages, especially ones that have dependencies on other packages.

Packages built and distributed using ``setuptools`` look to the user like ordinary Python packages based on the ``distutils``. Your users don't need to install or even know about setuptools in order to use them, and you don't have to include the entire setuptools package in your distributions. By including just a single bootstrap module (a 12K .py file), your package will automatically download and install ``setuptools`` if the user is building your package from source and doesn't have a suitable version already installed.

.. \_bootstrap module: [https://bootstrap.pypa.io/ez\\_setup.py](https://bootstrap.pypa.io/ez_setup.py)

#### Feature Highlights:

- \* Automatically find/download/install/upgrade dependencies at build time using the EasyInstall tool <easy\_install.html>, which supports downloading via HTTP, FTP, Subversion, and SourceForge, and automatically scans web pages linked from PyPI to find download links. (It's the closest thing to CPAN currently available for Python.)
- \* Create Python Eggs <<http://peak.telecommunity.com/DevCenter/PythonEggs>> - a single-file importable distribution format
- \* Enhanced support for accessing data files hosted in zipped packages.
- \* Automatically include all packages in your source tree, without listing them individually in setup.py
- \* Automatically include all relevant files in your source distributions, without needing to create a ``MANIFEST.in`` file, and without having to force regeneration of the ``MANIFEST`` file when your source tree changes.
- \* Automatically generate wrapper scripts or Windows (console and GUI) .exe files for any number of "main" functions in your project. (Note: this is not a py2exe replacement; the .exe files rely on the local Python installation.)
- \* Transparent Pyrex support, so that your setup.py can list ``.pyx`` files and still work even when the end-user doesn't have Pyrex installed (as long as you include the Pyrex-generated C in your source distribution)
- \* Command aliases - create project-specific, per-user, or site-wide shortcut names for commonly used commands and options
- \* PyPI upload support - upload your source distributions and eggs to PyPI
- \* Deploy your project in "development mode", such that it's available on ``sys.path``, yet can still be edited directly from its source checkout.
- \* Easily extend the distutils with new commands or ``setup()`` arguments, and



distribute/reuse your extensions for multiple projects, without copying code.

\* Create extensible applications and frameworks that automatically discover extensions, using simple "entry points" declared in a project's setup script.

In addition to the PyPI downloads, the development version of ``setuptools`` is available from the `Python SVN sandbox`\_, and in-development versions of the `0.6 branch`\_ are available as well.

.. \_0.6 branch: <http://svn.python.org/projects/sandbox/branches/setuptools-0.6/#egg=setuptools-dev06>

.. \_Python SVN sandbox: <http://svn.python.org/projects/sandbox/trunk/setuptools/#egg=setuptools-dev>

.. contents:: **Table of Contents**

.. \_ez\_setup.py: `bootstrap module`\_

-----  
Developer's Guide  
-----

Installing ``setuptools``

=====

Please follow the `EasyInstall Installation Instructions`\_ to install the current stable version of setuptools. In particular, be sure to read the section on `Custom Installation Locations`\_ if you are installing anywhere other than Python's `site-packages`\_ directory.

.. \_EasyInstall Installation Instructions: [easy\\_install.html#installation-instructions](easy_install.html#installation-instructions)

.. \_Custom Installation Locations: [easy\\_install.html#custom-installation-locations](easy_install.html#custom-installation-locations)

If you want the current in-development version of setuptools, you should first install a stable version, and then run::

```
ez_setup.py setuptools==dev
```

This will download and install the latest development (i.e. unstable) version of setuptools from the Python Subversion sandbox.

Basic Use

=====

For basic use of setuptools, just import things from setuptools instead of

the distutils. Here's a minimal setup script using setuptools::

```
from setuptools import setup, find_packages
setup(
    name = "HelloWorld",
    version = "0.1",
    packages = find_packages(),
)
```

As you can see, it doesn't take much to use setuptools in a project. Run that script in your project folder, alongside the Python packages you have developed.

Invoke that script to produce eggs, upload to PyPI, and automatically include all packages in the directory where the setup.py lives. See the `Command Reference`\_ section below to see what commands you can give to this setup script. For example, to produce a source distribution, simply invoke::

```
python setup.py sdist
```

Of course, before you release your project to PyPI, you'll want to add a bit more information to your setup script to help people find or learn about your project. And maybe your project will have grown by then to include a few dependencies, and perhaps some data files and scripts::

```
from setuptools import setup, find_packages
setup(
    name = "HelloWorld",
    version = "0.1",
    packages = find_packages(),
    scripts = ['say_hello.py'],

    # Project uses reStructuredText, so ensure that the docutils get
    # installed or upgraded on the target machine
    install_requires = ['docutils>=0.3'],

    package_data = {
        # If any package contains *.txt or *.rst files, include them:
        "": ['*.txt', '*.rst'],
        # And include any *.msg files found in the 'hello' package, too:
        'hello': ['*.msg'],
    },

    # metadata for upload to PyPI
    author = "Me",
    author_email = "me@example.com",
    description = "This is an Example Package",
```

```

license = "PSF",
keywords = "hello world example examples",
url = "http://example.com/HelloWorld/", # project home page, if any

# could also include long_description, download_url, classifiers, etc.
)

```

In the sections that follow, we'll explain what most of these `setup()` arguments do (except for the metadata ones), and the various ways you might use them in your own project(s).

## Specifying Your Project's Version

-----

Setuptools can work well with most versioning schemes; there are, however, a few special things to watch out for, in order to ensure that setuptools and EasyInstall can always tell what version of your package is newer than another version. Knowing these things will also help you correctly specify what versions of other projects your project depends on.

A version consists of an alternating series of release numbers and pre-release or post-release tags. A release number is a series of digits punctuated by dots, such as `2.4` or `0.5`. Each series of digits is treated numerically, so releases `2.1` and `2.1.0` are different ways to spell the same release number, denoting the first subrelease of release 2. But `2.10` is the *tenth* subrelease of release 2, and so is a different and newer release from `2.1` or `2.1.0`. Leading zeros within a series of digits are also ignored, so `2.01` is the same as `2.1`, and different from `2.0.1`.

Following a release number, you can have either a pre-release or post-release tag. Pre-release tags make a version be considered *older* than the version they are appended to. So, revision `2.4` is *newer* than revision `2.4c1`, which in turn is newer than `2.4b1` or `2.4a1`. Postrelease tags make a version be considered *newer* than the version they are appended to. So, revisions like `2.4-1` and `2.4pl3` are newer than `2.4`, but are *older* than `2.4.1` (which has a higher release number).

A pre-release tag is a series of letters that are alphabetically before "final". Some examples of prerelease tags would include `alpha`, `beta`, `a`, `c`, `dev`, and so on. You do not have to place a dot or dash before the prerelease tag if it's immediately after a number, but it's okay to do so if you prefer. Thus, `2.4c1` and `2.4.c1` and `2.4-c1` all represent release candidate 1 of version `2.4`, and are treated as identical by setuptools.

In addition, there are three special prerelease tags that are treated as if they were the letter `c`: `pre`, `preview`, and `rc`. So, version

`2.4rc1`, `2.4pre1` and `2.4preview1` are all the exact same version as `2.4c1`, and are treated as identical by `setuptools`.

A post-release tag is either a series of letters that are alphabetically greater than or equal to "final", or a dash (`-`). Post-release tags are generally used to separate patch numbers, port numbers, build numbers, revision numbers, or date stamps from the release number. For example, the version `2.4-r1263` might denote Subversion revision 1263 of a post-release patch of version `2.4`. Or you might use `2.4-20051127` to denote a date-stamped post-release.

Notice that after each pre or post-release tag, you are free to place another release number, followed again by more pre- or post-release tags. For example, `0.6a9.dev-r41475` could denote Subversion revision 41475 of the in-development version of the ninth alpha of release 0.6. Notice that `dev` is a pre-release tag, so this version is a *lower* version number than `0.6a9`, which would be the actual ninth alpha of release 0.6. But the `-r41475` is a post-release tag, so this version is *newer* than `0.6a9.dev`.

For the most part, `setuptools`' interpretation of version numbers is intuitive, but here are a few tips that will keep you out of trouble in the corner cases:

- \* Don't stick adjoining pre-release tags together without a dot or number between them. Version `1.9adev` is the `adev` prerelease of `1.9`, *not* a development pre-release of `1.9a`. Use `.dev` instead, as in `1.9a.dev`, or separate the prerelease tags with a number, as in `1.9a0dev`. `1.9a.dev`, `1.9a0dev`, and even `1.9.a.dev` are identical versions from `setuptools`' point of view, so you can use whatever scheme you prefer.

- \* If you want to be certain that your chosen numbering scheme works the way you think it will, you can use the `pkg_resources.parse_version()` function to compare different version numbers::

```
>>> from pkg_resources import parse_version
>>> parse_version('1.9.a.dev') == parse_version('1.9a0dev')
True
>>> parse_version('2.1-rc2') < parse_version('2.1')
True
>>> parse_version('0.6a9dev-r41475') < parse_version('0.6a9')
True
```

Once you've decided on a version numbering scheme for your project, you can have `setuptools` automatically tag your in-development releases with various pre- or post-release tags. See the following sections for more details:

- \* `Tagging and "Daily Build" or "Snapshot" Releases`
- \* `Managing "Continuous Releases" Using Subversion`

\* The `egg_info` command

#### New and Changed `setup()` Keywords

=====

The following keyword arguments to `setup()` are added or changed by `setuptools`. All of them are optional; you do not have to supply them unless you need the associated `setuptools` feature.

##### `include_package_data`

If set to `True`, this tells `setuptools` to automatically include any data files it finds inside your package directories that are specified by your `MANIFEST.in` file. For more information, see the section below on `Including Data Files`.

##### `exclude_package_data`

A dictionary mapping package names to lists of glob patterns that should be *excluded* from your package directories. You can use this to trim back any excess files included by `include_package_data`. For a complete description and examples, see the section below on `Including Data Files`.

##### `package_data`

A dictionary mapping package names to lists of glob patterns. For a complete description and examples, see the section below on `Including Data Files`. You do not need to use this option if you are using `include_package_data`, unless you need to add e.g. files that are generated by your setup script and build process. (And are therefore not in source control or are files that you don't want to include in your source distribution.)

##### `zip_safe`

A boolean (True or False) flag specifying whether the project can be safely installed and run from a zip file. If this argument is not supplied, the `bdist_egg` command will have to analyze all of your project's contents for possible problems each time it builds an egg.

##### `install_requires`

A string or list of strings specifying what other distributions need to be installed when this one is. See the section below on `Declaring Dependencies` for details and examples of the format of this argument.

##### `entry_points`

A dictionary mapping entry point group names to strings or lists of strings defining the entry points. Entry points are used to support dynamic discovery of services or plugins provided by a project. See `Dynamic Discovery of Services and Plugins` for details and examples of the format of this argument. In addition, this keyword is used to support `Automatic`

## Script Creation`\_.

### ``extras\_require``

A dictionary mapping names of "extras" (optional features of your project) to strings or lists of strings specifying what other distributions must be installed to support those features. See the section below on `Declaring Dependencies`\_ for details and examples of the format of this argument.

### ``setup\_requires``

A string or list of strings specifying what other distributions need to be present in order for the `*setup script*` to run. ```setuptools``` will attempt to obtain these (even going so far as to download them using ```EasyInstall```) before processing the rest of the setup script or commands. This argument is needed if you are using distutils extensions as part of your build process; for example, extensions that process `setup()` arguments and turn them into EGG-INFO metadata files.

(Note: projects listed in ```setup_requires``` will NOT be automatically installed on the system where the setup script is being run. They are simply downloaded to the `./eggs` directory if they're not locally available already. If you want them to be installed, as well as being available when the setup script is run, you should add them to ```install_requires``` `**and**` ```setup_requires```.)

### ``dependency\_links``

A list of strings naming URLs to be searched when satisfying dependencies. These links will be used if needed to install packages specified by ```setup_requires``` or ```tests_require```. They will also be written into the egg's metadata for use by tools like EasyInstall to use when installing an ```.egg``` file.

### ``namespace\_packages``

A list of strings naming the project's "namespace packages". A namespace package is a package that may be split across multiple project distributions. For example, Zope 3's ```zope``` package is a namespace package, because subpackages like ```zope.interface``` and ```zope.publisher``` may be distributed separately. The egg runtime system can automatically merge such subpackages into a single parent package at runtime, as long as you declare them in each project that contains any subpackages of the namespace package, and as long as the namespace package's ```__init__.py``` does not contain any code other than a namespace declaration. See the section below on `Namespace Packages`\_ for more information.

### ``test\_suite``

A string naming a ```unittest.TestCase``` subclass (or a package or module containing one or more of them, or a method of such a subclass), or naming a function that can be called with no arguments and returns a ```unittest.TestSuite```. If the named suite is a module, and the module

has an `additional_tests()` function, it is called and the results are added to the tests to be run. If the named suite is a package, any submodules and subpackages are recursively added to the overall test suite.

Specifying this argument enables use of the `test_`_`` command to run the specified test suite, e.g. via `setup.py test`_``. See the section on the `test_`_`` command below for more details.

#### `tests_require`_``

If your project's tests need one or more additional packages besides those needed to install it, you can use this option to specify them. It should be a string or list of strings specifying what other distributions need to be present for the package's tests to run. When you run the `test`_`` command, `setuptools`_`` will attempt to obtain these (even going so far as to download them using `EasyInstall`_``). Note that these required projects will *not* be installed on the system where the tests are run, but only downloaded to the project's setup directory if they're not already installed locally.

#### `test_loader`_``

#### `test_loader`_``

If you would like to use a different way of finding tests to run than what `setuptools`_`` normally uses, you can specify a module name and class name in this argument. The named class must be instantiable with no arguments, and its instances must support the `loadTestsFromNames()` method as defined in the Python `unittest`_`` module's `TestLoader`_`` class. `Setuptools`_`` will pass only one test "name" in the `names`_`` argument: the value supplied for the `test_suite`_`` argument. The loader you specify may interpret this string in any way it likes, as there are no restrictions on what may be contained in a `test_suite`_`` string.

The module name and class name must be separated by a `:`_``. The default value of this argument is `setuptools.command.test:ScanningLoader`_``. If you want to use the default `unittest`_`` behavior, you can specify `unittest:TestLoader`_`` as your `test_loader`_`` argument instead. This will prevent automatic scanning of submodules and subpackages.

The module and class you specify here may be contained in another package, as long as you use the `tests_require`_`` option to ensure that the package containing the loader class is available when the `test`_`` command is run.

#### `eager_resources`_``

A list of strings naming resources that should be extracted together, if any of them is needed, or if any C extensions included in the project are imported. This argument is only useful if the project will be installed as a zipfile, and there is a need to have all of the listed resources be extracted to the filesystem *as a unit*. Resources listed here

should be '/'-separated paths, relative to the source root, so to list a resource `foo.png` in package `bar.baz`, you would include the string `bar/baz/foo.png` in this argument.

If you only need to obtain resources one at a time, or you don't have any C extensions that access other files in the project (such as data files or shared libraries), you probably do NOT need this argument and shouldn't mess with it. For more details on how this argument works, see the section below on `Automatic Resource Extraction`.

`use_2to3`

Convert the source code from Python 2 to Python 3 with 2to3 during the build process. See `:doc:python3` for more details.

`convert_2to3_doctests`

List of doctest source files that need to be converted with 2to3. See `:doc:python3` for more details.

`use_2to3_fixers`

A list of modules to search for additional fixers to be used during the 2to3 conversion. See `:doc:python3` for more details.

Using `find_packages()`

-----

For simple projects, it's usually easy enough to manually add packages to the `packages` argument of `setup()`. However, for very large projects (Twisted, PEAK, Zope, Chandler, etc.), it can be a big burden to keep the package list updated. That's what `setuptools.find_packages()` is for.

`find_packages()` takes a source directory and two lists of package name patterns to exclude and include. If omitted, the source directory defaults to the same directory as the setup script. Some projects use a `src` or `lib` directory as the root of their source tree, and those projects would of course use `src` or `lib` as the first argument to `find_packages()`. (And such projects also need something like `package_dir = {'src'}` in their `setup()` arguments, but that's just a normal distutils thing.)

Anyway, `find_packages()` walks the target directory, filtering by inclusion patterns, and finds Python packages (any directory). On Python 3.2 and earlier, packages are only recognized if they include an `__init__.py` file. Finally, exclusion patterns are applied to remove matching packages.

Inclusion and exclusion patterns are package names, optionally including wildcards. For example, `find_packages(exclude=["*.tests"])` will exclude all packages whose



last name part is `tests`. Or, `find_packages(exclude=["*.tests", "*.tests.*"])` will also exclude any subpackages of packages named `tests`, but it still won't exclude a top-level `tests` package or the children thereof. In fact, if you really want no `tests` packages at all, you'll need something like this::

```
find_packages(exclude=["*.tests", "*.tests.*", "tests.*", "tests"])
```

in order to cover all the bases. Really, the exclusion patterns are intended to cover simpler use cases than this, like excluding a single, specified package and its subpackages.

Regardless of the parameters, the `find_packages()` function returns a list of package names suitable for use as the `packages` argument to `setup()`, and so is usually the easiest way to set that argument in your setup script. Especially since it frees you from having to remember to modify your setup script whenever your project grows additional top-level packages or subpackages.

#### Automatic Script Creation

=====

Packaging and installing scripts can be a bit awkward with the distutils. For one thing, there's no easy way to have a script's filename match local conventions on both Windows and POSIX platforms. For another, you often have to create a separate file just for the "main" script, when your actual "main" is a function in a module somewhere. And even in Python 2.4, using the `-m` option only works for actual `.py` files that aren't installed in a package.

`setuptools` fixes all of these problems by automatically generating scripts for you with the correct extension, and on Windows it will even create an `.exe` file so that users don't have to change their `PATHEXT` settings. The way to use this feature is to define "entry points" in your setup script that indicate what function the generated script should import and run. For example, to create two console scripts called `foo` and `bar`, and a GUI script called `baz`, you might do something like this::

```
setup(
    # other arguments here...
    entry_points={
        'console_scripts': [
            'foo = my_package.some_module:main_func',
            'bar = other_module:some_func',
        ],
        'gui_scripts': [
            'baz = my_package_gui:start_func',
        ]
    }
```

```
}  
)
```

When this project is installed on non-Windows platforms (using "setup.py install", "setup.py develop", or by using EasyInstall), a set of ``foo``, ``bar``, and ``baz`` scripts will be installed that import ``main\_func`` and ``some\_func`` from the specified modules. The functions you specify are called with no arguments, and their return value is passed to ``sys.exit()``, so you can return an errorlevel or message to print to stderr.

On Windows, a set of ``foo.exe``, ``bar.exe``, and ``baz.exe`` launchers are created, alongside a set of ``foo.py``, ``bar.py``, and ``baz.pyw`` files. The ``.exe`` wrappers find and execute the right version of Python to run the ``.py`` or ``.pyw`` file.

You may define as many "console script" and "gui script" entry points as you like, and each one can optionally specify "extras" that it depends on, that will be added to ``sys.path`` when the script is run. For more information on "extras", see the section below on `Declaring Extras`\_. For more information on "entry points" in general, see the section below on `Dynamic Discovery of Services and Plugins`\_.

#### "Eggsecutable" Scripts

-----

Occasionally, there are situations where it's desirable to make an ``.egg`` file directly executable. You can do this by including an entry point such as the following::

```
setup(  
    # other arguments here...  
    entry_points = {  
        'setuptools.installation': [  
            'eggsecutable = my_package.some_module:main_func',  
        ]  
    }  
)
```

Any eggs built from the above setup script will include a short executable prelude that imports and calls ``main\_func()`` from ``my\_package.some\_module``. The prelude can be run on Unix-like platforms (including Mac and Linux) by invoking the egg with ``/bin/sh``, or by enabling execute permissions on the ``.egg`` file. For the executable prelude to run, the appropriate version of Python must be available via the ``PATH`` environment variable, under its "long" name. That is, if the egg is built for Python 2.3, there must be a ``python2.3`` executable present in a directory on ``PATH``.

This feature is primarily intended to support ez\_setup the installation of setuptools itself on non-Windows platforms, but may also be useful for other projects as well.

IMPORTANT NOTE: Eggs with an "eggsecutable" header cannot be renamed, or invoked via symlinks. They *must* be invoked using their original filename, in order to ensure that, once running, `pkg_resources` will know what project and version is in use. The header script will check this and exit with an error if the `.egg` file has been renamed or is invoked via a symlink that changes its base name.

## Declaring Dependencies

=====

`setuptools` supports automatically installing dependencies when a package is installed, and including information about dependencies in Python Eggs (so that package management tools like EasyInstall can use the information).

`setuptools` and `pkg_resources` use a common syntax for specifying a project's required dependencies. This syntax consists of a project's PyPI name, optionally followed by a comma-separated list of "extras" in square brackets, optionally followed by a comma-separated list of version specifiers. A version specifier is one of the operators `<`, `>`, `<=`, `>=`, `==` or `!=`, followed by a version identifier. Tokens may be separated by whitespace, but any whitespace or nonstandard characters within a project name or version identifier must be replaced with `-`.

Version specifiers for a given project are internally sorted into ascending version order, and used to establish what ranges of versions are acceptable. Adjacent redundant conditions are also consolidated (e.g. `>1, >2` becomes `>1`, and `<2, <3` becomes `<3`). `!=` versions are excised from the ranges they fall within. A project's version is then checked for membership in the resulting ranges. (Note that providing conflicting conditions for the same version (e.g. `<2, >=2` or `==2, !=2`) is meaningless and may therefore produce bizarre results.)

Here are some example requirement specifiers::

```
docutils >= 0.3
```

```
# comment lines and \ continuations are allowed in requirement strings
BazSpam ==1.1, ==1.2, ==1.3, ==1.4, ==1.5, \
    ==1.6, ==1.7 # and so are line-end comments
```

```
PEAK[FastCGI, reST]>=0.5a4
```

```
setuptools==0.5a7
```

The simplest way to include requirement specifiers is to use the `install_requires` argument to `setup()`. It takes a string or list of strings containing requirement specifiers. If you include more than one requirement in a string, each requirement must begin on a new line.

This has three effects:

1. When your project is installed, either by using EasyInstall, `setup.py install`, or `setup.py develop`, all of the dependencies not already installed will be located (via PyPI), downloaded, built (if necessary), and installed.
2. Any scripts in your project will be installed with wrappers that verify the availability of the specified dependencies at runtime, and ensure that the correct versions are added to `sys.path` (e.g. if multiple versions have been installed).
3. Python Egg distributions will include a metadata file listing the dependencies.

Note, by the way, that if you declare your dependencies in `setup.py`, you do *not* need to use the `require()` function in your scripts or modules, as long as you either install the project or use `setup.py develop` to do development work on it. (See "Development Mode" below for more details on using `setup.py develop`.)

#### Dependencies that aren't in PyPI

-----

If your project depends on packages that aren't registered in PyPI, you may still be able to depend on them, as long as they are available for download as:

- an egg, in the standard distutils `sdist` format,
- a single `.py` file, or
- a VCS repository (Subversion, Mercurial, or Git).

You just need to add some URLs to the `dependency_links` argument to `setup()`.

The URLs must be either:

1. direct download URLs,
2. the URLs of web pages that contain direct download links, or
3. the repository's URL

In general, it's better to link to web pages, because it is usually less complex to update a web page than to release a new version of your project. You can also use a SourceForge `showfiles.php` link in the case where a package you depend on is distributed via SourceForge.

If you depend on a package that's distributed as a single `.py` file, you must include an `#egg=project-version` suffix to the URL, to give a project name and version number. (Be sure to escape any dashes in the name or version by replacing them with underscores.) EasyInstall will recognize this suffix and automatically create a trivial `setup.py` to wrap the single `.py` file as an egg.

In the case of a VCS checkout, you should also append `#egg=project-version` in order to identify for what package that checkout should be used. You can append `@REV` to the URL's path (before the fragment) to specify a revision. Additionally, you can also force the VCS being used by prepending the URL with a certain prefix. Currently available are:

- `svn+URL` for Subversion,
- `git+URL` for Git, and
- `hg+URL` for Mercurial

A more complete example would be:

```
vcsv+proto://host/path@revision#egg=project-version
```

Be careful with the version. It should match the one inside the project files. If you want to disregard the version, you have to omit it both in the `requires` and in the URL's fragment.

This will do a checkout (or a clone, in Git and Mercurial parlance) to a temporary folder and run `setup.py bdist_egg`.

The `dependency_links` option takes the form of a list of URL strings. For example, the below will cause EasyInstall to search the specified page for eggs or source distributions, if the package's dependencies aren't already installed::

```
setup(  
    ...  
    dependency_links = [  
        "http://peak.telecommunity.com/snapshots/"  
    ],  
)
```

.. `_Declaring Extras`:

## Declaring "Extras" (optional features with their own dependencies)

---

Sometimes a project has "recommended" dependencies, that are not required for all uses of the project. For example, a project might offer optional PDF output if ReportLab is installed, and reStructuredText support if docutils is installed. These optional features are called "extras", and `setuptools` allows you to define their requirements as well. In this way, other projects that require these optional features can force the additional requirements to be installed, by naming the desired extras in their `install_requires`.

For example, let's say that Project A offers optional PDF and reST support::

```
setup(
    name="Project-A",
    ...
    extras_require = {
        'PDF': ["ReportLab>=1.2", "RXP"],
        'reST': ["docutils>=0.3"],
    }
)
```

As you can see, the `extras_require` argument takes a dictionary mapping names of "extra" features, to strings or lists of strings describing those features' requirements. These requirements will *not* be automatically installed unless another package depends on them (directly or indirectly) by including the desired "extras" in square brackets after the associated project name. (Or if the extras were listed in a requirement spec on the EasyInstall command line.)

Extras can be used by a project's `entry points` to specify dynamic dependencies. For example, if Project A includes a "rst2pdf" script, it might declare it like this, so that the "PDF" requirements are only resolved if the "rst2pdf" script is run::

```
setup(
    name="Project-A",
    ...
    entry_points = {
        'console_scripts': [
            'rst2pdf = project_a.tools.pdfgen [PDF]',
            'rst2html = project_a.tools.htmlgen',
            # more script entry points ...
        ],
    }
)
```

Projects can also use another project's extras when specifying dependencies. For example, if project B needs "project A" with PDF support installed, it might declare the dependency like this::

```
setup(
    name="Project-B",
    install_requires = ["Project-A[PDF]"],
    ...
)
```

This will cause ReportLab to be installed along with project A, if project B is installed -- even if project A was already installed. In this way, a project can encapsulate groups of optional "downstream dependencies" under a feature name, so that packages that depend on it don't have to know what the downstream dependencies are. If a later version of Project A builds in PDF support and no longer needs ReportLab, or if it ends up needing other dependencies besides ReportLab in order to provide PDF support, Project B's setup information does not need to change, but the right packages will still be installed if needed.

Note, by the way, that if a project ends up not needing any other packages to support a feature, it should keep an empty requirements list for that feature in its ``extras\_require`` argument, so that packages depending on that feature don't break (due to an invalid feature name). For example, if Project A above builds in PDF support and no longer needs ReportLab, it could change its setup to this::

```
setup(
    name="Project-A",
    ...
    extras_require = {
        'PDF': [],
        'reST': ["docutils>=0.3"],
    }
)
```

so that Package B doesn't have to remove the ``[PDF]`` from its requirement specifier.

## Including Data Files

=====

The distutils have traditionally allowed installation of "data files", which are placed in a platform-specific location. However, the most common use case for data files distributed with a package is for use \*by\* the package, usually by including the data files in the package directory.

Setuptools offers three ways to specify data files to be included in your

packages. First, you can simply use the `include_package_data` keyword, e.g.:

```
from setuptools import setup, find_packages
setup(
    ...
    include_package_data = True
)
```

This tells setuptools to install any data files it finds in your packages. The data files must be specified via the distutils' `MANIFEST.in` file. (They can also be tracked by a revision control system, using an appropriate plugin. See the section below on `Adding Support for Revision Control Systems` for information on how to write such plugins.)

If you want finer-grained control over what files are included (for example, if you have documentation files in your package directories and want to exclude them from installation), then you can also use the `package_data` keyword, e.g.:

```
from setuptools import setup, find_packages
setup(
    ...
    package_data = {
        # If any package contains *.txt or *.rst files, include them:
        '*': ['*.txt', '*.rst'],
        # And include any *.msg files found in the 'hello' package, too:
        'hello': ['*.msg'],
    }
)
```

The `package_data` argument is a dictionary that maps from package names to lists of glob patterns. The globs may include subdirectory names, if the data files are contained in a subdirectory of the package. For example, if the package tree looks like this::

```
setup.py
src/
  mypkg/
    __init__.py
    mypkg.txt
  data/
    somefile.dat
    otherdata.dat
```

The setuptools setup file might look like this::

```
from setuptools import setup, find_packages
```



```

setup(
    ...
    packages = find_packages('src'), # include all packages under src
    package_dir = {'': 'src'}, # tell distutils packages are under src

    package_data = {
        # If any package contains *.txt files, include them:
        '': ['*.txt'],
        # And include any *.dat files found in the 'data' subdirectory
        # of the 'mypkg' package, also:
        'mypkg': ['data/*.dat'],
    }
)

```

Notice that if you list patterns in `package_data` under the empty string, these patterns are used to find files in every package, even ones that also have their own patterns listed. Thus, in the above example, the `mypkg.txt` file gets included even though it's not listed in the patterns for `mypkg`.

Also notice that if you use paths, you *must* use a forward slash (`/`) as the path separator, even if you are on Windows. Setuptools automatically converts slashes to appropriate platform-specific separators at build time.

(Note: although the `package_data` argument was previously only available in `setuptools`, it was also added to the Python `distutils` package as of Python 2.4; there is some documentation for the feature `__` available on the [python.org](http://python.org) website. If using the setuptools-specific `include_package_data` argument, files specified by `package_data` will *not* be automatically added to the manifest unless they are listed in the MANIFEST.in file.)

`__` <http://docs.python.org/dist/node11.html>

Sometimes, the `include_package_data` or `package_data` options alone aren't sufficient to precisely define what files you want included. For example, you may want to include package README files in your revision control system and source distributions, but exclude them from being installed. So, setuptools offers an `exclude_package_data` option as well, that allows you to do things like this::

```

from setuptools import setup, find_packages
setup(
    ...
    packages = find_packages('src'), # include all packages under src
    package_dir = {'': 'src'}, # tell distutils packages are under src

    include_package_data = True, # include everything in source control

    # ...but exclude README.txt from all packages

```

```
exclude_package_data = { ": ['README.txt'] },
)
```

The `exclude_package_data` option is a dictionary mapping package names to lists of wildcard patterns, just like the `package_data` option. And, just as with that option, a key of `""` will apply the given pattern(s) to all packages. However, any files that match these patterns will be *excluded* from installation, even if they were listed in `package_data` or were included as a result of using `include_package_data`.

In summary, the three options allow you to:

`include_package_data`

Accept all data files and directories matched by `MANIFEST.in`.

`package_data`

Specify additional patterns to match files and directories that may or may not be matched by `MANIFEST.in` or found in source control.

`exclude_package_data`

Specify patterns for data files and directories that should *not* be included when a package is installed, even if they would otherwise have been included due to the use of the preceding options.

NOTE: Due to the way the distutils build process works, a data file that you include in your project and then stop including may be "orphaned" in your project's build directories, requiring you to run `setup.py clean --all` to fully remove them. This may also be important for your users and contributors if they track intermediate revisions of your project using Subversion; be sure to let them know when you make changes that remove files from inclusion so they can run `setup.py clean --all`.

#### Accessing Data Files at Runtime

-----

Typically, existing programs manipulate a package's `__file__` attribute in order to find the location of data files. However, this manipulation isn't compatible with PEP 302-based import hooks, including importing from zip files and Python Eggs. It is strongly recommended that, if you are using data files, you should use the `Resource Management API` of `pkg_resources` to access them. The `pkg_resources` module is distributed as part of `setuptools`, so if you're using `setuptools` to distribute your package, there is no reason not to use its resource management API. See also `Accessing Package Resources` for a quick example of converting code that uses `__file__` to use `pkg_resources` instead.

.. `_Resource Management API`: <http://peak.telecommunity.com/DevCenter/PythonEggs#resource-management>

.. [\\_Accessing Package Resources: http://peak.telecommunity.com/DevCenter/PythonEggs#accessing-package-resources](http://peak.telecommunity.com/DevCenter/PythonEggs#accessing-package-resources)

## Non-Package Data Files

-----

The `distutils` normally install general "data files" to a platform-specific location (e.g. `/usr/share`). This feature intended to be used for things like documentation, example configuration files, and the like. `setuptools` does not install these data files in a separate location, however. They are bundled inside the egg file or directory, alongside the Python modules and packages. The data files can also be accessed using the `Resource Management API`, by specifying a `Requirement` instead of a package name::

```
from pkg_resources import Requirement, resource_filename
filename = resource_filename(Requirement.parse("MyProject"), "sample.conf")
```

The above code will obtain the filename of the "sample.conf" file in the data root of the "MyProject" distribution.

Note, by the way, that this encapsulation of data files means that you can't actually install data files to some arbitrary location on a user's machine; this is a feature, not a bug. You can always include a script in your distribution that extracts and copies your the documentation or data files to a user-specified location, at their discretion. If you put related data files in a single directory, you can use `resource_filename()` with the directory name to get a filesystem directory that then can be copied with the `shutil` module. (Even if your package is installed as a zipfile, calling `resource_filename()` on a directory will return an actual filesystem directory, whose contents will be that entire subtree of your distribution.)

(Of course, if you're writing a new package, you can just as easily place your data files or directories inside one of your packages, rather than using the `distutils`' approach. However, if you're updating an existing application, it may be simpler not to change the way it currently specifies these data files.)

## Automatic Resource Extraction

-----

If you are using tools that expect your resources to be "real" files, or your project includes non-extension native libraries or other files that your C extensions expect to be able to access, you may need to list those files in the `eager_resources` argument to `setup()`, so that the files will be extracted together, whenever a C extension in the project is imported.

This is especially important if your project includes shared libraries *\*other\**

than distutils-built C extensions, and those shared libraries use file extensions other than ``.dll``, ``.so``, or ``.dylib``, which are the extensions that setuptools 0.6a8 and higher automatically detects as shared libraries and adds to the ``native\_libs.txt`` file for you. Any shared libraries whose names do not end with one of those extensions should be listed as ``eager\_resources``, because they need to be present in the filesystem when the C extensions that link to them are used.

The ``pkg\_resources`` runtime for compressed packages will automatically extract \*all\* C extensions and ``eager\_resources`` at the same time, whenever \*any\* C extension or eager resource is requested via the ``resource\_filename()`` API. (C extensions are imported using ``resource\_filename()`` internally.) This ensures that C extensions will see all of the "real" files that they expect to see.

Note also that you can list directory resource names in ``eager\_resources`` as well, in which case the directory's contents (including subdirectories) will be extracted whenever any C extension or eager resource is requested.

Please note that if you're not sure whether you need to use this argument, you don't! It's really intended to support projects with lots of non-Python dependencies and as a last resort for crafty projects that can't otherwise handle being compressed. If your package is pure Python, Python plus data files, or Python plus C, you really don't need this. You've got to be using either C or an external program that needs "real" files in your project before there's any possibility of ``eager\_resources`` being relevant to your project.

## Extensible Applications and Frameworks

=====

.. \_Entry Points:

### Dynamic Discovery of Services and Plugins

-----

``setuptools`` supports creating libraries that "plug in" to extensible applications and frameworks, by letting you register "entry points" in your project that can be imported by the application or framework.

For example, suppose that a blogging tool wants to support plugins that provide translation for various file types to the blog's output format. The framework might define an "entry point group" called ``blogtool.parsers``, and then allow plugins to register entry points for the file extensions they support.

This would allow people to create distributions that contain one or more

parsers for different file types, and then the blogging tool would be able to find the parsers at runtime by looking up an entry point for the file extension (or mime type, or however it wants to).

Note that if the blogging tool includes parsers for certain file formats, it can register these as entry points in its own setup script, which means it doesn't have to special-case its built-in formats. They can just be treated the same as any other plugin's entry points would be.

If you're creating a project that plugs in to an existing application or framework, you'll need to know what entry points or entry point groups are defined by that application or framework. Then, you can register entry points in your setup script. Here are a few examples of ways you might register an `.rst` file parser entry point in the `blogtool.parsers` entry point group, for our hypothetical blogging tool::

```
setup(
    # ...
    entry_points = {'blogtool.parsers': '.rst = some_module:SomeClass'}
)
```

```
setup(
    # ...
    entry_points = {'blogtool.parsers': ['.rst = some_module:a_func']}
)
```

```
setup(
    # ...
    entry_points = """
    [blogtool.parsers]
    .rst = some.nested.module:SomeClass.some_classmethod [reST]
    """
    extras_require = dict(reST = "Docutils>=0.3.5")
)
```

The `entry_points` argument to `setup()` accepts either a string with `.ini`-style sections, or a dictionary mapping entry point group names to either strings or lists of strings containing entry point specifiers. An entry point specifier consists of a name and value, separated by an `=` sign. The value consists of a dotted module name, optionally followed by a `:` and a dotted identifier naming an object within the module. It can also include a bracketed list of "extras" that are required for the entry point to be used. When the invoking application or framework requests loading of an entry point, any requirements implied by the associated extras will be passed to `pkg_resources.require()`, so that an appropriate error message can be displayed if the needed package(s) are missing. (Of course, the invoking app or framework can ignore such errors if it wants to make an entry point optional if a requirement isn't installed.)

## Defining Additional Metadata

-----

Some extensible applications and frameworks may need to define their own kinds of metadata to include in eggs, which they can then access using the `pkg_resources` metadata APIs. Ordinarily, this is done by having plugin developers include additional files in their `ProjectName.egg-info` directory. However, since it can be tedious to create such files by hand, you may want to create a distutils extension that will create the necessary files from arguments to `setup()`, in much the same way that `setuptools` does for many of the `setup()` arguments it adds. See the section below on `Creating distutils Extensions` for more details, especially the subsection on `Adding new EGG-INFO Files`.

## "Development Mode"

=====

Under normal circumstances, the `distutils` assume that you are going to build a distribution of your project, not use it in its "raw" or "unbuilt" form. If you were to use the `distutils` that way, you would have to rebuild and reinstall your project every time you made a change to it during development.

Another problem that sometimes comes up with the `distutils` is that you may need to do development on two related projects at the same time. You may need to put both projects' packages in the same directory to run them, but need to keep them separate for revision control purposes. How can you do this?

Setuptools allows you to deploy your projects for use in a common directory or staging area, but without copying any files. Thus, you can edit each project's code in its checkout directory, and only need to run build commands when you change a project's C extensions or similarly compiled files. You can even deploy a project into another project's checkout directory, if that's your preferred way of working (as opposed to using a common independent staging area or the `site-packages` directory).

To do this, use the `setup.py develop` command. It works very similarly to `setup.py install` or the EasyInstall tool, except that it doesn't actually install anything. Instead, it creates a special `.egg-link` file in the deployment directory, that links to your project's source code. And, if your deployment directory is Python's `site-packages` directory, it will also update the `easy-install.pth` file to include your project's source code, thereby making it available on `sys.path` for all programs using that Python installation.

If you have enabled the `use_2to3` flag, then of course the `.egg-link` will not link directly to your source code when run under Python 3, since that source code would be made for Python 2 and not work under Python 3. Instead the `setup.py develop` will build Python 3 code under the `build` directory, and link there. This means that after doing code changes you will have to run `setup.py build` before these changes are picked up by your Python 3 installation.

In addition, the `develop` command creates wrapper scripts in the target script directory that will run your in-development scripts after ensuring that all your `install_requires` packages are available on `sys.path`.

You can deploy the same project to multiple staging areas, e.g. if you have multiple projects on the same machine that are sharing the same project you're doing development work.

When you're done with a given development task, you can remove the project source from a staging area using `setup.py develop --uninstall`, specifying the desired staging area if it's not the default.

There are several options to control the precise behavior of the `develop` command; see the section on the `develop_` command below for more details.

Note that you can also apply `setuptools` commands to non-`setuptools` projects, using commands like this::

```
python -c "import setuptools; execfile('setup.py')" develop
```

That is, you can simply list the normal setup commands and options following the quoted part.

#### Distributing a `setuptools`-based project

Using `setuptools`... Without bundling it!

Your users might not have `setuptools` installed on their machines, or even if they do, it might not be the right version. Fixing this is easy; just download `ez_setup.py`, and put it in the same directory as your `setup.py` script. (Be sure to add it to your revision control system, too.) Then add these two lines to the very top of your setup script, before the script imports anything from `setuptools`:

```
.. code-block:: python
```

```
import ez_setup
```

```
ez_setup.use_setuptools()
```

That's it. The `ez_setup` module will automatically download a matching version of `setuptools` from PyPI, if it isn't present on the target system. Whenever you install an updated version of `setuptools`, you should also update your projects' `ez_setup.py` files, so that a matching version gets installed on the target machine(s).

By the way, `setuptools` supports the new PyPI "upload" command, so you can use `setup.py sdist upload` or `setup.py bdist_egg upload` to upload your source or egg distributions respectively. Your project's current version must be registered with PyPI first, of course; you can use `setup.py register` to do that. Or you can do it all in one step, e.g. `setup.py register sdist bdist_egg upload` will register the package, build source and egg distributions, and then upload them both to PyPI, where they'll be easily found by other projects that depend on them.

(By the way, if you need to distribute a specific version of `setuptools`, you can specify the exact version and base download URL as parameters to the `use_setuptools()` function. See the function's docstring for details.)

## What Your Users Should Know

-----

In general, a `setuptools`-based project looks just like any `distutils`-based project -- as long as your users have an internet connection and are installing to `site-packages`, that is. But for some users, these conditions don't apply, and they may become frustrated if this is their first encounter with a `setuptools`-based project. To keep these users happy, you should review the following topics in your project's installation instructions, if they are relevant to your project and your target audience isn't already familiar with `setuptools` and `easy_install`.

### Network Access

If your project is using `ez_setup`, you should inform users of the need to either have network access, or to preinstall the correct version of `setuptools` using the `EasyInstall` installation instructions. Those instructions also have tips for dealing with firewalls as well as how to manually download and install `setuptools`.

### Custom Installation Locations

You should inform your users that if they are installing your project to somewhere other than the main `site-packages` directory, they should first install `setuptools` using the instructions for `Custom Installation Locations`, before installing your project.

### Your Project's Dependencies



If your project depends on other projects that may need to be downloaded from PyPI or elsewhere, you should list them in your installation instructions, or tell users how to find out what they are. While most users will not need this information, any users who don't have unrestricted internet access may have to find, download, and install the other projects manually. (Note, however, that they must still install those projects using `easy_install`, or your project will not know they are installed, and your setup script will try to download them again.)

If you want to be especially friendly to users with limited network access, you may wish to build eggs for your project and its dependencies, making them all available for download from your site, or at least create a page with links to all of the needed eggs. In this way, users with limited network access can manually download all the eggs to a single directory, then use the `-f` option of `easy_install` to specify the directory to find eggs in. Users who have full network access can just use `-f` with the URL of your download page, and `easy_install` will find all the needed eggs using your links directly. This is also useful when your target audience isn't able to compile packages (e.g. most Windows users) and your package or some of its dependencies include C code.

#### Revision Control System Users and Co-Developers

Users and co-developers who are tracking your in-development code using a revision control system should probably read this manual's sections regarding such development. Alternately, you may wish to create a quick-reference guide containing the tips from this manual that apply to your particular situation. For example, if you recommend that people use `setup.py develop` when tracking your in-development code, you should let them know that this needs to be run after every update or commit.

Similarly, if you remove modules or data files from your project, you should remind them to run `setup.py clean --all` and delete any obsolete `.pyc` or `.pyo`. (This tip applies to the distutils in general, not just `setuptools`, but not everybody knows about them; be kind to your users by spelling out your project's best practices rather than leaving them guessing.)

#### Creating System Packages

Some users want to manage all Python packages using a single package manager, and sometimes that package manager isn't `easy_install`! `Setuptools` currently supports `bdist_rpm`, `bdist_wininst`, and `bdist_dumb` formats for system packaging. If a user has a locally-installed "bdist" packaging tool that internally uses the distutils `install` command, it should be able to work with `setuptools`. Some examples of "bdist" formats that this should work with include the `bdist_nsi` and `bdist_msi` formats for Windows.

However, packaging tools that build binary distributions by running

`setup.py install` on the command line or as a subprocess will require modification to work with `setuptools`. They should use the `--single-version-externally-managed` option to the `install` command, combined with the standard `--root` or `--record` options. See the `install command` documentation below for more details. The `bdist_deb` command is an example of a command that currently requires this kind of patching to work with `setuptools`.

If you or your users have a problem building a usable system package for your project, please report the problem via the mailing list so that either the "bdist" tool in question or `setuptools` can be modified to resolve the issue.

### Setting the `zip_safe` flag

-----

For some use cases (such as bundling as part of a larger application), Python packages may be run directly from a zip file.

Not all packages, however, are capable of running in compressed form, because they may expect to be able to access either source code or data files as normal operating system files. So, `setuptools` can install your project as a zipfile or a directory, and its default choice is determined by the project's `zip_safe` flag.

You can pass a True or False value for the `zip_safe` argument to the `setup()` function, or you can omit it. If you omit it, the `bdist_egg` command will analyze your project's contents to see if it can detect any conditions that would prevent it from working in a zipfile. It will output notices to the console about any such conditions that it finds.

Currently, this analysis is extremely conservative: it will consider the project unsafe if it contains any C extensions or datafiles whatsoever. This does *not* mean that the project can't or won't work as a zipfile! It just means that the `bdist_egg` authors aren't yet comfortable asserting that the project *will* work. If the project contains no C or data files, and does no `__file__` or `__path__` introspection or source code manipulation, then there is an extremely solid chance the project will work when installed as a zipfile. (And if the project uses `pkg_resources` for all its data file access, then C extensions and other data files shouldn't be a problem at all. See the `Accessing Data Files at Runtime` section above for more information.)

However, if `bdist_egg` can't be *sure* that your package will work, but you've checked over all the warnings it issued, and you are either satisfied it *will* work (or if you want to try it for yourself), then you should set `zip_safe` to `True` in your `setup()` call. If it turns out that it doesn't work, you can always change it to `False`, which will force `setuptools` to install your project as a directory rather than as a zipfile.

Of course, the end-user can still override either decision, if they are using EasyInstall to install your package. And, if you want to override for testing purposes, you can just run `setup.py easy_install --zip-ok .` or `setup.py easy_install --always-unzip .` in your project directory. to install the package as a zipfile or directory, respectively.

In the future, as we gain more experience with different packages and become more satisfied with the robustness of the `pkg_resources` runtime, the "zip safety" analysis may become less conservative. However, we strongly recommend that you determine for yourself whether your project functions correctly when installed as a zipfile, correct any problems if you can, and then make an explicit declaration of `True` or `False` for the `zip_safe` flag, so that it will not be necessary for `bdist_egg` or `EasyInstall` to try to guess whether your project can work as a zipfile.

## Namespace Packages

-----

Sometimes, a large package is more useful if distributed as a collection of smaller eggs. However, Python does not normally allow the contents of a package to be retrieved from more than one location. "Namespace packages" are a solution for this problem. When you declare a package to be a namespace package, it means that the package has no meaningful contents in its `__init__.py`, and that it is merely a container for modules and subpackages.

The `pkg_resources` runtime will then automatically ensure that the contents of namespace packages that are spread over multiple eggs or directories are combined into a single "virtual" package.

The `namespace_packages` argument to `setup()` lets you declare your project's namespace packages, so that they will be included in your project's metadata. The argument should list the namespace packages that the egg participates in. For example, the ZopeInterface project might do this::

```
setup(  
    # ...  
    namespace_packages = ['zope']  
)
```

because it contains a `zope.interface` package that lives in the `zope` namespace package. Similarly, a project for a standalone `zope.publisher` would also declare the `zope` namespace package. When these projects are installed and used, Python will see them both as part of a "virtual" `zope` package, even though they will be installed in different locations.

Namespace packages don't have to be top-level packages. For example, Zope 3's

`zope.app` package is a namespace package, and in the future PEAK's `peak.util` package will be too.

Note, by the way, that your project's source tree must include the namespace packages' `__init__.py` files (and the `__init__.py` of any parent packages), in a normal Python package layout. These `__init__.py` files *must* contain the line::

```
__import__('pkg_resources').declare_namespace(__name__)
```

This code ensures that the namespace package machinery is operating and that the current package is registered as a namespace package.

You must NOT include any other code and data in a namespace package's `__init__.py`. Even though it may appear to work during development, or when projects are installed as `.egg` files, it will not work when the projects are installed using "system" packaging tools -- in such cases the `__init__.py` files will not be installed, let alone executed.

You must include the `declare_namespace()` line in the `__init__.py` of *every* project that has contents for the namespace package in question, in order to ensure that the namespace will be declared regardless of which project's copy of `__init__.py` is loaded first. If the first loaded `__init__.py` doesn't declare it, it will never *be* declared, because no other copies will ever be loaded!

#### TRANSITIONAL NOTE

~~~~~

Setuptools automatically calls `declare_namespace()` for you at runtime, but future versions may *not*. This is because the automatic declaration feature has some negative side effects, such as needing to import all namespace packages during the initialization of the `pkg_resources` runtime, and also the need for `pkg_resources` to be explicitly imported before any namespace packages work at all. In some future releases, you'll be responsible for including your own declaration lines, and the automatic declaration feature will be dropped to get rid of the negative side effects.

During the remainder of the current development cycle, therefore, setuptools will warn you about missing `declare_namespace()` calls in your `__init__.py` files, and you should correct these as soon as possible before the compatibility support is removed.

Namespace packages without declaration lines will not work correctly once a user has upgraded to a later version, so it's important that you make this change now in order to avoid having your code break in the field. Our apologies for the inconvenience, and thank you for your patience.

## Tagging and "Daily Build" or "Snapshot" Releases

-----

When a set of related projects are under development, it may be important to track finer-grained version increments than you would normally use for e.g. "stable" releases. While stable releases might be measured in dotted numbers with alpha/beta/etc. status codes, development versions of a project often need to be tracked by revision or build number or even build date. This is especially true when projects in development need to refer to one another, and therefore may literally need an up-to-the-minute version of something!

To support these scenarios, ``setuptools`` allows you to "tag" your source and egg distributions by adding one or more of the following to the project's "official" version identifier:

- \* A manually-specified pre-release tag, such as "build" or "dev", or a manually-specified post-release tag, such as a build or revision number (`--tag-build=STRING, -bSTRING`)
- \* A "last-modified revision number" string generated automatically from Subversion's metadata (assuming your project is being built from a Subversion "working copy") (`--tag-svn-revision, -r`)
- \* An 8-character representation of the build date (`--tag-date, -d`), as a postrelease tag

You can add these tags by adding ``egg\_info`` and the desired options to the command line ahead of the ``sdist`` or ``bdist`` commands that you want to generate a daily build or snapshot for. See the section below on the `egg_info`_`` command for more details.

(Also, before you release your project, be sure to see the section above on `Specifying Your Project's Version`_`` for more information about how pre- and post-release tags affect how setuptools and EasyInstall interpret version numbers. This is important in order to make sure that dependency processing tools will know which versions of your project are newer than others.)

Finally, if you are creating builds frequently, and either building them in a downloadable location or are copying them to a distribution server, you should probably also check out the `rotate`_`` command, which lets you automatically delete all but the N most-recently-modified distributions matching a glob pattern. So, you can use a command line like::

```
setup.py egg_info -rbDEV bdist_egg rotate -m.egg -k3
```

to build an egg whose version info includes 'DEV-rNNNN' (where NNNN is the

most recent Subversion revision that affected the source tree), and then delete any egg files from the distribution directory except for the three that were built most recently.

If you have to manage automated builds for multiple packages, each with different tagging and rotation policies, you may also want to check out the ``alias`_` command, which would let each package define an alias like ``daily`` that would perform the necessary tag, build, and rotate commands. Then, a simpler script or cron job could just run ``setup.py daily`` in each project directory. (And, you could also define sitewide or per-user default versions of the ``daily`` alias, so that projects that didn't define their own would use the appropriate defaults.)

## Generating Source Distributions

-----

``setuptools`` enhances the `distutils`` default algorithm for source file selection with pluggable endpoints for looking up files to include. If you are using a revision control system, and your source distributions only need to include files that you're tracking in revision control, use a corresponding plugin instead of writing a ``MANIFEST.in`` file. See the section below on ``Adding Support for Revision Control Systems`_` for information on plugins.

If you need to include automatically generated files, or files that are kept in an unsupported revision control system, you'll need to create a ``MANIFEST.in`` file to specify any files that the default file location algorithm doesn't catch. See the `distutils`` documentation for more information on the format of the ``MANIFEST.in`` file.

But, be sure to ignore any part of the `distutils`` documentation that deals with ``MANIFEST`` or how it's generated from ``MANIFEST.in``; `setuptools`` shields you from these issues and doesn't work the same way in any case. Unlike the `distutils``, `setuptools`` regenerates the source distribution manifest file every time you build a source distribution, and it builds it inside the project's ``.egg-info`` directory, out of the way of your main project directory. You therefore need not worry about whether it is up-to-date or not.

Indeed, because `setuptools``' approach to determining the contents of a source distribution is so much simpler, its ``sdist`` command omits nearly all of the options that the `distutils`` more complex ``sdist`` process requires. For all practical purposes, you'll probably use only the ``--formats`` option, if you use any option at all.

## Making your package available for EasyInstall

-----

If you use the `register` command (`setup.py register`) to register your package with PyPI, that's most of the battle right there. (See the `docs` for the register command for more details.)

.. `_docs` for the register command: <http://docs.python.org/dist/package-index.html>

If you also use the `upload` command to upload actual distributions of your package, that's even better, because EasyInstall will be able to find and download them directly from your project's PyPI page.

However, there may be reasons why you don't want to upload distributions to PyPI, and just want your existing distributions (or perhaps a Subversion checkout) to be used instead.

So here's what you need to do before running the `register` command. There are three `setup()` arguments that affect EasyInstall:

`url` and `download_url`

These become links on your project's PyPI page. EasyInstall will examine them to see if they link to a package ("primary links"), or whether they are HTML pages. If they're HTML pages, EasyInstall scans all HREF's on the page for primary links

`long_description`

EasyInstall will check any URLs contained in this argument to see if they are primary links.

A URL is considered a "primary link" if it is a link to a `.tar.gz`, `.tgz`, `.zip`, `.egg`, `.egg.zip`, `.tar.bz2`, or `.exe` file, or if it has an `#egg=project` or `#egg=project-version` fragment identifier attached to it. EasyInstall attempts to determine a project name and optional version number from the text of a primary link \*without\* downloading it. When it has found all the primary links, EasyInstall will select the best match based on requested version, platform compatibility, and other criteria.

So, if your `url` or `download_url` point either directly to a downloadable source distribution, or to HTML page(s) that have direct links to such, then EasyInstall will be able to locate downloads automatically. If you want to make Subversion checkouts available, then you should create links with either `#egg=project` or `#egg=project-version` added to the URL. You should replace `project` and `version` with the values they would have in an egg filename. (Be sure to actually generate an egg and then use the initial part of the filename, rather than trying to guess what the escaped form of the project name and version number will be.)

Note that Subversion checkout links are of lower precedence than other kinds of distributions, so EasyInstall will not select a Subversion checkout for downloading unless it has a version included in the `#egg=` suffix, and

it's a higher version than EasyInstall has seen in any other links for your project.

As a result, it's a common practice to use mark checkout URLs with a version of "dev" (i.e., ``#egg=projectname-dev``), so that users can do something like this::

```
easy_install --editable projectname==dev
```

in order to check out the in-development version of ``projectname``.

## Managing "Continuous Releases" Using Subversion

-----

If you expect your users to track in-development versions of your project via Subversion, there are a few additional steps you should take to ensure that things work smoothly with EasyInstall. First, you should add the following to your project's ``setup.cfg`` file:

```
.. code-block:: ini
```

```
[egg_info]
tag_build = .dev
tag_svn_revision = 1
```

This will tell ``setuptools`` to generate package version numbers like ``1.0a1.dev-r1263``, which will be considered to be an *older* release than ``1.0a1``. Thus, when you actually release ``1.0a1``, the entire egg infrastructure (including ``setuptools``, ``pkg\_resources`` and EasyInstall) will know that ``1.0a1`` supersedes any interim snapshots from Subversion, and handle upgrades accordingly.

(Note: the project version number you specify in ``setup.py`` should always be the *next* version of your software, not the last released version. Alternately, you can leave out the ``tag\_build=.dev``, and always use the *last* release as a version number, so that your post-1.0 builds are labelled ``1.0-r1263``, indicating a post-1.0 patchlevel. Most projects so far, however, seem to prefer to think of their project as being a future version still under development, rather than a past version being patched. It is of course possible for a single project to have both situations, using post-release numbering on release branches, and pre-release numbering on the trunk. But you don't have to make things this complex if you don't want to.)

Commonly, projects releasing code from Subversion will include a PyPI link to their checkout URL (as described in the previous section) with an ``#egg=projectname-dev`` suffix. This allows users to request EasyInstall to download ``projectname==dev`` in order to get the latest in-development



code. Note that if your project depends on such in-progress code, you may wish to specify your `install_requires` (or other requirements) to include `==dev`, e.g.:

```
.. code-block:: python
```

```
install_requires = ["OtherProject>=0.2a1.dev-r143,==dev"]
```

The above example says, "I really want at least this particular development revision number, but feel free to follow and use an `#egg=OtherProject-dev` link if you find one". This avoids the need to have actual source or binary distribution snapshots of in-development code available, just to be able to depend on the latest and greatest a project has to offer.

A final note for Subversion development: if you are using SVN revision tags as described in this section, it's a good idea to run `setup.py develop` after each Subversion checkin or update, because your project's version number will be changing, and your script wrappers need to be updated accordingly.

Also, if the project's requirements have changed, the `develop` command will take care of fetching the updated dependencies, building changed extensions, etc. Be sure to also remind any of your users who check out your project from Subversion that they need to run `setup.py develop` after every update in order to keep their checkout completely in sync.

### Making "Official" (Non-Snapshot) Releases

~~~~~

When you make an official release, creating source or binary distributions, you will need to override the tag settings from `setup.cfg`, so that you don't end up registering versions like `foobar-0.7a1.dev-r34832`. This is easy to do if you are developing on the trunk and using tags or branches for your releases - just make the change to `setup.cfg` after branching or tagging the release, so the trunk will still produce development snapshots.

Alternately, if you are not branching for releases, you can override the default version options on the command line, using something like::

```
python setup.py egg_info -RDb "" sdist bdist_egg register upload
```

The first part of this command (`egg_info -RDb ""`) will override the configured tag information, before creating source and binary eggs, registering the project with PyPI, and uploading the files. Thus, these commands will use the plain version from your `setup.py`, without adding the Subversion revision number or build designation string.

Of course, if you will be doing this a lot, you may wish to create a personal

alias for this operation, e.g.::

```
python setup.py alias -u release egg_info -RDb ""
```

You can then use it like this::

```
python setup.py release sdist bdist_egg register upload
```

Or of course you can create more elaborate aliases that do all of the above.

See the sections below on the `egg_info`_`` and `alias`_`` commands for more ideas.

### Distributing Extensions compiled with Pyrex

-----

`setuptools`` includes transparent support for building Pyrex extensions, as long as you define your extensions using `setuptools.Extension``, *\*not\** `distutils.Extension``. You must also not import anything from Pyrex in your setup script.

If you follow these rules, you can safely list `.pyx`` files as the source of your `Extension`` objects in the setup script. `setuptools`` will detect at build time whether Pyrex is installed or not. If it is, then `setuptools`` will use it. If not, then `setuptools`` will silently change the `Extension`` objects to refer to the `.c`` counterparts of the `.pyx`` files, so that the normal distutils C compilation process will occur.

Of course, for this to work, your source distributions must include the C code generated by Pyrex, as well as your original `.pyx`` files. This means that you will probably want to include current `.c`` files in your revision control system, rebuilding them whenever you check changes in for the `.pyx`` source files. This will ensure that people tracking your project in a revision control system will be able to build it even if they don't have Pyrex installed, and that your source releases will be similarly usable with or without Pyrex.

### ----- Command Reference -----

.. `_alias``:

`alias`` - Define shortcuts for commonly used commands

=====

Sometimes, you need to use the same commands over and over, but you can't

necessarily set them as defaults. For example, if you produce both development snapshot releases and "stable" releases of a project, you may want to put the distributions in different places, or use different ``egg\_info`` tagging options, etc. In these cases, it doesn't make sense to set the options in a distutils configuration file, because the values of the options changed based on what you're trying to do.

Setuptools therefore allows you to define "aliases" - shortcut names for an arbitrary string of commands and options, using ``setup.py alias aliasname expansion``, where aliasname is the name of the new alias, and the remainder of the command line supplies its expansion. For example, this command defines a sitewide alias called "daily", that sets various ``egg\_info`` tagging options::

```
setup.py alias --global-config daily egg_info --tag-svn-revision \  
--tag-build=development
```

Once the alias is defined, it can then be used with other setup commands, e.g.::

```
setup.py daily bdist_egg # generate a daily-build .egg file  
setup.py daily sdist # generate a daily-build source distro  
setup.py daily sdist bdist_egg # generate both
```

The above commands are interpreted as if the word ``daily`` were replaced with ``egg\_info --tag-svn-revision --tag-build=development``.

Note that setuptools will expand each alias *at most once* in a given command line. This serves two purposes. First, if you accidentally create an alias loop, it will have no effect; you'll instead get an error message about an unknown command. Second, it allows you to define an alias for a command, that uses that command. For example, this (project-local) alias::

```
setup.py alias bdist_egg bdist_egg rotate -k1 -m.egg
```

redefines the ``bdist\_egg`` command so that it always runs the ``rotate`` command afterwards to delete all but the newest egg file. It doesn't loop indefinitely on ``bdist\_egg`` because the alias is only expanded once when used.

You can remove a defined alias with the ``--remove`` (or ``-r``) option, e.g.::

```
setup.py alias --global-config --remove daily
```

would delete the "daily" alias we defined above.

Aliases can be defined on a project-specific, per-user, or sitewide basis. The default is to define or remove a project-specific alias, but you can use any of

the `configuration file options` (listed under the `saveopts` command, below) to determine which distutils configuration file an aliases will be added to (or removed from).

Note that if you omit the "expansion" argument to the `alias` command, you'll get output showing that alias' current definition (and what configuration file it's defined in). If you omit the alias name as well, you'll get a listing of all current aliases along with their configuration file locations.

`bdist_egg` - Create a Python Egg for the project

=====

This command generates a Python Egg (`.egg` file) for the project. Python Eggs are the preferred binary distribution format for EasyInstall, because they are cross-platform (for "pure" packages), directly importable, and contain project metadata including scripts and information about the project's dependencies. They can be simply downloaded and added to `sys.path` directly, or they can be placed in a directory on `sys.path` and then automatically discovered by the egg runtime system.

This command runs the `egg_info` command (if it hasn't already run) to update the project's metadata (`.egg-info`) directory. If you have added any extra metadata files to the `.egg-info` directory, those files will be included in the new egg file's metadata directory, for use by the egg runtime system or by any applications or frameworks that use that metadata.

You won't usually need to specify any special options for this command; just use `bdist_egg` and you're done. But there are a few options that may be occasionally useful:

`--dist-dir=DIR, -d DIR`

Set the directory where the `.egg` file will be placed. If you don't supply this, then the `--dist-dir` setting of the `bdist` command will be used, which is usually a directory named `dist` in the project directory.

`--plat-name=PLATFORM, -p PLATFORM`

Set the platform name string that will be embedded in the egg's filename (assuming the egg contains C extensions). This can be used to override the distutils default platform name with something more meaningful. Keep in mind, however, that the egg runtime system expects to see eggs with distutils platform names, so it may ignore or reject eggs with non-standard platform names. Similarly, the EasyInstall program may ignore them when searching web pages for download links. However, if you are cross-compiling or doing some other unusual things, you might find a use for this option.

`--exclude-source-files`

Don't include any modules' `.py` files in the egg, just compiled Python, C, and data files. (Note that this doesn't affect any `.py` files in the EGG-INFO directory or its subdirectories, since for example there may be scripts with a `.py` extension which must still be retained.) We don't recommend that you use this option except for packages that are being bundled for proprietary end-user applications, or for "embedded" scenarios where space is at an absolute premium. On the other hand, if your package is going to be installed and used in compressed form, you might as well exclude the source because Python's `traceback` module doesn't currently understand how to display zipped source code anyway, or how to deal with files that are in a different place from where their code was compiled.

There are also some options you will probably never need, but which are there because they were copied from similar `bdist` commands used as an example for creating this one. They may be useful for testing and debugging, however, which is why we kept them:

`--keep-temp, -k`

Keep the contents of the `--bdist-dir` tree around after creating the `.egg` file.

`--bdist-dir=DIR, -b DIR`

Set the temporary directory for creating the distribution. The entire contents of this directory are zipped to create the `.egg` file, after running various installation commands to copy the package's modules, data, and extensions here.

`--skip-build`

Skip doing any "build" commands; just go straight to the `install-and-compress` phases.

`.. _develop:`

`develop` - Deploy the project source in "Development Mode"

=====

This command allows you to deploy your project's source for use in one or more "staging areas" where it will be available for importing. This deployment is done in such a way that changes to the project source are immediately available in the staging area(s), without needing to run a build or install step after each change.

The `develop` command works by creating an `.egg-link` file (named for the project) in the given staging area. If the staging area is Python's `site-packages` directory, it also updates an `easy-install.pth` file so

that the project is on `sys.path` by default for all programs run using that Python installation.

The `develop` command also installs wrapper scripts in the staging area (or a separate directory, as specified) that will ensure the project's dependencies are available on `sys.path` before running the project's source scripts. And, it ensures that any missing project dependencies are available in the staging area, by downloading and installing them if necessary.

Last, but not least, the `develop` command invokes the `build_ext -i` command to ensure any C extensions in the project have been built and are up-to-date, and the `egg_info` command to ensure the project's metadata is updated (so that the runtime and wrappers know what the project's dependencies are). If you make any changes to the project's setup script or C extensions, you should rerun the `develop` command against all relevant staging areas to keep the project's scripts, metadata and extensions up-to-date. Most other kinds of changes to your project should not require any build operations or rerunning `develop`, but keep in mind that even minor changes to the setup script (e.g. changing an entry point definition) require you to re-run the `develop` or `test` commands to keep the distribution updated.

Here are some of the options that the `develop` command accepts. Note that they affect the project's dependencies as well as the project itself, so if you have dependencies that need to be installed and you use `--exclude-scripts` (for example), the dependencies' scripts will not be installed either! For this reason, you may want to use EasyInstall to install the project's dependencies before using the `develop` command, if you need finer control over the installation options for dependencies.

`--uninstall, -u`

Un-deploy the current project. You may use the `--install-dir` or `-d` option to designate the staging area. The created `.egg-link` file will be removed, if present and it is still pointing to the project directory. The project directory will be removed from `easy-install.pth` if the staging area is Python's `site-packages` directory.

Note that this option currently does *not* uninstall script wrappers! You must uninstall them yourself, or overwrite them by using EasyInstall to activate a different version of the package. You can also avoid installing script wrappers in the first place, if you use the `--exclude-scripts` (aka `-x`) option when you run `develop` to deploy the project.

`--multi-version, -m`

"Multi-version" mode. Specifying this option prevents `develop` from adding an `easy-install.pth` entry for the project(s) being deployed, and if an entry for any version of a project already exists, the entry will be removed upon successful deployment. In multi-version mode, no specific version of the package is available for importing, unless you use

`pkg_resources.require()` to put it on `sys.path`, or you are running a wrapper script generated by `setuptools` or `EasyInstall`. (In which case the wrapper script calls `require()` for you.)

Note that if you install to a directory other than `site-packages`, this option is automatically in effect, because `.pth` files can only be used in `site-packages` (at least in Python 2.3 and 2.4). So, if you use the `--install-dir` or `-d` option (or they are set via configuration file(s)) your project and its dependencies will be deployed in multi-version mode.

`--install-dir=DIR, -d DIR`

Set the installation directory (staging area). If this option is not directly specified on the command line or in a `distutils` configuration file, the `distutils` default installation location is used. Normally, this will be the `site-packages` directory, but if you are using `distutils` configuration files, setting things like `prefix` or `install_lib`, then those settings are taken into account when computing the default staging area.

`--script-dir=DIR, -s DIR`

Set the script installation directory. If you don't supply this option (via the command line or a configuration file), but you *have* supplied an `--install-dir` (via command line or config file), then this option defaults to the same directory, so that the scripts will be able to find their associated package installation. Otherwise, this setting defaults to the location where the `distutils` would normally install scripts, taking any `distutils` configuration file settings into account.

`--exclude-scripts, -x`

Don't deploy script wrappers. This is useful if you don't want to disturb existing versions of the scripts in the staging area.

`--always-copy, -a`

Copy all needed distributions to the staging area, even if they are already present in another directory on `sys.path`. By default, if a requirement can be met using a distribution that is already available in a directory on `sys.path`, it will not be copied to the staging area.

`--egg-path=DIR`

Force the generated `.egg-link` file to use a specified relative path to the source directory. This can be useful in circumstances where your installation directory is being shared by code running under multiple platforms (e.g. Mac and Windows) which have different absolute locations for the code under development, but the same *relative* locations with respect to the installation directory. If you use this option when installing, you must supply the same relative path when uninstalling.

In addition to the above options, the `develop` command also accepts all of the same options accepted by `easy_install`. If you've configured any `easy_install` settings in your `setup.cfg` (or other distutils config files), the `develop` command will use them as defaults, unless you override them in a `[develop]` section or on the command line.

`easy_install` - Find and install packages

=====

This command runs the `EasyInstall` tool `<easy_install.html>` for you. It is exactly equivalent to running the `easy_install` command. All command line arguments following this command are consumed and not processed further by the distutils, so this must be the last command listed on the command line. Please see the `EasyInstall` documentation for the options reference and usage examples. Normally, there is no reason to use this command via the command line, as you can just use `easy_install` directly. It's only listed here so that you know it's a distutils command, which means that you can:

- \* create command aliases that use it,
- \* create distutils extensions that invoke it as a subcommand, and
- \* configure options for it in your `setup.cfg` or other distutils config files.

.. `_egg_info`:

`egg_info` - Create egg metadata and set build tags

=====

This command performs two operations: it updates a project's `.egg-info` metadata directory (used by the `bdist_egg`, `develop`, and `test` commands), and it allows you to temporarily change a project's version string, to support "daily builds" or "snapshot" releases. It is run automatically by the `sdist`, `bdist_egg`, `develop`, `register`, and `test` commands in order to update the project's metadata, but you can also specify it explicitly in order to temporarily change the project's version string while executing other commands. (It also generates the `.egg-info/SOURCES.txt` manifest file, which is used when you are building source distributions.)

In addition to writing the core egg metadata defined by `setuptools` and required by `pkg_resources`, this command can be extended to write other metadata files as well, by defining entry points in the `egg_info.writers` group. See the section on `Adding new EGG-INFO Files` below for more details. Note that using additional metadata writers may require you to include a `setup_requires` argument to `setup()` in order to ensure that the desired writers are available on `sys.path`.



## Release Tagging Options

-----

The following options can be used to modify the project's version string for all remaining commands on the setup command line. The options are processed in the order shown, so if you use more than one, the requested tags will be added in the following order:

`--tag-build=NAME, -b NAME`

Append NAME to the project's version string. Due to the way `setuptools` processes "pre-release" version suffixes beginning with the letters "a" through "e" (like "alpha", "beta", and "candidate"), you will usually want to use a tag like ".build" or ".dev", as this will cause the version number to be considered *lower* than the project's default version. (If you want to make the version number *higher* than the default version, you can always leave off `--tag-build` and then use one or both of the following options.)

If you have a default build tag set in your `setup.cfg`, you can suppress it on the command line using `-b ""` or `--tag-build=""` as an argument to the `egg_info` command.

`--tag-svn-revision, -r`

If the current directory is a Subversion checkout (i.e. has a `.svn` subdirectory, this appends a string of the form "-rNNNN" to the project's version string, where NNNN is the revision number of the most recent modification to the current directory, as obtained from the `svn info` command.

If the current directory is not a Subversion checkout, the command will look for a `PKG-INFO` file instead, and try to find the revision number from that, by looking for a "-rNNNN" string at the end of the version number. (This is so that building a package from a source distribution of a Subversion snapshot will produce a binary with the correct version number.)

If there is no `PKG-INFO` file, or the version number contained therein does not end with `-r` and a number, then `-r0` is used.

`--no-svn-revision, -R`

Don't include the Subversion revision in the version number. This option is included so you can override a default setting put in `setup.cfg`.

`--tag-date, -d`

Add a date stamp of the form "-YYYYMMDD" (e.g. "-20050528") to the project's version number.

`--no-date, -D`

Don't include a date stamp in the version number. This option is included so you can override a default setting in `setup.cfg`.

(Note: Because these options modify the version number used for source and binary distributions of your project, you should first make sure that you know how the resulting version numbers will be interpreted by automated tools like EasyInstall. See the section above on `Specifying Your Project's Version` for an explanation of pre- and post-release tags, as well as tips on how to choose and verify a versioning scheme for your project.)

For advanced uses, there is one other option that can be set, to change the location of the project's `.egg-info` directory. Commands that need to find the project's source directory or metadata should get it from this setting:

#### Other `egg_info` Options

`--egg-base=SOURCEDIR, -e SOURCEDIR`

Specify the directory that should contain the `.egg-info` directory. This should normally be the root of your project's source tree (which is not necessarily the same as your project directory; some projects use a `src` or `lib` subdirectory as the source root). You should not normally need to specify this directory, as it is normally determined from the `package_dir` argument to the `setup()` function, if any. If there is no `package_dir` set, this option defaults to the current directory.

#### `egg_info` Examples

Creating a dated "nightly build" snapshot egg::

```
python setup.py egg_info --tag-date --tag-build=DEV bdist_egg
```

Creating and uploading a release with no version tags, even if some default tags are specified in `setup.cfg`::

```
python setup.py egg_info -RDb "" sdist bdist_egg register upload
```

(Notice that `egg_info` must always appear on the command line *before* any commands that you want the version changes to apply to.)

.. `_install` command:

```install``` - Run ```easy_install``` or old-style installation

---

The `setuptools` ```install``` command is basically a shortcut to run the ```easy_install``` command on the current project. However, for convenience in creating "system packages" of `setuptools`-based projects, you can also use this option:

```--single-version-externally-managed```

This boolean option tells the ```install``` command to perform an "old style" installation, with the addition of an ```.egg-info``` directory so that the installed project will still have its metadata available and operate normally. If you use this option, you *must* also specify the ```--root``` or ```--record``` options (or both), because otherwise you will have no way to identify and remove the installed files.

This option is automatically in effect when ```install``` is invoked by another `distutils` command, so that commands like ```bdist_wininst``` and ```bdist_rpm``` will create system packages of eggs. It is also automatically in effect if you specify the ```--root``` option.

```install_egg_info``` - Install an ```.egg-info``` directory in ```site-packages```

---

`Setuptools` runs this command as part of ```install``` operations that use the ```--single-version-externally-managed``` options. You should not invoke it directly; it is documented here for completeness and so that `distutils` extensions such as system package builders can make use of it. This command has only one option:

```--install-dir=DIR, -d DIR```

The parent directory where the ```.egg-info``` directory will be placed. Defaults to the same as the ```--install-dir``` option specified for the ```install_lib``` command, which is usually the system ```site-packages``` directory.

This command assumes that the ```egg_info``` command has been given valid options via the command line or ```setup.cfg```, as it will invoke the ```egg_info``` command and use its options to locate the project's source ```.egg-info``` directory.

.. `_rotate`:

```rotate``` - Delete outdated distribution files

---

As you develop new versions of your project, your distribution (`dist`) directory will gradually fill up with older source and/or binary distribution files. The `rotate` command lets you automatically clean these up, keeping only the N most-recently modified files matching a given pattern.

`--match=PATTERNLIST, -m PATTERNLIST`

Comma-separated list of glob patterns to match. This option is *required*. The project name and `-*` is prepended to the supplied patterns, in order to match only distributions belonging to the current project (in case you have a shared distribution directory for multiple projects). Typically, you will use a glob pattern like `.zip` or `.egg` to match files of the specified type. Note that each supplied pattern is treated as a distinct group of files for purposes of selecting files to delete.

`--keep=COUNT, -k COUNT`

Number of matching distributions to keep. For each group of files identified by a pattern specified with the `--match` option, delete all but the COUNT most-recently-modified files in that group. This option is *required*.

`--dist-dir=DIR, -d DIR`

Directory where the distributions are. This defaults to the value of the `bdist` command's `--dist-dir` option, which will usually be the project's `dist` subdirectory.

**Example 1:** Delete all `.tar.gz` files from the distribution directory, except for the 3 most recently modified ones:

```
setup.py rotate --match=.tar.gz --keep=3
```

**Example 2:** Delete all Python 2.3 or Python 2.4 eggs from the distribution directory, except the most recently modified one for each Python version:

```
setup.py rotate --match=-py2.3*.egg,-py2.4*.egg --keep=1
```

.. `_saveopts`:

`saveopts` - Save used options to a configuration file

=====

Finding and editing `distutils` configuration files can be a pain, especially since you also have to translate the configuration options from command-line form to the proper configuration file format. You can avoid these hassles by using the `saveopts` command. Just add it to the command line to save the options you used. For example, this command builds the project using the `mingw32` C compiler, then saves the `--compiler` setting as the default

for future builds (even those run implicitly by the `install` command)::

```
setup.py build --compiler=mingw32 saveopts
```

The `saveopts` command saves all options for every command specified on the command line to the project's local `setup.cfg` file, unless you use one of the `configuration file options` to change where the options are saved. For example, this command does the same as above, but saves the compiler setting to the site-wide (global) distutils configuration::

```
setup.py build --compiler=mingw32 saveopts -g
```

Note that it doesn't matter where you place the `saveopts` command on the command line; it will still save all the options specified for all commands. For example, this is another valid way to spell the last example::

```
setup.py saveopts -g build --compiler=mingw32
```

Note, however, that all of the commands specified are always run, regardless of where `saveopts` is placed on the command line.

## Configuration File Options

-----

Normally, settings such as options and aliases are saved to the project's local `setup.cfg` file. But you can override this and save them to the global or per-user configuration files, or to a manually-specified filename.

`--global-config, -g`

Save settings to the global `distutils.cfg` file inside the `distutils` package directory. You must have write access to that directory to use this option. You also can't combine this option with `-u` or `-f`.

`--user-config, -u`

Save settings to the current user's `~/pydistutils.cfg` (POSIX) or `~/HOME/pydistutils.cfg` (Windows) file. You can't combine this option with `-g` or `-f`.

`--filename=FILENAME, -f FILENAME`

Save settings to the specified configuration file to use. You can't combine this option with `-g` or `-u`. Note that if you specify a non-standard filename, the `distutils` and `setuptools` will not use the file's contents. This option is mainly included for use in testing.

These options are used by other `setuptools` commands that modify configuration files, such as the `alias` and `setopt` commands.

.. \_setopt:

```setopt``` - Set a distutils or setuptools option in a config file

=====

This command is mainly for use by scripts, but it can also be used as a quick and dirty way to change a distutils configuration option without having to remember what file the options are in and then open an editor.

**Example 1**. Set the default C compiler to ```mingw32``` (using long option names)::

```
setup.py setopt --command=build --option=compiler --set-value=mingw32
```

**Example 2**. Remove any setting for the distutils default package installation directory (short option names)::

```
setup.py setopt -c install -o install_lib -r
```

Options for the ```setopt``` command:

```--command=COMMAND, -c COMMAND```

Command to set the option for. This option is required.

```--option=OPTION, -o OPTION```

The name of the option to set. This option is required.

```--set-value=VALUE, -s VALUE```

The value to set the option to. Not needed if ```-r``` or ```--remove``` is set.

```--remove, -r```

Remove (unset) the option, instead of setting it.

In addition to the above options, you may use any of the ```configuration file options``` (listed under the ```saveopts``` command, above) to determine which distutils configuration file the option will be added to (or removed from).

.. \_test:

```test``` - Build package and run a unittest suite

=====

When doing test-driven development, or running automated builds that need

testing before they are deployed for downloading or use, it's often useful to be able to run a project's unit tests without actually deploying the project anywhere, even using the `develop` command. The `test` command runs a project's unit tests without actually deploying it, by temporarily putting the project's source on `sys.path`, after first running `build_ext -i` and `egg_info` to ensure that any C extensions and project metadata are up-to-date.

To use this command, your project's tests must be wrapped in a `unittest` test suite by either a function, a `TestCase` class or method, or a module or package containing `TestCase` classes. If the named suite is a module, and the module has an `additional_tests()` function, it is called and the result (which must be a `unittest.TestSuite`) is added to the tests to be run. If the named suite is a package, any submodules and subpackages are recursively added to the overall test suite. (Note: if your project specifies a `test_loader`, the rules for processing the chosen `test_suite` may differ; see the `test_loader` documentation for more details.)

Note that many test systems including `doctest` support wrapping their non-`unittest` tests in `TestSuite` objects. So, if you are using a test package that does not support this, we suggest you encourage its developers to implement test suite support, as this is a convenient and standard way to aggregate a collection of tests to be run under a common test harness.

By default, tests will be run in the "verbose" mode of the `unittest` package's text test runner, but you can get the "quiet" mode (just dots) if you supply the `-q` or `--quiet` option, either as a global option to the setup script (e.g. `setup.py -q test`) or as an option for the `test` command itself (e.g. `setup.py test -q`). There is one other option available:

```
--test-suite=NAME, -s NAME
```

Specify the test suite (or module, class, or method) to be run (e.g. `some_module.test_suite`). The default for this option can be set by giving a `test_suite` argument to the `setup()` function, e.g.:

```
setup(  
    # ...  
    test_suite = "my_package.tests.test_all"  
)
```

If you did not set a `test_suite` in your `setup()` call, and do not provide a `--test-suite` option, an error will occur.

.. `_upload`:

`upload` - Upload source and/or egg distributions to PyPI

---

The `upload` command is implemented and documented  
<<https://docs.python.org/3.1/distutils/uploading.html>> in  
distutils.

Setuptools augments the `upload` command with support  
for `keyring` <<https://pypi.python.org/pypi/keyring>>, allowing  
the password to be stored in a secure location and not in plaintext in the  
.pyirc file. To use keyring, first install keyring and set the password for  
the relevant repository, e.g.:

```
python -m keyring set <repository> <username>
Password for '<username>' in '<repository>': *****
```

Then, in .pyirc, set the repository configuration as normal,  
but omit the password. Thereafter, uploads will use the  
password from the keyring.

New in 20.1: Added keyring support.

.. `upload_docs`:

`upload_docs` - Upload package documentation to PyPI

---

PyPI now supports uploading project documentation to the dedicated URL  
<https://pythonhosted.org/<project>/>.

The `upload_docs` command will create the necessary zip file out of a  
documentation directory and will post to the repository.

Note that to upload the documentation of a project, the corresponding version  
must already be registered with PyPI, using the distutils `register`  
command -- just like the `upload` command.

Assuming there is an `Example` project with documentation in the  
subdirectory `docs`, e.g.:

```
Example/
|-- example.py
|-- setup.cfg
|-- setup.py
|-- docs
| |-- build
| | `-- html
| | | |-- index.html
```



```
| | | `-- tips_tricks.html
| |-- conf.py
| |-- index.txt
| `-- tips_tricks.txt
```

You can simply pass the documentation directory path to the `upload_docs` command::

```
python setup.py upload_docs --upload-dir=docs/build/html
```

If no `--upload-dir` is given, `upload_docs` will attempt to run the `build_sphinx` command to generate uploadable documentation.

For the command to become available, Sphinx <<http://sphinx.pocoo.org/>> must be installed in the same environment as distribute.

As with other `setuptools`-based commands, you can define useful defaults in the `setup.cfg` of your Python project, e.g.:

```
.. code-block:: ini
```

```
[upload_docs]
upload-dir = docs/build/html
```

The `upload_docs` command has the following options:

```
--upload-dir
```

The directory to be uploaded to the repository.

```
--show-response
```

Display the full response text from server; this is useful for debugging PyPI problems.

```
--repository=URL, -r URL
```

The URL of the repository to upload to. Defaults to <https://pypi.python.org/pypi> (i.e., the main PyPI installation).

```
-----
Extending and Reusing Setuptools
-----
```

```
Creating distutils Extensions
=====
```

It can be hard to add new commands or setup arguments to the distutils. But the `setuptools` package makes it a bit easier, by allowing you to distribute a distutils extension as a separate project, and then have projects that need the extension just refer to it in their `setup_requires` argument.

With `setuptools`, your `distutils` extension projects can hook in new commands and `setup()` arguments just by defining "entry points". These are mappings from command or argument names to a specification of where to import a handler from. (See the section on `Dynamic Discovery of Services and Plugins`\_ above for some more background on entry points.)

### Adding Commands

-----

You can add new `setup` commands by defining entry points in the `distutils.commands` group. For example, if you wanted to add a `foo` command, you might add something like this to your `distutils` extension project's setup script::

```
setup(
    # ...
    entry_points = {
        "distutils.commands": [
            "foo = mypackage.some_module:foo",
        ],
    },
)
```

(Assuming, of course, that the `foo` class in `mypackage.some_module` is a `setuptools.Command` subclass.)

Once a project containing such entry points has been activated on `sys.path`, (e.g. by running "install" or "develop" with a site-packages installation directory) the command(s) will be available to any `setuptools`-based setup scripts. It is not necessary to use the `--command-packages` option or to monkeypatch the `distutils.command` package to install your commands; `setuptools` automatically adds a wrapper to the `distutils` to search for entry points in the active distributions on `sys.path`. In fact, this is how `setuptools`' own commands are installed: the `setuptools` project's setup script defines entry points for them!

### Adding `setup()` Arguments

-----

Sometimes, your commands may need additional arguments to the `setup()` call. You can enable this by defining entry points in the `distutils.setup_keywords` group. For example, if you wanted a `setup()` argument called `bar_baz`, you might add something like this to your `distutils` extension project's setup script::

```

setup(
    # ...
    entry_points = {
        "distutils.commands": [
            "foo = mypackage.some_module:foo",
        ],
        "distutils.setup_keywords": [
            "bar_baz = mypackage.some_module:validate_bar_baz",
        ],
    },
)

```

The idea here is that the entry point defines a function that will be called to validate the `setup()` argument, if it's supplied. The `Distribution` object will have the initial value of the attribute set to `None`, and the validation function will only be called if the `setup()` call sets it to a non-None value. Here's an example validation function::

```

def assert_bool(dist, attr, value):
    """Verify that value is True, False, 0, or 1"""
    if bool(value) != value:
        raise DistutilsSetupError(
            "%r must be a boolean value (got %r)" % (attr,value)
        )

```

Your function should accept three arguments: the `Distribution` object, the attribute name, and the attribute value. It should raise a `DistutilsSetupError` (from the `distutils.errors` module) if the argument is invalid. Remember, your function will only be called with non-None values, and the default value of arguments defined this way is always None. So, your commands should always be prepared for the possibility that the attribute will be `None` when they access it later.

If more than one active distribution defines an entry point for the same `setup()` argument, *all* of them will be called. This allows multiple distutils extensions to define a common argument, as long as they agree on what values of that argument are valid.

Also note that as with commands, it is not necessary to subclass or monkeypatch the distutils `Distribution` class in order to add your arguments; it is sufficient to define the entry points in your extension, as long as any setup script using your extension lists your project in its `setup_requires` argument.

Adding new EGG-INFO Files

-----

Some extensible applications or frameworks may want to allow third parties to develop plugins with application or framework-specific metadata included in the plugins' EGG-INFO directory, for easy access via the `pkg_resources` metadata API. The easiest way to allow this is to create a distutils extension to be used from the plugin projects' setup scripts (via `setup_requires`) that defines a new setup keyword, and then uses that data to write an EGG-INFO file when the `egg_info` command is run.

The `egg_info` command looks for extension points in an `egg_info.writers` group, and calls them to write the files. Here's a simple example of a distutils extension defining a setup argument `foo_bar`, which is a list of lines that will be written to `foo_bar.txt` in the EGG-INFO directory of any project that uses the argument::

```
setup(
    # ...
    entry_points = {
        "distutils.setup_keywords": [
            "foo_bar = setuptools.dist:assert_string_list",
        ],
        "egg_info.writers": [
            "foo_bar.txt = setuptools.command.egg_info:write_arg",
        ],
    },
)
```

This simple example makes use of two utility functions defined by `setuptools` for its own use: a routine to validate that a setup keyword is a sequence of strings, and another one that looks up a setup argument and writes it to a file. Here's what the writer utility looks like::

```
def write_arg(cmd, basename, filename):
    argname = os.path.splitext(basename)[0]
    value = getattr(cmd.distribution, argname, None)
    if value is not None:
        value = '\n'.join(value)+'\n'
    cmd.write_or_delete_file(argname, filename, value)
```

As you can see, `egg_info.writers` entry points must be a function taking three arguments: a `egg_info` command instance, the basename of the file to write (e.g. `foo_bar.txt`), and the actual full filename that should be written to.

In general, writer functions should honor the command object's `dry_run` setting when writing files, and use the `distutils.log` object to do any console output. The easiest way to conform to this requirement is to use the `cmd` object's `write_file()`, `delete_file()`, and `write_or_delete_file()` methods exclusively for your file operations. See

those methods' docstrings for more details.

## Adding Support for Revision Control Systems

-----

If the files you want to include in the source distribution are tracked using Git, Mercurial or SVN, you can use the following packages to achieve that:

- Git and Mercurial: ``setuptools_scm <https://pypi.python.org/pypi/setuptools\_scm>`_``
- SVN: ``setuptools_svn <https://pypi.python.org/pypi/setuptools\_svn>`_``

If you would like to create a plugin for ``setuptools`` to find files tracked by another revision control system, you can do so by adding an entry point to the ``setuptools.file\_finders`` group. The entry point should be a function accepting a single directory name, and should yield all the filenames within that directory (and any subdirectories thereof) that are under revision control.

For example, if you were going to create a plugin for a revision control system called "foobar", you would write a function something like this:

```
.. code-block:: python

def find_files_for_foobar(dirname):
    # loop to yield paths that start with `dirname`
```

And you would register it in a setup script using something like this::

```
entry_points = {
    "setuptools.file_finders": [
        "foobar = my_foobar_module:find_files_for_foobar"
    ]
}
```

Then, anyone who wants to use your plugin can simply install it, and their local setuptools installation will be able to find the necessary files.

It is not necessary to distribute source control plugins with projects that simply use the other source control system, or to specify the plugins in ``setup\_requires``. When you create a source distribution with the ``sdist`` command, setuptools automatically records what files were found in the ``SOURCES.txt`` file. That way, recipients of source distributions don't need to have revision control at all. However, if someone is working on a package by checking out with that system, they will need the same plugin(s) that the original author is using.

A few important points for writing revision control file finders:

- \* Your finder function MUST return relative paths, created by appending to the passed-in directory name. Absolute paths are NOT allowed, nor are relative paths that reference a parent directory of the passed-in directory.
- \* Your finder function MUST accept an empty string as the directory name, meaning the current directory. You MUST NOT convert this to a dot; just yield relative paths. So, yielding a subdirectory named ``some/dir`` under the current directory should NOT be rendered as ``./some/dir`` or ``/somewhere/some/dir``, but *\*always\** as simply ``some/dir``
- \* Your finder function SHOULD NOT raise any errors, and SHOULD deal gracefully with the absence of needed programs (i.e., ones belonging to the revision control system itself. It *\*may\**, however, use ``distutils.log.warn()`` to inform the user of the missing program(s).

#### Subclassing ``Command``

-----

Sorry, this section isn't written yet, and neither is a lot of what's below this point.

XXX

#### Reusing ``setuptools`` Code

=====

``ez\_setup``

-----

XXX

``setuptools.archive\_util``

-----

XXX

``setuptools.sandbox``

-----

XXX

``setuptools.package\_index``

-----  
XXX

## Mailing List and Bug Tracker

=====

Please use the `distutils-sig mailing list`\_ for questions and discussion about setuptools, and the `setuptools bug tracker`\_ ONLY for issues you have confirmed via the list are actual bugs, and which you have reduced to a minimal set of steps to reproduce.

.. \_distutils-sig mailing list: <http://mail.python.org/pipermail/distutils-sig/>  
.. \_setuptools bug tracker: <https://github.com/pypa/setuptools/>

Found in path(s):

\* /opt/ws\_local/PERMITS\_SQL/1050086594\_1591660967.89/0/setuptools-20-10-1-1-tar-gz/setuptools-20.10.1/docs/setuptools.txt

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- TSS has been removed
- MD5 is now external, in the OpenSSL library
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```

* @version 3.0 (December 2000)
*
* Optimised ANSI C code for the Rijndael cipher (now AES)
*
* @author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>
* @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>
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# 1.169 tomcat-annotations-api 8.0.43

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## 1.170 jakarta-annotation-api 1.3.4

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## 1.174 thrift 0.9.1

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```
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/protocol/fastbinary.c
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* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/setup.py
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* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/server/THttpServer.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/transport/THttpClient.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/transport/TSocket.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/Thrift.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/protocol/TProtocol.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/protocol/TBase.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/transport/TTransport.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/server/TNonblockingServer.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/TCons.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/protocol/TCompactProtocol.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/server/__init__.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/server/TServer.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/protocol/TJSONProtocol.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/__init__.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/protocol/__init__.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/TTornado.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/transport/TSSLSocket.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/transport/TZlibTransport.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/transport/__init__.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/TSerialization.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/server/TProcessPoolServer.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/transport/TTwisted.py
* /opt/ws_local/PERMITS_SQL/1011795607_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/src/protocol/TBinaryProtocol.py
```

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### Using Thrift with Python

=====

Thrift is provided as a set of Python packages. The top level package is thrift, and there are subpackages for the protocol, transport, and server code. Each package contains modules using standard Thrift naming conventions (i.e. TProtocol, TTransport) and implementations in corresponding modules (i.e. TSocket). There is also a subpackage reflection, which contains the generated code for the reflection structures.

The Python libraries can be installed manually using the provided setup.py file, or automatically using the install hook provided via autoconf/automake. To use the latter, become superuser and do make install.

Found in path(s):

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\* /opt/ws\_local/PERMITS\_SQL/1011795607\_1594195958.04/0/thrift-0-9-1-tar-gz/thrift-0.9.1/thrift.egg-info/PKG-INFO

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\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/builder/DiffBuilder.java

\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/builder/JaxbBuilder.java

\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/diff/ComparisonFormatter.java

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\*/

Found in path(s):

- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/input/package-info.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/util/Nodes.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/validation/Languages.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/diff/ElementSelector.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/diff/XPathContext.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/util/Linqy.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/diff/package-info.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/diff/ElementSelectors.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/validation/ParsingValidator.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/package-info.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/diff/ComparisonControllers.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/diff/Diff.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/validation/package-info.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/diff/NodeFilters.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/diff/Difference.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/input/CommentLessSource.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/diff/ComparisonListenerSupport.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/builder/AbstractTransformationBuilder.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/builder/TransformationBuilderInterface.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/diff/NodeMatcher.java
- \* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-



jar/org/xmlunit/diff/ChildNodeXPathContextProvider.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/ComparisonController.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/transform/package-info.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/validation/Validator.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/RecursiveXPathBuilder.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/DefaultNodeMatcher.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/util/Mapper.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/XMLUnitException.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/AbstractDifferenceEngine.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/validation/ValidationResult.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/xpath/JAXPXPathEngine.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/validation/JAXPValidator.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/ComparisonListener.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/util/package-  
info.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/transform/Transformation.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/builder/package-  
info.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/DifferenceEvaluator.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/DifferenceEngine.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/DOMDifferenceEngine.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/ConfigurationException.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/Comparison.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/ComparisonType.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/DefaultConditionalSelectorBuilder.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/util/Convert.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/ComparisonResult.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-

jar/org/xmlunit/input/WhitespaceNormalizedSource.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/DifferenceEvaluators.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/validation/ValidationProblem.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/xpath/XPathEngine.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/builder/Transform.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/DefaultComparisonFormatter.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/util/Predicate.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/xpath/package-  
info.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/ByNameAndTextRecSelector.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/input/NormalizedSource.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/input/WhitespaceStrippedSource.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/util/IsNullPredicate.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/util/IterableNodeList.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-jar/org/xmlunit/builder/Input.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/validation/ValidationHandler.java  
\* /opt/cola/permits/1151187913\_1617805373.39/0/xmlunit-core-2-3-0-sources-5-  
jar/org/xmlunit/diff/MultiLevelByNameAndTextSelector.java

## 1.179 kerberos 1.10.3 57.el6

### 1.179.1 Available under license :

[ NOTE: MIT has only incorporated the mechglue and spnego change, and not the incremental propagation changes. The filenames are different between the Sun and MIT sources. The actual MIT filenames appear in the top-level README file. Original text of Sun's LICENSE file follows. ]

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cmd/krb5/iprof/iprof.x  
cmd/krb5/iprof/iprof\_hdr.h  
cmd/krb5/kadmin/server/iprofd\_svc.c  
cmd/krb5/kproplog/kproplog.c  
cmd/krb5/slave/kpropd\_rpc.c  
lib/gss\_mechs/mech\_krb5/et/kdb5\_err.c  
lib/gss\_mechs/mech\_spnego/mech/gssapiP\_spnego.h  
lib/gss\_mechs/mech\_spnego/mech/spnego\_mech.c  
lib/krb5/kadm5/kadm\_host\_srv\_names.c  
lib/krb5/kdb/kdb\_convert.c  
lib/krb5/kdb/kdb\_hdr.h  
lib/krb5/kdb/kdb\_log.c  
lib/krb5/kdb/kdb\_log.h  
lib/libgss/g\_accept\_sec\_context.c  
lib/libgss/g\_acquire\_cred.c  
lib/libgss/g\_canon\_name.c  
lib/libgss/g\_compare\_name.c  
lib/libgss/g\_context\_time.c  
lib/libgss/g\_delete\_sec\_context.c  
lib/libgss/g\_dsp\_name.c  
lib/libgss/g\_dsp\_status.c  
lib/libgss/g\_dup\_name.c  
lib/libgss/g\_exp\_sec\_context.c  
lib/libgss/g\_export\_name.c  
lib/libgss/g\_glue.c  
lib/libgss/g\_imp\_name.c  
lib/libgss/g\_imp\_sec\_context.c  
lib/libgss/g\_init\_sec\_context.c  
lib/libgss/g\_initialize.c  
lib/libgss/g\_inquire\_context.c  
lib/libgss/g\_inquire\_cred.c  
lib/libgss/g\_inquire\_names.c  
lib/libgss/g\_process\_context.c  
lib/libgss/g\_rel\_buffer.c  
lib/libgss/g\_rel\_cred.c  
lib/libgss/g\_rel\_name.c  
lib/libgss/g\_rel\_oid\_set.c  
lib/libgss/g\_seal.c  
lib/libgss/g\_sign.c  
lib/libgss/g\_store\_cred.c  
lib/libgss/g\_unseal.c  
lib/libgss/g\_userok.c

lib/libgss/g\_utils.c  
lib/libgss/g\_verify.c  
lib/libgss/gssd\_pname\_to\_uid.c  
uts/common/gssapi/include/gssapi\_err\_generic.h  
uts/common/gssapi/include/mechglueP.h

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\input texinfo

@settitle Copyright and Other Legal Notices

@paragraphindent 0

@exampleindent 2

@documentencoding UTF-8

@node Top, , (dir), (dir)

@comment node-name, next, previous, up

@include definitions.texinfo

@include copyright.texinfo

@iftex

@begin group

@smallfont @rm

@end iftex

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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in @code{src/lib/gssapi}, including the following files:

@smallexample

lib/gssapi/generic/gssapi\_err\_generic.et  
lib/gssapi/mechglue/g\_accept\_sec\_context.c  
lib/gssapi/mechglue/g\_acquire\_cred.c  
lib/gssapi/mechglue/g\_canon\_name.c  
lib/gssapi/mechglue/g\_compare\_name.c  
lib/gssapi/mechglue/g\_context\_time.c  
lib/gssapi/mechglue/g\_delete\_sec\_context.c  
lib/gssapi/mechglue/g\_dsp\_name.c  
lib/gssapi/mechglue/g\_dsp\_status.c  
lib/gssapi/mechglue/g\_dup\_name.c  
lib/gssapi/mechglue/g\_exp\_sec\_context.c  
lib/gssapi/mechglue/g\_export\_name.c  
lib/gssapi/mechglue/g\_glue.c

lib/gssapi/mechglue/g\_imp\_name.c  
lib/gssapi/mechglue/g\_imp\_sec\_context.c  
lib/gssapi/mechglue/g\_init\_sec\_context.c  
lib/gssapi/mechglue/g\_initialize.c  
lib/gssapi/mechglue/g\_inquire\_context.c  
lib/gssapi/mechglue/g\_inquire\_cred.c  
lib/gssapi/mechglue/g\_inquire\_names.c  
lib/gssapi/mechglue/g\_process\_context.c  
lib/gssapi/mechglue/g\_rel\_buffer.c  
lib/gssapi/mechglue/g\_rel\_cred.c  
lib/gssapi/mechglue/g\_rel\_name.c  
lib/gssapi/mechglue/g\_rel\_oid\_set.c  
lib/gssapi/mechglue/g\_seal.c  
lib/gssapi/mechglue/g\_sign.c  
lib/gssapi/mechglue/g\_store\_cred.c  
lib/gssapi/mechglue/g\_unseal.c  
lib/gssapi/mechglue/g\_userok.c  
lib/gssapi/mechglue/g\_utils.c  
lib/gssapi/mechglue/g\_verify.c  
lib/gssapi/mechglue/gssd\_pname\_to\_uid.c  
lib/gssapi/mechglue/mglueP.h  
lib/gssapi/mechglue/oid\_ops.c  
lib/gssapi/spnego/gssapiP\_spnego.h  
lib/gssapi/spnego/spnego\_mech.c  
@end smallexample

and the initial implementation of incremental propagation, including the following new or changed files:

@smallexample  
include/ipropr\_hdr.h  
kadmin/server/ipropr\_svc.c  
lib/kdb/ipropr.x  
lib/kdb/kdb\_convert.c  
lib/kdb/kdb\_log.c  
lib/kdb/kdb\_log.h  
lib/krb5/error\_tables/kdb5\_err.et  
slave/kpropd\_rpc.c  
slave/kproplog.c  
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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in ``src/lib/gssapi'`, including the following files:

- lib/gssapi/generic/gssapi\_err\_generic.et
- lib/gssapi/mechglue/g\_accept\_sec\_context.c
- lib/gssapi/mechglue/g\_acquire\_cred.c
- lib/gssapi/mechglue/g\_canon\_name.c
- lib/gssapi/mechglue/g\_compare\_name.c
- lib/gssapi/mechglue/g\_context\_time.c
- lib/gssapi/mechglue/g\_delete\_sec\_context.c
- lib/gssapi/mechglue/g\_dsp\_name.c
- lib/gssapi/mechglue/g\_dsp\_status.c
- lib/gssapi/mechglue/g\_dup\_name.c
- lib/gssapi/mechglue/g\_exp\_sec\_context.c
- lib/gssapi/mechglue/g\_export\_name.c
- lib/gssapi/mechglue/g\_glue.c
- lib/gssapi/mechglue/g\_imp\_name.c
- lib/gssapi/mechglue/g\_imp\_sec\_context.c
- lib/gssapi/mechglue/g\_init\_sec\_context.c
- lib/gssapi/mechglue/g\_initialize.c
- lib/gssapi/mechglue/g\_inquire\_context.c
- lib/gssapi/mechglue/g\_inquire\_cred.c

lib/gssapi/mechglue/g\_inquire\_names.c  
lib/gssapi/mechglue/g\_process\_context.c  
lib/gssapi/mechglue/g\_rel\_buffer.c  
lib/gssapi/mechglue/g\_rel\_cred.c  
lib/gssapi/mechglue/g\_rel\_name.c  
lib/gssapi/mechglue/g\_rel\_oid\_set.c  
lib/gssapi/mechglue/g\_seal.c  
lib/gssapi/mechglue/g\_sign.c  
lib/gssapi/mechglue/g\_store\_cred.c  
lib/gssapi/mechglue/g\_unseal.c  
lib/gssapi/mechglue/g\_userok.c  
lib/gssapi/mechglue/g\_utils.c  
lib/gssapi/mechglue/g\_verify.c  
lib/gssapi/mechglue/gssd\_pname\_to\_uid.c  
lib/gssapi/mechglue/mglueP.h  
lib/gssapi/mechglue/oid\_ops.c  
lib/gssapi/spnego/gssapiP\_spnego.h  
lib/gssapi/spnego/spnego\_mech.c

and the initial implementation of incremental propagation, including the following new or changed files:

include/ipropr\_hdr.h  
kadmin/server/iproprd\_svc.c  
lib/kdb/ipropr.x  
lib/kdb/kdb\_convert.c  
lib/kdb/kdb\_log.c  
lib/kdb/kdb\_log.h  
lib/krb5/error\_tables/kdb5\_err.et  
slave/kpropd\_rpc.c  
slave/kproplog.c

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```
* /opt/cola/permits/1137195122_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-jar/org/apache/tomcat/util/net/jsse/res/LocalStrings.properties
```

```
* /opt/cola/permits/1137195122_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-jar/org/apache/tomcat/util/net/res/LocalStrings.properties
```

```
* /opt/cola/permits/1137195122_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-
```

jar/org/apache/coyote/http11/upgrade/LocalStrings.properties  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/http/LocalStrings.properties  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/ajp/LocalStrings.properties  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/http/res/LocalStrings.properties  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/http/parser/LocalStrings.properties  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/filters/LocalStrings.properties  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/LocalStrings.properties  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/LocalStrings.properties

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

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\*/

Found in path(s):

\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/modeler/Util.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/AbstractOutputBuffer.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/InternalNioOutputBuffer.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/upgrade/BioProcessor.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/ajp/AbstractAjpProcessor.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/filters/ChunkedInputFilter.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-



jar/org/apache/coyote/http11/upgrade/BioServletOutputStream.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/Adapter.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/net/SendfileState.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/InternalAprOutputBuffer.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/Http11NioProtocol.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/filters/BufferedInputFilter.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/Response.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/ajp/AjpProtocol.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/Processor.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/http/CookieProcessorBase.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/upgrade/AbstractServletInputStream.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/InternalAprInputBuffer.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/net/jsse/openssl/Encryption.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/Http11Nio2Processor.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/InternalNioInputBuffer.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/net/jsse/JSSEImplementation.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/net/ServerSocketFactory.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/net/Nio2Endpoint.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/ProtocolHandler.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/upgrade/AprProcessor.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/Http11NioProcessor.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/AsyncStateMachine.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/upgrade/Nio2Processor.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/net/jsse/NioX509KeyManager.java  
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jar/org/apache/tomcat/util/net/AprEndpoint.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/upgrade/NioServletOutputStream.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/collections/ManagedConcurrentWeakHashMap.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/ContainerThreadMarker.java  
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jar/org/apache/coyote/http11/upgrade/BioServletInputStream.java  
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jar/org/apache/coyote/http11/InternalInputBuffer.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
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jar/org/apache/tomcat/util/net/Constants.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/InputBuffer.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/http/ServerCookie.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/upgrade/AprServletInputStream.java  
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\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
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\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/upgrade/AbstractServletOutputStream.java  
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\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/filters/IdentityInputFilter.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/ajp/AjpAprProcessor.java  
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jar/org/apache/coyote/ajp/AbstractAjpProtocol.java  
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jar/org/apache/coyote/http11/AbstractHttp11JsseProtocol.java  
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jar/org/apache/tomcat/util/net/SocketWrapper.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/filters/VoidInputFilter.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/upgrade/AprServletOutputStream.java  
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jar/org/apache/coyote/ErrorMessage.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-

jar/org/apache/tomcat/util/net/NioEndpoint.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/AbstractProtocol.java  
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jar/org/apache/coyote/http11/upgrade/Constants.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/ajp/AjpNio2Processor.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/http/parser/MediaTypeCache.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/filters/IdentityOutputFilter.java  
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\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/net/JIoEndpoint.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/http/parser/AcceptLanguage.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/OutputFilter.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/AbstractHttp11Protocol.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
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\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/ajp/AjpAprProtocol.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/InternalOutputBuffer.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/net/jsse/openssl/EncryptionLevel.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/bcel/classfile/Utility.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/Http11AprProtocol.java  
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jar/org/apache/tomcat/util/net/jsse/JSSESocketFactory.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/AsyncContextCallback.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/filters/ChunkedOutputFilter.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/upgrade/Nio2ServletInputStream.java  
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jar/org/apache/tomcat/util/net/jsse/openssl/OpenSSLCipherConfigurationParser.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/net/DispatchType.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-

jar/org/apache/coyote/http11/filters/GzipOutputFilter.java  
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\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/ByteBufferHolder.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/net/SSLImplementation.java  
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jar/org/apache/tomcat/util/http/FastDateFormat.java  
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jar/org/apache/coyote/http11/HeadersTooLargeException.java  
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jar/org/apache/coyote/RequestGroupInfo.java  
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jar/org/apache/coyote/AbstractProcessor.java  
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\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/ActionHook.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/http11/InternalNio2OutputBuffer.java  
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\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
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\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-

jar/org/apache/tomcat/util/bcel/classfile/ElementValue.java  
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\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/net/DefaultServerSocketFactory.java  
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jar/org/apache/coyote/http11/InputFilter.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/net/jsse/openssl/MessageDigest.java  
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\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/coyote/OutputBuffer.java  
\* /opt/cola/permits/1137195122\_1614028697.63/0/tomcat-coyote-8-0-43-sources-1-  
jar/org/apache/tomcat/util/bcel/classfile/ConstantUtf8.java  
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jar/org/apache/tomcat/util/net/SendfileKeepAliveState.java  
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jar/org/apache/tomcat/util/collections/SynchronizedStack.java  
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jar/org/apache/tomcat/util/http/fileupload/util/mime/QuotedPrintableDecoder.java

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## 1.183 httpclient 4.5.3

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## 1.187 zlib 1.2.8

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```
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   version 1.2.11, January 15th, 2017
```

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## 1.188 eclipse-compiler 3.12.1.v20160829-0950

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Copyright (C) <year> <name of author>
```

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Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

```
Gnomovision version 69, Copyright (C) year name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
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under certain conditions; type `show c' for details.
```

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```
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`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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# 1.198 jersey-container-servlet-core 2.28

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 */

/*****
 *
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 *
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 */
```

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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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## PC/SC Lite v1.8.24

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## xwd v1.0.7
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Main Mesa code	src/mesa/	MIT
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Gallium code src/gallium/ MIT

Ext headers GL/glex.h Khronos  
GL/glxext.h Khronos  
GL/wglex.h Khronos  
KHR/khrplatform.h Khronos

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include/GL/gl.h :

Mesa 3-D graphics library

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include/GL/glxext.h  
include/GL/wglxext.h :

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# 1.201 xerces-j 2.7.1

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package cmd

func initApache2() {
    Licenses["apache"] = License{
        Name:      "Apache 2.0",
```



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```

```
package cmd
```

```
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    Licenses["gpl3"] = License{  
        Name: "GNU General Public License 3.0",  
        PossibleMatches: []string{"gpl3", "gplv3", "gpl", "gnu gpl3", "gnu gpl"},  
        Header: `{{.copyright}}`  
    }  
}
```

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```
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```
`  
,  
}  
}
```

```
package cmd
```

```
func initAgpl() {  
    Licenses["agpl"] = License{  
        Name:      "GNU Affero General Public License",  
        PossibleMatches: []string{"agpl", "affero gpl", "gnu agpl"},  
        Header: `{{.copyright}}`  
    }  
}
```

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```
`  
,  
}  
}  
package cmd
```

```
func initLgpl() {  
    Licenses["lgpl"] = License{  
        Name: "GNU Lesser General Public License",  
        PossibleMatches: []string{"lgpl", "lesser gpl", "gnu lgpl"},  
        Header: `{{.copyright}}`  
    }
```

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```

```
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```

```
package cmd
```

```
func initMit() {  
    Licenses["mit"] = License{  
        Name:      "Mit",  
        PossibleMatches: []string{"mit"},  
        Header: `  
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of this software and associated documentation files (the "Software"), to deal
```

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```
`  
}  
}
```

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```

```
package cmd
```

```
func initBsdClause2() {  
    Licenses["freebsd"] = License{  
        Name: "Simplified BSD License",  
        PossibleMatches: []string{"freebsd", "simpbsd", "simple bsd", "2-clause bsd",  
            "2 clause bsd", "simplified bsd license"},  
        Header: `  
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```

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}  
}  
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```

```
package cmd
```

```
import (  
    "strings"  
    "time"  
  
    "github.com/spf13/viper"  
)  
  
// Licenses contains all possible licenses a user can choose from.  
var Licenses = make(map[string]License)  
  
// License represents a software license agreement, containing the Name of  
// the license, its possible matches (on the command line as given to cobra),  
// the header to be used with each file on the file's creating, and the text  
// of the license  
type License struct {  
    Name      string // The type of license in use
```

```

PossibleMatches []string // Similar names to guess
Text          string // License text data
Header        string // License header for source files
}

func init() {
// Allows a user to not use a license.
Licenses["none"] = License{"None", []string{"none", "false"}, "", ""}

initApache2()
initMit()
initBsdClause3()
initBsdClause2()
initGpl2()
initGpl3()
initLgpl()
initAgpl()
}

// getLicense returns license specified by user in flag or in config.
// If user didn't specify the license, it returns Apache License 2.0.
//
// TODO: Inspect project for existing license
func getLicense() License {
// If explicitly flagged, use that.
if userLicense != "" {
return findLicense(userLicense)
}

// If user wants to have custom license, use that.
if viper.IsSet("license.header") || viper.IsSet("license.text") {
return License{Header: viper.GetString("license.header"),
Text: "license.text"}
}

// If user wants to have built-in license, use that.
if viper.IsSet("license") {
return findLicense(viper.GetString("license"))
}

// If user didn't set any license, use Apache 2.0 by default.
return Licenses["apache"]
}

func copyrightLine() string {
author := viper.GetString("author")
year := time.Now().Format("2006")
}

```

```

return "Copyright " + year + " " + author
}

// findLicense looks for License object of built-in licenses.
// If it didn't find license, then the app will be terminated and
// error will be printed.
func findLicense(name string) License {
    found := matchLicense(name)
    if found == "" {
        er("unknown license: " + name)
    }
    return Licenses[found]
}

// matchLicense compares the given a license name
// to PossibleMatches of all built-in licenses.
// It returns blank string, if name is blank string or it didn't find
// then appropriate match to name.
func matchLicense(name string) string {
    if name == "" {
        return ""
    }

    for key, lic := range Licenses {
        for _, match := range lic.PossibleMatches {
            if strings.EqualFold(name, match) {
                return key
            }
        }
    }

    return ""
}

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```

package cmd

```
func initGpl2() {
Licenses["gpl2"] = License{
    Name: "GNU General Public License 2.0",
    PossibleMatches: []string{"gpl2", "gnu gpl2", "gplv2"},
    Header: `{{.copyright}}`
}
```

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`  
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package cmd

```
func initBsdClause3() {
```

```
    Licenses["bsd"] = License{
```

```
        Name:      "NewBSD",
```

```
        PossibleMatches: []string{"bsd", "newbsd", "3 clause bsd", "3-clause bsd"},
```

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```

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}  
}

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# 1.204 ipmiutil 1.8.9

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Upstream-Name: ipmiutil

Upstream-Contact: Andy Cress <arcess at users.sourceforge.net>

Source: <http://ipmiutil.sourceforge.net>

Comment: This package was debianized by Andy Cress on 2010-10-29,  
with Debian package updates by Alex Waite on 2013-06-14

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## 1.207 tomcat-servlet-api 8.0.43

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- javaee\_6.xsd
- javaee\_web\_services\_1\_3.xsd
- javaee\_web\_services\_client\_1\_3.xsd
- jsp\_2\_2.xsd
- web-app\_3\_0.xsd
- web-common\_3\_0.xsd
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- javaee\_6.xsd
- javaee\_web\_services\_1\_3.xsd
- javaee\_web\_services\_client\_1\_3.xsd
- jsp\_2\_2.xsd
- web-app\_3\_0.xsd
- web-common\_3\_0.xsd
- web-fragment\_3\_0.xsd
- javaee\_7.xsd
- javaee\_web\_services\_1\_4.xsd
- javaee\_web\_services\_client\_1\_4.xsd
- jsp\_2\_3.xsd
- web-app\_3\_1.xsd
- web-common\_3\_1.xsd
- web-fragment\_3\_1.xsd

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#### Eclipse

The following artifacts are EPL.

- \* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

- \* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.

- \* org.eclipse.jetty.orbit:javax.mail.glassfish

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#### Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

- \* javax.servlet:javax.servlet-api
- \* javax.annotation:javax.annotation-api
- \* javax.transaction:javax.transaction-api
- \* javax.websocket:javax.websocket-api

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#### Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- \* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

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#### OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

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MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api

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Mortbay

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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## 1.216 xmlsec 1.2.14

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version 1.2.11, January 15th, 2017

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```

```
<signature of Ty Coon>, 1 April 1989
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- Zlib is now external, in a library
- The make-ssh-known-hosts script is no longer included
- TSS has been removed
- MD5 is now external, in the OpenSSL library
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[The licence continues]

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\* @version 3.0 (December 2000)

\*

\* Optimised ANSI C code for the Rijndael cipher (now AES)

\*

\* @author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>

\* @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

\* @author Paulo Barreto <paulo.barreto@terra.com.br>

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```
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```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
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=====

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## 1.233 stateless4j 2.5.0

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 */
```

Found in path(s):

```
* /opt/cola/permits/1150916823_1617719494.06/0/stateless4j-2-5-0-sources-6-
jar/com/github/oxo42/stateless4j/OutVar.java
* /opt/cola/permits/1150916823_1617719494.06/0/stateless4j-2-5-0-sources-6-
jar/com/github/oxo42/stateless4j/delegates/FuncBoolean.java
```

# 1.234 popt 1.13-7.el6

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```
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```
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```

```
<signature of Ty Coon>, 1 April 1989
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## 1.239 gnutls 3.6.15

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## Constant-time SSSE3 AES core implementation.

## version 0.1

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## By Mike Hamburg (Stanford University), 2009

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set yrange [0:]

set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024

set xtics rotate by -45

set style histogram errorbars gap 2 lw 1

set style fill solid border -1

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## 1.242 pcre 7.8 7.el6

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THE BASIC LIBRARY FUNCTIONS

-----



Written by: Philip Hazel  
Email local part: ph10  
Email domain: cam.ac.uk

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jar/org/eclipse/jetty/security/SpnegoUserIdentity.java
* /opt/cola/permits/1001100702_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/security/UserDataConstraint.java
* /opt/cola/permits/1001100702_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/security/IdentityService.java
* /opt/cola/permits/1001100702_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-
```

jar/org/eclipse/jetty/security/ConstraintAware.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/JDBCLoginService.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/authentication/SpnegoAuthenticator.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/DefaultUserIdentity.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/authentication/BasicAuthenticator.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/SpnegoUserPrincipal.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/PropertyUserStore.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/RoleInfo.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/DefaultIdentityService.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/authentication/SessionAuthentication.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/authentication/LoginAuthenticator.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/RoleRunAsToken.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/authentication/DeferredAuthentication.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/DefaultAuthenticatorFactory.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/Authenticator.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/HashLoginService.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/authentication/FormAuthenticator.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/authentication/ClientCertAuthenticator.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/authentication/package-info.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/RunAsToken.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/ConstraintMapping.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/authentication/DigestAuthenticator.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/LoginService.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-  
jar/org/eclipse/jetty/security/MappedLoginService.java  
\* /opt/cola/permits/1001100702\_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-

```
jar/org/eclipse/jetty/security/UserAuthentication.java
* /opt/cola/permits/1001100702_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/security/package-info.java
* /opt/cola/permits/1001100702_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/security/SecurityHandler.java
* /opt/cola/permits/1001100702_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/security/AbstractUserAuthentication.java
* /opt/cola/permits/1001100702_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/security/HashCrossContextPseudoSession.java
* /opt/cola/permits/1001100702_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/security/CrossContextPseudoSession.java
* /opt/cola/permits/1001100702_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/security/authentication/LoginCallback.java
* /opt/cola/permits/1001100702_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/security/authentication/LoginCallbackImpl.java
* /opt/cola/permits/1001100702_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/security/SpnegoLoginService.java
* /opt/cola/permits/1001100702_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/security/ServerAuthException.java
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```

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```
* /opt/cola/permits/1001100702_1651084727.58/0/jetty-security-9-2-13-v20150730-sources-
jar/org/eclipse/jetty/security/ConstraintSecurityHandler.java
```

# 1.244 openjdk 1.7.0u65

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Ext headers	GL/ glxext.h	Khronos
	GL/ glxext.h	Khronos
	GL/ wglxext.h	Khronos
	KHR/ khrplatform.h	Khronos

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include/GL/gl.h :

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```
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include/GL/glxext.h  
include/GL/wglxext.h :
```

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```
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```
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## 1.250 unbound 1.11.0

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- javaee\_5.xsd
- javaee\_web\_services\_1\_2.xsd
- javaee\_web\_services\_client\_1\_2.xsd
- javaee\_6.xsd
- javaee\_web\_services\_1\_3.xsd
- javaee\_web\_services\_client\_1\_3.xsd
- jsp\_2\_2.xsd
- web-app\_3\_0.xsd
- web-common\_3\_0.xsd
- web-fragment\_3\_0.xsd
- javaee\_7.xsd
- javaee\_web\_services\_1\_4.xsd
- javaee\_web\_services\_client\_1\_4.xsd
- jsp\_2\_3.xsd
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- javaee\_web\_services\_1\_2.xsd
- javaee\_web\_services\_client\_1\_2.xsd
- javaee\_6.xsd
- javaee\_web\_services\_1\_3.xsd
- javaee\_web\_services\_client\_1\_3.xsd
- jsp\_2\_2.xsd
- web-app\_3\_0.xsd
- web-common\_3\_0.xsd
- web-fragment\_3\_0.xsd
- javaee\_7.xsd
- javaee\_web\_services\_1\_4.xsd
- javaee\_web\_services\_client\_1\_4.xsd
- jsp\_2\_3.xsd
- web-app\_3\_1.xsd
- web-common\_3\_1.xsd
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## 1.261 jansson 2.5

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```
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jar/com/zaxxer/hikari/util/PropertyBeanSetter.java
* /opt/cola/permits/1150990852_1617742469.03/0/hikaricp-2-3-13-sources-3-
jar/com/zaxxer/hikari/IConnectionCustomizer.java
* /opt/cola/permits/1150990852_1617742469.03/0/hikaricp-2-3-13-sources-3-
jar/com/zaxxer/hikari/HikariDataSource.java
* /opt/cola/permits/1150990852_1617742469.03/0/hikaricp-2-3-13-sources-3-
jar/com/zaxxer/hikari/proxy/CallableStatementProxy.java
* /opt/cola/permits/1150990852_1617742469.03/0/hikaricp-2-3-13-sources-3-
jar/com/zaxxer/hikari/hibernate/HikariConfigurationUtil.java
* /opt/cola/permits/1150990852_1617742469.03/0/hikaricp-2-3-13-sources-3-
jar/com/zaxxer/hikari/pool/HikariMBeanElf.java
* /opt/cola/permits/1150990852_1617742469.03/0/hikaricp-2-3-13-sources-3-
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jar/com/zaxxer/hikari/HikariConfigMXBean.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/proxy/ClosedConnection.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/proxy/StatementProxy.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/proxy/PreparedStatementProxy.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/hibernate/HikariConnectionProvider.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/pool/HikariPoolMXBean.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/util/UtilityElf.java

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\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/util/IBagStateListener.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/util/DriverDataSource.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/proxy/IHikariConnectionProxy.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/util/DefaultThreadFactory.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/pool/LeakTask.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/proxy/ConnectionProxy.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/HikariConfig.java



\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/AbstractHikariConfig.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/proxy/ResultSetProxy.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/pool/GlobalPoolLock.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/proxy/ProxyFactory.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/util/JavassistProxyFactory.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/util/Java8ConcurrentBag.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/util/ConcurrentBag.java  
\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/util/FastList.java

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\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/pool/HikariPool.java

\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/HikariJNDIFactory.java

\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/pool/BaseHikariPool.java

\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/metrics/CodaHaleMetricsTracker.java

\* /opt/cola/permits/1150990852\_1617742469.03/0/hikaricp-2-3-13-sources-3-jar/com/zaxxer/hikari/metrics/MetricsTracker.java

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jar/com/zaxxer/hikari/pool/PoolInitializationException.java
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jar/com/zaxxer/hikari/pool/PoolBagEntry.java
* /opt/cola/permits/1150990852_1617742469.03/0/hikaricp-2-3-13-sources-3-
jar/com/zaxxer/hikari/util/ConcurrentBagEntry.java
* /opt/cola/permits/1150990852_1617742469.03/0/hikaricp-2-3-13-sources-3-
jar/com/zaxxer/hikari/metrics/CodahaleHealthChecker.java
```

## 1.271 cast

**acbeb36b902d72a7a4c18e8f3241075e7ab763e**

# 4

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## 1.274 json-java 20131018

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\*

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\* the Mozilla project has been developed by David Einstein

\* (Deinst@world.std.com). David and I are now  
\* working on parallel development tracks to help  
\* our respective projects (Mozilla and OpenOffice.org  
\* and we will maintain full affix file and dictionary  
\* file compatibility and work on merging our versions  
\* of MySpell back into a single tree. David has been  
\* a significant help in improving MySpell.  
\*  
\* Special thanks also go to La'szlo' Ne'meth  
\* <nemethl@gyorsposta.hu> who is the author of the  
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```

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```
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```

```
<signature of Ty Coon>, 1 April 1989
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 * $Date: 2003/04/06 20:37:31 $
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## 1.281 python 2.7.13

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Python was created in the early 1990s by Guido van Rossum at Stichting  
Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands  
as a successor of a language called ABC. Guido remains Python's  
principal author, although it includes many contributions from others.



In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (see <http://www.digicool.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Digital Creations is a sponsoring member of the PSF.

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Release from	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	no
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.2.1	2.2	2002	PSF	yes

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## 1.282 gnutls 3.6.7

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## Constant-time SSSE3 AES core implementation.

## version 0.1

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## By Mike Hamburg (Stanford University), 2009

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## 1.284 commons-lang3 3.1

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```

Found in path(s):

```
* /opt/cola/permits/1151085999_1617779160.19/0/jackson-mapper-asl-1-0-1-sources-1-  
jar/org/codehaus/jackson/map/MappingJsonFactory.java
```

## 1.289 tomcat-i18n-es 8.0.43

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## 1.290 chardet 3.0.4

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## 1.293 mitchellh-mapstructure

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analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,  
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt  
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analysis/common/src/java/org/apache/lucene/analysis/fin/FinnishLightStemmer.java  
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analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java  
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jseward@acm.org

bzip2/libbzip2 version 1.0.2 of 30 December 2001

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libbz2.dll test program.

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## 1.299 python 2.7.12

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#
# Description: A reimplementation of the standard shelve.py that
# forces the use of cPickle, and DB.
#
# Creation Date: 11/3/97 3:39:04PM
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Data was extracted from the Unicode 5.1 UnicodeData.txt file.

Written by Marc-Andre Lemburg (mal@lemburg.com).

Modified for Python 2.0 by Fredrik Lundh (fredrik@pythonware.com)

Modified by Martin v. L"wis (martin@v.loewis.de)

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```
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```

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#### A. HISTORY OF THE SOFTWARE

```
=====
```

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's

principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  | 2.1.1        | 2001-now  | PSF        | yes                 |

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.



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```
-----  
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-----
```

```
/* Random objects */
```

```
/* -----  
The code in this module was based on a download from:  
http://www.math.keio.ac.jp/~matumoto/MT2002/emt19937ar.html
```

It was modified in 2002 by Raymond Hettinger as follows:

\* the principal computational lines untouched except for tabbing.

\* renamed `genrand_res53()` to `random_random()` and wrapped in python calling/return code.

\* `genrand_int32()` and the helper functions, `init_genrand()` and `init_by_array()`, were declared static, wrapped in Python calling/return code. also, their global data references were replaced with structure references.

\* unused functions from the original were deleted.  
new, original C python code was added to implement the `Random()` interface.

The following are the verbatim comments from the original code:

A C-program for MT19937, with initialization improved 2002/1/26.  
Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)` or `init_by_array(init_key, key_length)`.

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Any feedback is very welcome.

<http://www.math.keio.ac.jp/matumoto/emt.html>

email: [matumoto@math.keio.ac.jp](mailto:matumoto@math.keio.ac.jp)

\*/

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----- \*/



```

# subprocess - Subprocesses with accessible I/O streams
#
# For more information about this module, see PEP 324.
#
# This module should remain compatible with Python 2.2, see PEP 291.
#
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```

----- */
# ElementTree
# $Id: ElementInclude.py 1862 2004-06-18 07:31:02Z Fredrik $
#
# limited xinclude support for element trees
#

```

```
# history:
# 2003-08-15 fl created
# 2003-11-14 fl fixed default loader
#
# Copyright (c) 2003-2004 by Fredrik Lundh. All rights reserved.
#
# fredrik@pythonware.com
# http://www.pythonware.com
#
# -----
# The ElementTree toolkit is
#
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```
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# Original version written by Greg Stein (gstein@lyra.org)  
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# February 1997.  
#  
# Modifications and improvements for Python 2.0 by Jeremy Hylton and  
# Mark Hammond  
#  
# Some fixes to try to have correct line number on almost all nodes  
# (except Module, Discard and Stmt) added by Sylvain Thenault  
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```

```

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*
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# March 20, 2000
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#
# -- Gregory P. Smith <greg@krypto.org>
#
# $Id: test_dbtables.py 66088 2008-08-31 14:00:51Z jesus.cea $
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```

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# install - install a program, script, or datafile

#

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IA64/unix Foreign Function Interface

Original author: Hans Boehm, HP Labs

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#
# re-compatible interface for the sre matching engine
#
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Mersenne Twister

-----

The :mod: '\_random' module includes code based on a download from

<http://www.math.keio.ac.jp/matsumoto/MT2002/emt19937ar.html>. The following are the verbatim comments from the original code::

A C-program for MT19937, with initialization improved 2002/1/26.  
Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)`  
or `init_by_array(init_key, key_length)`.

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<http://www.math.keio.ac.jp/matsumoto/emt.html>

email: [matsumoto@math.keio.ac.jp](mailto:matsumoto@math.keio.ac.jp)

Sockets

-----



The :mod:'socket' module uses the functions, :func:'getaddrinfo', and :func:'getnameinfo', which are coded in separate source files from the WIDE Project, <http://www.wide.ad.jp/>. ::

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Floating point exception control

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-----  
MD5 message digest algorithm  
-----

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L. Peter Deutsch  
ghost@aladdin.com

Independent implementation of MD5 (RFC 1321).

This code implements the MD5 Algorithm defined in RFC 1321, whose text is available at

<http://www.ietf.org/rfc/rfc1321.txt>

The code is derived from the text of the RFC, including the test suite (section A.5) but excluding the rest of Appendix A. It does not include any code or documentation that is identified in the RFC as being copyrighted.

The original and principal author of md5.h is L. Peter Deutsch <ghost@aladdin.com>. Other authors are noted in the change history that follows (in reverse chronological order):

2002-04-13 lpd Removed support for non-ANSI compilers; removed references to Ghostscript; clarified derivation from RFC 1321; now handles byte order either statically or dynamically.  
1999-11-04 lpd Edited comments slightly for automatic TOC extraction.  
1999-10-18 lpd Fixed typo in header comment (ansi2knr rather than md5); added conditionalization for C++ compilation from Martin Purschke <purschke@bnl.gov>.  
1999-05-03 lpd Original version.

Asynchronous socket services

-----

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Execution tracing

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UUencode and UUdecode functions  
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Modified by Jack Jansen, CWI, July 1995:

- Use binascii module to do the actual line-by-line conversion between ascii and binary. This results in a 1000-fold speedup. The C version is still 5 times faster, though.
- Arguments more compliant with python standard

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-----

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/\* zlib.h -- interface of the 'zlib' general purpose compression library

version 1.2.3, July 18th, 2005

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\*  
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\*  
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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
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| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
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## 1.307 zlib 1.2.5

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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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## 1.308 gorilla

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a

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## 1.312 tcsh 6.20.00

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\*/

/\*

\* config.h -- configure various defines for tcsh

\*

\* All source files should #include this FIRST.

\*

\* Edit this to match your system type.



```

*/

#ifndef _h_config
#define _h_config
/***** System dependant compilation flags *****/
/*
* POSIX This system supports IEEE Std 1003.1-1988 (POSIX).
*/
#undef POSIX

/*
* POSIXJOBS This system supports the optional IEEE Std 1003.1-1988 (POSIX)
* job control facilities.
*/
#undef POSIXJOBS

/*
* VFORK This machine has a vfork().
* It used to be that for job control to work, this define
* was mandatory. This is not the case any more.
* If you think you still need it, but you don't have vfork,
* define this anyway and then do #define vfork fork.
* I do this anyway on a Sun because of yellow pages brain damage,
* [should not be needed under 4.1]
* and on the iris4d cause SGI's fork is sufficiently "virtual"
* that vfork isn't necessary. (Besides, SGI's vfork is weird).
* Note that some machines eg. rs6000 have a vfork, but not
* with the berkeley semantics, so we cannot use it there either.
*/
#define VFORK

/*
* BSDJOBS You have BSD-style job control (both process groups and
* a tty that deals correctly
*/
#define BSDJOBS

/*
* BSDTIMES You have BSD-style process time stuff (like rusage)
* This may or may not be true. For example, Apple Unix
* (OREO) has BSDJOBS but not BSDTIMES.
*/
#define BSDTIMES

/*
* BSDLIMIT You have BSD-style resource limit stuff (getrlimit/setrlimit)
*/
#define BSDLIMIT

```

```

/*
* TERMIO You have struct termio instead of struct sgttyb.
* This is usually the case for SYSV systems, where
* BSD uses sgttyb. POSIX systems should define this
* anyway, even though they use struct termios.
*/
#undef TERMIO

/*
* SYSVREL Your machine is SYSV based (HPUX, A/UX)
* NOTE: don't do this if you are on a Pyramid -- tcsh is
* built in a BSD universe.
* Set SYSVREL to 1, 2, 3, or 4, depending the version of System V
* you are running. Or set it to 0 if you are not SYSV based
*/
#define SYSVREL 0

/*
* YPBUGS Work around Sun YP bugs that cause expansion of ~username
* to send command output to /dev/null
*/
#undef YPBUGS

/***** local defines *****/

#endif /* _h_config */

```

## 1.313 tomcat-catalina-ant 8.0.43

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## 1.315 slf4j 1.7.16

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<head>  
  <meta http-equiv="content-type" content="text/html; charset=iso-8859-1" />  
  <title>SLF4J License</title>  
  <link rel="stylesheet" type="text/css" media="screen" href="css/site.css" />  
</head>  
<body>  
  <script type="text/javascript">prefix="";</script>  
  
  <script src="templates/header.js" type="text/javascript"></script>  
  <div id="left">  
    <script src="templates/left.js" type="text/javascript"></script>  
  </div>  
  <div id="content">
```

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## 1.322 langdetect 1.0.5

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jar/org/antlr/v4/runtime/InterpreterRuleContext.java  
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jar/org/antlr/v4/runtime/tree/pattern/ParseTreeMatch.java  
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jar/org/antlr/v4/runtime/tree/pattern/TagChunk.java  
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\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/TokenStream.java  
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\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/atn/LoopEndState.java  
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\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/misc/MurmurHash.java  
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jar/org/antlr/v4/runtime/atn/TokensStartState.java  
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jar/org/antlr/v4/runtime/InputMismatchException.java  
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jar/org/antlr/v4/runtime/tree/Tree.java  
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jar/org/antlr/v4/runtime/ConsoleErrorListener.java  
\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-  
jar/org/antlr/v4/runtime/tree/ParseTreeListener.java  
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jar/org/antlr/v4/runtime/atn/SetTransition.java  
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jar/org/antlr/v4/runtime/misc/LogManager.java  
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jar/org/antlr/v4/runtime/misc/IntSet.java  
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jar/org/antlr/v4/runtime/tree/ParseTree.java  
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jar/org/antlr/v4/runtime/misc/NotNull.java  
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jar/org/antlr/v4/runtime/atn/SingletonPredictionContext.java  
\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-  
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jar/org/antlr/v4/runtime/dfa/LexerDFASerializer.java  
\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-  
jar/org/antlr/v4/runtime/ANTLRErrorListener.java  
\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-  
jar/org/antlr/v4/runtime/BaseErrorListener.java  
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\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-  
jar/org/antlr/v4/runtime/atn/ATNDeserializationOptions.java  
\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-  
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jar/org/antlr/v4/runtime/atn/ATNDeserializer.java  
\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-  
jar/org/antlr/v4/runtime/atn/LexerPushModeAction.java

\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/atn/LexerActionType.java  
\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/atn/ATNSimulator.java  
\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/atn/LexerMoreAction.java  
\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/atn/LexerTypeAction.java  
\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/atn/LexerIndexedCustomAction.java  
\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/atn/ATNType.java  
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\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/atn/LexerAction.java  
\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/atn/LexerCustomAction.java  
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\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/atn/LexerActionExecutor.java

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\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/atn/LookaheadEventInfo.java  
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\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/atn/DecisionInfo.java  
\* /opt/ws\_local/PERMITS\_SQL/1013874009\_1591325437.54/0/antlr4-runtime-4-5-1-sources-jar/org/antlr/v4/runtime/VocabularyImpl.java  
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## 1.327 java-getopt 1.0.9

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## 1.328 bolt

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- Chris McDonough, 2011/02/16
- Wichert Akkerman, 2012/02/02

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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.



In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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| Release | Derived from | Year | Owner | GPL-compatible? (1) |
|---------|--------------|------|-------|---------------------|
| 2.5     | 2.4          | 2006 | PSF   | yes                 |
| 2.5.1   | 2.5          | 2007 | PSF   | yes                 |
| 2.5.2   | 2.5.1        | 2008 | PSF   | yes                 |
| 2.5.3   | 2.5.2        | 2008 | PSF   | yes                 |
| 2.6     | 2.5          | 2008 | PSF   | yes                 |
| 2.6.1   | 2.6          | 2008 | PSF   | yes                 |
| 2.6.2   | 2.6.1        | 2009 | PSF   | yes                 |
| 2.6.3   | 2.6.2        | 2009 | PSF   | yes                 |
| 2.6.4   | 2.6.3        | 2009 | PSF   | yes                 |
| 2.6.5   | 2.6.4        | 2010 | PSF   | yes                 |
| 3.0     | 2.6          | 2008 | PSF   | yes                 |
| 3.0.1   | 3.0          | 2009 | PSF   | yes                 |
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| 3.1.1   | 3.1          | 2009 | PSF   | yes                 |
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| 3.2     | 3.1          | 2011 | PSF   | yes                 |
| 3.2.1   | 3.2          | 2011 | PSF   | yes                 |
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| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
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| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2.1          | 2.2          | 2002      | PSF        | yes                 |
| 2.2.2          | 2.2.1        | 2002      | PSF        | yes                 |
| 2.2.3          | 2.2.2        | 2003      | PSF        | yes                 |
| 2.3            | 2.2.2        | 2002-2003 | PSF        | yes                 |
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| 2.4.1          | 2.4          | 2005      | PSF        | yes                 |
| 2.4.2          | 2.4.1        | 2005      | PSF        | yes                 |
| 2.4.3          | 2.4.2        | 2006      | PSF        | yes                 |
| 2.4.4          | 2.4.3        | 2006      | PSF        | yes                 |
| 2.5            | 2.4          | 2006      | PSF        | yes                 |
| 2.5.1          | 2.5          | 2007      | PSF        | yes                 |
| 2.5.2          | 2.5.1        | 2008      | PSF        | yes                 |
| 2.5.3          | 2.5.2        | 2008      | PSF        | yes                 |

|       |       |      |     |     |
|-------|-------|------|-----|-----|
| 2.6   | 2.5   | 2008 | PSF | yes |
| 2.6.1 | 2.6   | 2008 | PSF | yes |
| 2.6.2 | 2.6.1 | 2009 | PSF | yes |
| 2.6.3 | 2.6.2 | 2009 | PSF | yes |
| 2.6.4 | 2.6.3 | 2009 | PSF | yes |
| 2.6.5 | 2.6.4 | 2010 | PSF | yes |
| 2.7   | 2.6   | 2010 | PSF | yes |

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.2            | 2.1.1        | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2.1          | 2.2          | 2002      | PSF        | yes                 |
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| 2.2.3          | 2.2.2        | 2003      | PSF        | yes                 |
| 2.3            | 2.2.2        | 2002-2003 | PSF        | yes                 |
| 2.3.1          | 2.3          | 2002-2003 | PSF        | yes                 |

|       |       |           |     |     |
|-------|-------|-----------|-----|-----|
| 2.3.2 | 2.3.1 | 2002-2003 | PSF | yes |
| 2.3.3 | 2.3.2 | 2002-2003 | PSF | yes |
| 2.3.4 | 2.3.3 | 2004      | PSF | yes |
| 2.3.5 | 2.3.4 | 2005      | PSF | yes |
| 2.4   | 2.3   | 2004      | PSF | yes |
| 2.4.1 | 2.4   | 2005      | PSF | yes |
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| 2.4.3 | 2.4.2 | 2006      | PSF | yes |
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| 2.5.1 | 2.5   | 2007      | PSF | yes |
| 2.5.2 | 2.5.1 | 2008      | PSF | yes |
| 2.5.3 | 2.5.2 | 2008      | PSF | yes |
| 2.6   | 2.5   | 2008      | PSF | yes |
| 2.6.1 | 2.6   | 2008      | PSF | yes |
| 2.6.2 | 2.6.1 | 2009      | PSF | yes |
| 2.6.3 | 2.6.2 | 2009      | PSF | yes |
| 2.6.4 | 2.6.3 | 2009      | PSF | yes |
| 2.6.5 | 2.6.4 | 2010      | PSF | yes |
| 3.0   | 2.6   | 2008      | PSF | yes |
| 3.0.1 | 3.0   | 2009      | PSF | yes |
| 3.1   | 3.0.1 | 2009      | PSF | yes |
| 3.1.1 | 3.1   | 2009      | PSF | yes |
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  - \* Daniel Holth
  - \* Hanno Schlichting
  - \* Jannis Leidel
  - \* Jason R. Coombs
  - \* Jim Fulton
  - \* Jonathan Lange
  - \* Justin Azoff
  - \* Lennart Regebro
  - \* Marc Abramowitz
  - \* Martin von Lwis
  - \* Noufal Ibrahim
  - \* Pete Hollobon
  - \* Philip Jenvey
  - \* Reinout van Rees
  - \* Robert Myers
  - \* Stefan H. Holek
  - \* Tarek Ziad
  - \* Toshio Kuratomi

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This packge contains a modified version of ca-bundle.crt:

ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#

This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:

<http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#>

It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php\_curl, or with an Apache+mod\_ssl webserver for SSL client authentication.  
Just configure this file as the SSLCACertificateFile.#

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@(#) \$RCSfile: certdata.txt,v \$ \$Revision: 1.80 \$ \$Date: 2011/11/03 15:11:58 \$

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## History

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### 4

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## 1.335 wheel 0.37.0

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## 1.337 mchange-commons-java 0.2.15

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## 1.341 httpcomponents-client 4.5.6

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## 1.342 bouncycastle-fips 1.0.3

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```
/**
 * Base constructor.
 * <p>
 * The authorizer attempts to perform matching (including the use of the wildcard) in accordance with RFC 6125.
 * </p>
 * <p>
 * Known suffixes is a list of public domain suffixes that can't be used as wild cards for
 * example *.com, or c*c.com, as a dns wildcard could match every/most .com domains if a registrar were issue it.
 * If *.com is in the known suffixes list will not be allowed to match.
 * </p>
 *
 * @param knownSuffixes a set of suffixes that cannot be wild-carded, e.g. { ".com", ".net", ".org" }
 */
```

Found in path(s):

```
* /opt/ws_local/PERMITS_SQL/1089947271_1601369618.24/0/bcpkix-fips-1-0-3-sources-
jar/org/bouncycastle/est/jcajce/JsseDefaultHostnameAuthorizer.java
```

## 1.343 rsyslog 5.8.10-10.el6\_6

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Version 3, 29 June 2007

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## 1.344 libtiff 3.9.4

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```
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1.21.1/third_party/protobuf/src/google/protobuf/stubs/mathlimits.h
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
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1.21.1/grpc_root/include/grpcpp/create_channel_posix.h
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
1.21.1/grpc_root/include/grpcpp/create_channel.h
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
1.21.1/grpc_root/include/grpcpp/impl/codegen/message_allocator.h
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
1.21.1/grpc_root/include/grpcpp/server_builder.h
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
1.21.1/grpc_root/include/grpcpp/security/auth_metadata_processor.h
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
1.21.1/grpc_root/include/grpcpp/impl/server_builder_option.h
```



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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc++/impl/service\_type.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc++/server\_builder.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc++/impl/codegen/server\_context.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc++/impl/channel\_argument\_option.h  
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- \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc++/impl/method\_handler\_impl.h
- \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc++/support/config.h
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- \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc++/impl/codegen/async\_stream.h
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- \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc++/impl/server\_initializer.h



- \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc++/health\_check\_service\_interface.h
- \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc++/impl/codegen/service\_type.h
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```
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*/
```

Found in path(s):

```
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
1.21.1/grpc_root/include/grpcpp/impl/codegen/completion_queue_impl.h
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
```

1.21.1/grpc\_root/include/grpcpp/server\_builder\_impl.h

\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-

1.21.1/grpc\_root/include/grpc/grpc.h

\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-

1.21.1/grpc\_root/include/grpcpp/impl/codegen/completion\_queue.h

\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-

1.21.1/grpc\_root/include/grpc/census.h

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\*/

/\*\* Signal that the call is cacheable. GRPC is free to use GET verb \*/

Found in path(s):

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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/ext/health\_check\_service\_server\_builder\_option.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/impl/codegen/status.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/impl/server\_builder\_plugin.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc/impl/codegen/propagation\_bits.h  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/src/compiler/node\_generator.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/impl/codegen/rpc\_service\_method.h  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/impl/server\_initializer\_impl.h  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc/impl/codegen/sync.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc/impl/codegen/compression\_types.h  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/src/compiler/php\_plugin.cc

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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/test/mock\_stream.h

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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/message.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_padding\_optimizer.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/map\_lite\_test\_util.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/wire\_format.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/stubs/stl\_util.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_service.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/reflection\_ops.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/java/java\_primitive\_field\_lite.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/java/java\_message\_builder.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_primitive\_field.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/io/printer.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/util/internal/protostream\_objectsource.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/util/internal/testdata/maps.proto  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/repeated\_field.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/service.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-

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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/java/java\_generator\_factory.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/js/js\_generator.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/unittest\_lite.proto  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/stubs/int128.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/stubs/structurally\_valid.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/io/printer\_unittest.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/java/java\_extension\_lite.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_primitive\_field.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/any.proto  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/util/internal/default\_value\_objectwriter\_test.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/unittest\_drop\_unknown\_fields.proto  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_repeated\_message\_field.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/text\_format.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/stubs/substitute.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/io/coded\_stream\_unittest.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/test\_util\_lite.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/io/zero\_copy\_stream.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/well\_known\_types\_unittest.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/scc.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/wire\_format\_unittest.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-

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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
 1.21.1/third\_party/protobuf/src/google/protobuf/empty.proto  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
 1.21.1/third\_party/protobuf/src/google/protobuf/util/internal/json\_escaping.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
 1.21.1/third\_party/protobuf/src/google/protobuf/map\_type\_handler.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
 1.21.1/grpc\_tools/\_proto/google/protobuf/wrappers.proto  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_extension.cc  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/compiler/plugin.h  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/io/gzip\_stream.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_message\_field.cc  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/util/internal/type\_info\_test\_helper.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/java/java\_enum\_field.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_enum.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-

1.21.1/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_map\_field.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/objectivec/objectivec\_enum\_field.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/objectivec/objectivec\_generator.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/zip\_writer.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/stubs/macros.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/ruby/ruby\_generator.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/stubs/port.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/unittest\_import\_lite.proto  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/compiler/objectivec/objectivec\_field.cc  
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1.21.1/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_message\_field.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_bootstrap\_unittest.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/util/message\_differencer.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/proto3\_arena\_unittest.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/java/java\_file.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/java/java\_enum\_field.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/message\_lite.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/command\_line\_interface.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_padding\_optimizer.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/util/internal/json\_stream\_parser.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/util/internal/default\_value\_objectwriter.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/java/java\_service.h  
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1.21.1/third\_party/protobuf/src/google/protobuf/any\_test.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/io/tokenizer.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/repeated\_field\_reflection\_unittest.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/objectivec/objectivec\_message.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/generated\_message\_reflection\_unittest.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/python/python\_plugin\_unittest.cc  
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1.21.1/third\_party/protobuf/src/google/protobuf/stubs/strutil\_unittest.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_file.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/java/java\_string\_field.cc  
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1.21.1/third\_party/protobuf/src/google/protobuf/io/zero\_copy\_stream\_impl.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/command\_line\_interface\_unittest.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-  
1.21.1/third\_party/protobuf/src/google/protobuf/compiler/cpp/cpp\_enum\_field.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-

1.21.1/third\_party/protobuf/src/google/protobuf/map\_field\_lite.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/compiler/objectivec/objectivec\_oneof.cc  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/has\_bits.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_generator.cc  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/unittest\_mset.proto  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/compiler/objectivec/objectivec\_generator.cc  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/util/internal/constants.h  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/stubs/byte\_stream\_unittest.cc  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/util/internal/json\_stream\_parser.cc  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/map\_test.cc  
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 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/compiler/parser\_unittest.cc  
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1.21.1/third\_party/protobuf/src/google/protobuf/util/time\_util\_test.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/util/internal/type\_info.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/util/internal/testdata/oneofs.proto  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/io/package\_info.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/compiler/csharp/csharp\_reflection\_class.cc  
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Found in path(s):

\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/stubs/platform\_macros.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/stubs/stringprintf.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/stubs/stringprintf.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/stubs/stringprintf\_unittest.cc  
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Found in path(s):

\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_tools/main.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_tools/main.cc  
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Metadata-Version: 1.1

Name: grpcio-tools

Version: 1.21.1  
Summary: Protobuf code generator for gRPC  
Home-page: <https://grpc.io>  
Author: The gRPC Authors  
Author-email: [grpc-io@googlegroups.com](mailto:grpc-io@googlegroups.com)  
License: Apache License 2.0  
Description: gRPC Python Tools

=====

Package for gRPC Python tools.

Supported Python Versions

-----

Python >= 3.5

Deprecated Python Versions

-----

Python == 2.7. Python 2.7 support will be removed on January 1, 2020.

Installation

-----

The gRPC Python tools package is available for Linux, Mac OS X, and Windows running Python 2.7.

Installing From PyPI

~~~~~

If you are installing locally...

::

```
$ pip install grpcio-tools
```

Else system wide (on Ubuntu)...

::

```
$ sudo pip install grpcio-tools
```

If you're on Windows make sure that you installed the `pip.exe` component when you installed Python (if not go back and install it!) then invoke:

::

```
$ pip.exe install grpcio-tools
```

Windows users may need to invoke `pip.exe` from a command line ran as

administrator.

n.b. On Windows and on Mac OS X one *must* have a recent release of `pip`` to retrieve the proper wheel from PyPI. Be sure to upgrade to the latest version!

You might also need to install Cython to handle installation via the source distribution if gRPC Python's system coverage with wheels does not happen to include your system.

### Installing From Source

~~~~~

Building from source requires that you have the Python headers (usually a package named `python-dev``) and Cython installed. It further requires a GCC-like compiler to go smoothly; you can probably get it to work without GCC-like stuff, but you may end up having a bad time.

::

```
$ export REPO_ROOT=grpc # REPO_ROOT can be any directory of your choice
$ git clone -b $(curl -L https://grpc.io/release) https://github.com/grpc/grpc $REPO_ROOT
$ cd $REPO_ROOT
$ git submodule update --init

$ cd tools/distrib/python/grpcio_tools
$ python ../make_grpcio_tools.py

# For the next command do `sudo pip install` if you get permission-denied errors
$ GRPC_PYTHON_BUILD_WITH_CYTHON=1 pip install .
```

You cannot currently install Python from source on Windows. Things might work out for you in MSYS2 (follow the Linux instructions), but it isn't officially supported at the moment.

### Troubleshooting

~~~~~

Help, I ...

```
* **... see a** pkg_resources.VersionConflict` **when I try to install
grpc**
```

This is likely because `pip`` doesn't own the offending dependency, which in turn is likely because your operating system's package manager owns it. You'll need to force the installation of the dependency:

```
pip install --ignore-installed $OFFENDING_DEPENDENCY`
```

For example, if you get an error like the following:

::

Traceback (most recent call last):

File "<string>", line 17, in <module>

...

File "/usr/lib/python2.7/dist-packages/pkg\_resources.py", line 509, in find

raise VersionConflict(dist, req)

pkg\_resources.VersionConflict: (six 1.8.0 (/usr/lib/python2.7/dist-packages), Requirement.parse('six>=1.10'))

You can fix it by doing:

::

```
sudo pip install --ignore-installed six
```

**\*\*... see compiler errors on some platforms when either installing from source or from the source distribution\*\***

If you see

::

```
/tmp/pip-build-U8pSsr/cython/Cython/Plex/Scanners.c:4:20: fatal error: Python.h: No such file or directory
```

```
#include "Python.h"
```

```
^
```

```
compilation terminated.
```

You can fix it by installing `python-dev` package. i.e

::

```
sudo apt-get install python-dev
```

If you see something similar to:

::

```
third_party/protobuf/src/google/protobuf/stubs/mathlimits.h:173:31: note: in expansion of macro  
'SIGNED_INT_MAX'
```

```
static const Type kPosMax = SIGNED_INT_MAX(Type); \\
```

```
^
```

And your toolchain is GCC (at the time of this writing, up through at least GCC 6.0), this is probably a bug where GCC chokes on constant expressions when the `-fwrapv` flag is specified. You should consider setting your



environment with `CFLAGS=-fno-wrapv`` or using clang (`CC=clang``).

## Usage

-----

Given protobuf include directories `$INCLUDE``, an output directory `$OUTPUT``, and proto files `$PROTO_FILES``, invoke as:

::

```
$ python -m grpc.tools.protoc -I$INCLUDE --python_out=$OUTPUT --grpc_python_out=$OUTPUT $PROTO_FILES
```

To use as a build step in distutils-based projects, you may use the provided command class in your `setup.py``:

::

```
setuptools.setup(
    # ...
    cmdclass={
        'build_proto_modules': grpc.tools.command.BuildPackageProtos,
    }
    # ...
)
```

Invocation of the command will walk the project tree and transpile every `.proto`` file into a `*_pb2.py`` file in the same directory.

Note that this particular approach requires `grpcio-tools`` to be installed on the machine before the setup script is invoked (i.e. no combination of `setup_requires`` or `install_requires`` will provide access to `grpc.tools.command.BuildPackageProtos`` if it isn't already installed). One way to work around this can be found in our `grpcio-health-checking`` package <<https://pypi.python.org/pypi/grpcio-health-checking>>`\_:

::

```
class BuildPackageProtos(setuptools.Command):
    """Command to generate project *_pb2.py modules from proto files."""
    # ...
    def run(self):
        from grpc.tools import command
        command.build_package_protos(self.distribution.package_dir[""])
```

Now including `grpcio-tools`` in `setup_requires`` will provide the command on-setup as desired.

For more information on command classes, consult `:code:`distutils`` and `:code:`setuptools`` documentation.

Platform: UNKNOWN

Classifier: Development Status :: 5 - Production/Stable

Classifier: Programming Language :: Python

Classifier: Programming Language :: Python :: 2

Classifier: Programming Language :: Python :: 2.7

Classifier: Programming Language :: Python :: 3

Classifier: Programming Language :: Python :: 3.4

Classifier: Programming Language :: Python :: 3.5

Classifier: Programming Language :: Python :: 3.6

Classifier: License :: OSI Approved :: Apache Software License

Found in path(s):

\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpcio\_tools.egg-info/PKG-INFO

\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/PKG-INFO

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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third\_party/protobuf/src/google/protobuf/testing/zcgzip.cc

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Found in path(s):

\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_tools/\_\_init\_\_.py

```
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc_tools/_protoc_compiler.pyx
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc_version.py
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/protoc_lib_deps.py
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc_tools/command.py
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/_parallel_compile_patch.py
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/setup.py
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc_tools/protoc.py
```

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* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third_party/protobuf/src/google/protobuf/compiler/objectivec/objectivec_map_field.cc
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/third_party/protobuf/src/google/protobuf/compiler/objectivec/objectivec_map_field.h
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1.21.1/third\_party/protobuf/src/google/protobuf/compiler/python/python\_generator.cc

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1.21.1/third_party/protobuf/src/google/protobuf/stubs/structurally_valid_unittest.cc  
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1.21.1/grpc_root/include/grpc/impl/codegen/atm_gcc_atomic.h  
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1.21.1/grpc\_root/include/grpcpp/support/status\_code\_enum.h  
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\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/src/compiler/cpp\_generator.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/support/status.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/impl/codegen/server\_context.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/alarm\_impl.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/src/compiler/objective\_c\_generator.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/src/compiler/python\_generator.cc  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/completion\_queue.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc/support/sync\_windows.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/src/compiler/ruby\_generator\_map-inl.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/impl/codegen/slice.h  
\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-



1.21.1/grpc\_root/include/grpc/status.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc/slice\_buffer.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc/impl/codegen/status.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/security/credentials\_impl.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/security/credentials.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc/support/log\_windows.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/src/compiler/generator\_helpers.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc/byte\_buffer.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc/impl/codegen/byte\_buffer.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/src/compiler/csharp\_generator\_helpers.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/src/compiler/python\_plugin.cc  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/security/auth\_context.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/support/stub\_options.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/impl/codegen/completion\_queue\_tag.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/impl/codegen/server\_interface.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/src/compiler/python\_generator.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc/support/log.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc/impl/codegen/port\_platform.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc/support/time.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/src/compiler/cpp\_plugin.cc  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/channel.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/generic/generic\_stub.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpc/support/workaround\_list.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/support/channel\_arguments.h  
 \* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-

```
1.21.1/grpc_root/include/grpcpp/support/client_interceptor.h
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
1.21.1/grpc_root/include/grpcpp/support/interceptor.h
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
1.21.1/grpc_root/src/compiler/csharp_plugin.cc
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
1.21.1/grpc_root/include/grpcpp/impl/codegen/client_unary_call.h
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
1.21.1/grpc_root/include/grpcpp/security/server_credentials_impl.h
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
1.21.1/grpc_root/include/grpc/byte_buffer_reader.h
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
1.21.1/grpc_root/include/grpcpp/ext/proto_server_reflection_plugin_impl.h
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```

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```

```
Found in path(s):
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
1.21.1/third_party/protobuf/src/google/protobuf/io/gzip_stream_unittest.sh
* /opt/cola/permits/1167821499_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-
1.21.1/third_party/protobuf/src/google/protobuf/compiler/zip_output_unittest.sh
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```

\*  
\*/

/// If set, grpc is free to use the HTTP GET verb for sending the request,

Found in path(s):

\* /opt/cola/permits/1167821499\_1621866885.4/0/grpcio-tools-1-21-1-1-tar-gz/grpcio-tools-1.21.1/grpc\_root/include/grpcpp/impl/codegen/client\_context.h

## 1.348 jaxb-api 2.2.11

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# 1.349 sqlite 3.7.8

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```

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**
*****
** 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 suppose 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.  
\*\*/  
\*/

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## 1.351 jettison 1.3

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- \* /opt/cola/permits/1134796780\_1613422074.14/0/archive-259-zip/CharacterIterator.java
- \* /opt/cola/permits/1134796780\_1613422074.14/0/archive-259-zip/RE.java
- \* /opt/cola/permits/1134796780\_1613422074.14/0/archive-259-zip/recompile.java
- \* /opt/cola/permits/1134796780\_1613422074.14/0/archive-259-zip/RESyntaxException.java
- \* /opt/cola/permits/1134796780\_1613422074.14/0/archive-259-zip/REProgram.java
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- \* /opt/cola/permits/1134796780\_1613422074.14/0/archive-259-zip/CharArrayCharacterIterator.java
- \* /opt/cola/permits/1134796780\_1613422074.14/0/archive-259-zip/RETest.java
- \* /opt/cola/permits/1134796780\_1613422074.14/0/archive-259-zip/StringCharacterIterator.java

## 1.363 kerberos 1.15

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cmd/krb5/ipropl/ipropl_hdr.h
cmd/krb5/kadmin/server/ipropld_svc.c
```



cmd/krb5/kproplog/kproplog.c  
cmd/krb5/slave/kpropd\_rpc.c  
lib/gss\_mechs/mech\_krb5/et/kdb5\_err.c  
lib/gss\_mechs/mech\_spnego/mech/gssapiP\_spnego.h  
lib/gss\_mechs/mech\_spnego/mech/spnego\_mech.c  
lib/krb5/kadm5/kadm\_host\_srv\_names.c  
lib/krb5/kdb/kdb\_convert.c  
lib/krb5/kdb/kdb\_hdr.h  
lib/krb5/kdb/kdb\_log.c  
lib/krb5/kdb/kdb\_log.h  
lib/libgss/g\_accept\_sec\_context.c  
lib/libgss/g\_acquire\_cred.c  
lib/libgss/g\_canon\_name.c  
lib/libgss/g\_compare\_name.c  
lib/libgss/g\_context\_time.c  
lib/libgss/g\_delete\_sec\_context.c  
lib/libgss/g\_dsp\_name.c  
lib/libgss/g\_dsp\_status.c  
lib/libgss/g\_dup\_name.c  
lib/libgss/g\_exp\_sec\_context.c  
lib/libgss/g\_export\_name.c  
lib/libgss/g\_glue.c  
lib/libgss/g\_imp\_name.c  
lib/libgss/g\_imp\_sec\_context.c  
lib/libgss/g\_init\_sec\_context.c  
lib/libgss/g\_initialize.c  
lib/libgss/g\_inquire\_context.c  
lib/libgss/g\_inquire\_cred.c  
lib/libgss/g\_inquire\_names.c  
lib/libgss/g\_process\_context.c  
lib/libgss/g\_rel\_buffer.c  
lib/libgss/g\_rel\_cred.c  
lib/libgss/g\_rel\_name.c  
lib/libgss/g\_rel\_oid\_set.c  
lib/libgss/g\_seal.c  
lib/libgss/g\_sign.c  
lib/libgss/g\_store\_cred.c  
lib/libgss/g\_unseal.c  
lib/libgss/g\_userok.c  
lib/libgss/g\_utils.c  
lib/libgss/g\_verify.c  
lib/libgss/gssd\_pname\_to\_uid.c  
uts/common/gssapi/include/gssapi\_err\_generic.h  
uts/common/gssapi/include/mechglueP.h

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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in "src/lib/gssapi", including the following files:

lib/gssapi/generic/gssapi\_err\_generic.et  
lib/gssapi/mechglue/g\_accept\_sec\_context.c  
lib/gssapi/mechglue/g\_acquire\_cred.c

lib/gssapi/mechglue/g\_canon\_name.c  
lib/gssapi/mechglue/g\_compare\_name.c  
lib/gssapi/mechglue/g\_context\_time.c  
lib/gssapi/mechglue/g\_delete\_sec\_context.c  
lib/gssapi/mechglue/g\_dsp\_name.c  
lib/gssapi/mechglue/g\_dsp\_status.c  
lib/gssapi/mechglue/g\_dup\_name.c  
lib/gssapi/mechglue/g\_exp\_sec\_context.c  
lib/gssapi/mechglue/g\_export\_name.c  
lib/gssapi/mechglue/g\_glue.c  
lib/gssapi/mechglue/g\_imp\_name.c  
lib/gssapi/mechglue/g\_imp\_sec\_context.c  
lib/gssapi/mechglue/g\_init\_sec\_context.c  
lib/gssapi/mechglue/g\_initialize.c  
lib/gssapi/mechglue/g\_inquire\_context.c  
lib/gssapi/mechglue/g\_inquire\_cred.c  
lib/gssapi/mechglue/g\_inquire\_names.c  
lib/gssapi/mechglue/g\_process\_context.c  
lib/gssapi/mechglue/g\_rel\_buffer.c  
lib/gssapi/mechglue/g\_rel\_cred.c  
lib/gssapi/mechglue/g\_rel\_name.c  
lib/gssapi/mechglue/g\_rel\_oid\_set.c  
lib/gssapi/mechglue/g\_seal.c  
lib/gssapi/mechglue/g\_sign.c  
lib/gssapi/mechglue/g\_store\_cred.c  
lib/gssapi/mechglue/g\_unseal.c  
lib/gssapi/mechglue/g\_userok.c  
lib/gssapi/mechglue/g\_utils.c  
lib/gssapi/mechglue/g\_verify.c  
lib/gssapi/mechglue/gssd\_pname\_to\_uid.c  
lib/gssapi/mechglue/mglueP.h  
lib/gssapi/mechglue/oid\_ops.c  
lib/gssapi/spnego/gssapiP\_spnego.h  
lib/gssapi/spnego/spnego\_mech.c

and the initial implementation of incremental propagation, including the following new or changed files:

include/iprop\_hdr.h  
kadmin/server/ipropd\_svc.c  
lib/kdb/iprop.x  
lib/kdb/kdb\_convert.c  
lib/kdb/kdb\_log.c  
lib/kdb/kdb\_log.h  
lib/krb5/error\_tables/kdb5\_err.et  
kprop/kpropd\_rpc.c  
kprop/kproplog.c



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```

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```
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jar/org/codehaus/jackson/map/MappingJsonFactory.java
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This package is used for testing builds of `ncurses`.

Current `ncurses` maintainer: Thomas Dickey <[dickey@invisible-island.net](mailto:dickey@invisible-island.net)>

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## 1.368 pam 1.1.1-24.el6

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## 1.370 python 3.6.1

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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Release	Derived	Year	Owner	GPL-
	from			compatible? (1)

0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now	PSF	yes

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@c Set file name and title for man page.

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@c man begin SEEALSO  
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@item

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

## HISTORY -

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

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

Some other contributors:

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

The SPARC specific code was originally contributed by Mark Weiser.

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

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

Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.

Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk)

subsequently provided updates and information on variation between ULTRIX

systems. Parag Patel (parag@netcom.com) supplied the A/UX code.

Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port. Thomas Funke (thf@zelator.in-berlin.de(?)) and Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports. Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code. Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes. Alistair G. Crooks(agg@uts.amdahl.com) supplied the NetBSD and 386BSD ports. Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port. Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk). Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task). Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port. David Chase, then at Olivetti Research, suggested several improvements. Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC. Jesse Hull and John Ellis supplied the C++ interface code. Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.)

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gfdl(7), fsf-funding(7).

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along with this program; if not, write to the Free Software  
Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA  
@end smallexample

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this  
when it starts in an interactive mode:

```
@smallexample
Gnomovision version 69, Copyright (C) @var{year} @var{name of author}
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details
type `show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
@end smallexample
```

The hypothetical commands @samp{show w} and @samp{show c} should show  
the appropriate parts of the General Public License. Of course, the  
commands you use may be called something other than @samp{show w} and  
@samp{show c}; they could even be mouse-clicks or menu items---whatever  
suits your program.

You should also get your employer (if you work as a programmer) or your  
school, if any, to sign a ``copyright disclaimer" for the program, if  
necessary. Here is a sample; alter the names:

```
@example
Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.

@var{signature of Ty Coon}, 1 April 1989
Ty Coon, President of Vice
@end example
```

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@c man end

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(For example, a function in a library to compute square roots has

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An "Application" is any work that makes use of an interface provided

by the Library, but which is not otherwise based on the Library.  
Defining a subclass of a class defined by the Library is deemed a mode of using an interface provided by the Library.

A "Combined Work" is a work produced by combining or linking an Application with the Library. The particular version of the Library with which the Combined Work was made is also called the "Linked Version".

The "Minimal Corresponding Source" for a Combined Work means the Corresponding Source for the Combined Work, excluding any source code for portions of the Combined Work that, considered in isolation, are based on the Application, and not on the Linked Version.

The "Corresponding Application Code" for a Combined Work means the object code and/or source code for the Application, including any data and utility programs needed for reproducing the Combined Work from the Application, but excluding the System Libraries of the Combined Work.

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If you modify a copy of the Library, and, in your modifications, a facility refers to a function or data to be supplied by an Application that uses the facility (other than as an argument passed when the facility is invoked), then you may convey a copy of the modified version:

- a) under this License, provided that you make a good faith effort to ensure that, in the event an Application does not supply the function or data, the facility still operates, and performs whatever part of its purpose remains meaningful, or
- b) under the GNU GPL, with none of the additional permissions of this License applicable to that copy.

#### 3. Object Code Incorporating Material from Library Header Files.

The object code form of an Application may incorporate material from a header file that is part of the Library. You may convey such object code under terms of your choice, provided that, if the incorporated material is not limited to numerical parameters, data structure layouts and accessors, or small macros, inline functions and templates (ten or fewer lines in length), you do both of the following:

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1) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (a) uses at run time a copy of the Library already present on the user's computer system, and (b) will operate properly with a modified version of the Library that is interface-compatible with the Linked Version.

e) Provide Installation Information, but only if you would otherwise be required to provide such information under section 6 of the GNU GPL, and only to the extent that such information is

necessary to install and execute a modified version of the Combined Work produced by recombining or relinking the Application with a modified version of the Linked Version. (If you use option 4d0, the Installation Information must accompany the Minimal Corresponding Source and Corresponding Application Code. If you use option 4d1, you must provide the Installation Information in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source.)

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@appendixsubsec Preamble

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For example, if you distribute copies of the library, whether gratis  
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We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the @dfn{Lesser} General Public License because it does @emph{Less} to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes



a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a ``work based on the library" and a ``work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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@appendixsubsec TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION
@end iftex
@ifinfo
@center GNU LESSER GENERAL PUBLIC LICENSE
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@end ifinfo
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```
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```

A ``library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

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portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term ``modification".)

``Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

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If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

@end enumerate

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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

@item

A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a ``work that uses the Library''. Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a ``work that uses the Library'' with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a ``work that uses the library''. The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a ``work that uses the Library'' uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

@item

As an exception to the Sections above, you may also combine or link a ``work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

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Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable ``work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

@item

Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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Accompany the work with a written offer, valid for at least three years, to give the same user the materials

specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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@item

Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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For an executable, the required form of the work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

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Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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@end enumerate

@iftex  
@heading END OF TERMS AND CONDITIONS  
@end iftex  
@ifinfo  
@center END OF TERMS AND CONDITIONS  
@end ifinfo

@page  
@appendixsubsec How to Apply These Terms to Your New Libraries

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To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the

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@smallexample

@var{one line to give the library's name and an idea of what it does.}

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@end smallexample

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@smallexample

Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

@var{signature of Ty Coon}, 1 April 1990

Ty Coon, President of Vice

@end smallexample

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Version 3, 29 June 2007

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Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow.

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Found in path(s):

\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/compiler/NoFieldException.java

\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/InnerClassesAttribute.java

\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/analysis/Subroutine.java

\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/runtime/Cflow.java

\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/AnnotationImpl.java

\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-

jar/javassist/util/proxy/FactoryHelper.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/convert/Transformer.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/bytecode/SyntheticAttribute.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
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\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/expr/Instanceof.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
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\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
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\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/compiler/SyntaxError.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/tools/reflect/CannotReflectException.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/convert/TransformCall.java  
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jar/javassist/CtNewWrappedMethod.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/bytecode/ClassFilePrinter.java  
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\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/CtPrimitiveType.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/compiler/ast/NewExpr.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/bytecode/DeprecatedAttribute.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/compiler/MemberResolver.java  
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\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
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\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/convert/TransformAfter.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/bytecode/Descriptor.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/compiler/ast/CallExpr.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/compiler/ast/IntConst.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-

jar/javassist/bytecode/AnnotationDefaultAttribute.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/convert/TransformBefore.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/compiler/JvstTypeChecker.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/LoaderClassPath.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/bytecode/ParameterAnnotationsAttribute.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/compiler/ast/Variable.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/CtNewMethod.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/compiler/ast/ASTree.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/bytecode/Mnemonic.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/ClassPool.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/bytecode/ExceptionsAttribute.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/URLClassPath.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/scopedpool/ScopedClassPoolFactory.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/compiler/ast/ArrayInit.java  
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\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/compiler/ast/Keyword.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/convert/TransformWriteField.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/bytecode/ConstPool.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/bytecode/analysis/Type.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/bytecode/StackMapTable.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/util/HotSwapAgent.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-  
jar/javassist/compiler/MemberCodeGen.java



\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/ClassMap.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/compiler/CompileError.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/tools/rmi/RemoteException.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/ConstantAttribute.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/compiler/AccessorMaker.java  
\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/util/proxy/SerializedProxy.java

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\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/StringMemberValue.java

\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/ClassMemberValue.java

\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/Annotation.java

\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/ShortMemberValue.java

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\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/AnnotationMemberValue.java

\* /opt/cola/permits/1135864419\_1613618067.93/0/javassist-3-22-0-cr2-sources-4-jar/javassist/bytecode/annotation/ArrayMemberValue.java

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* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/annotation/ByteMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/annotation/MemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1135864419_1613618067.93/0/javassist-3-22-0-cr2-sources-4-
jar/javassist/bytecode/annotation/LongMemberValue.java

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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

```
<one line to give the program's name and a brief idea of what it does.>  
Copyright (C) 19yy <name of author>
```

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```
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Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.  
This is free software, and you are welcome to redistribute it  
under certain conditions; type `show c' for details.
```

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```
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```

```
<signature of Ty Coon>, 1 April 1989  
Ty Coon, President of Vice
```

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The End

# 1.375 guava 18.0

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Version 2.0, January 2004

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## 1.377 libpng 1.6.20

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\* Project: <http://site.mockito.org>

\* Source: <https://github.com/mockito/mockito/releases/tag/v2.16.0>

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**65671c440e8fa4ccbbc5a5c6c499a3c9a039f84f**

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## 1.385 slf4j-log4j 2.0.0-alpha1

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 */
```

Found in path(s):

```
* /opt/cola/permits/1102648017_1603824195.55/0/slf4j-log4j12-2-0-0-alpha1-sources-1-
jar/org/slf4j/log4j12/Log4jLoggerFactory.java
* /opt/cola/permits/1102648017_1603824195.55/0/slf4j-log4j12-2-0-0-alpha1-sources-1-
jar/org/slf4j/log4j12/Log4jLoggerAdapter.java
* /opt/cola/permits/1102648017_1603824195.55/0/slf4j-log4j12-2-0-0-alpha1-sources-1-
jar/org/slf4j/log4j12/Log4jMDCAdapter.java
```

## 1.386 audit 2.4.5 3.e16

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Version 2, June 1991

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes

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

That's all there is to it!  
(This file is under construction.) -\*- text -\*-

If you've contributed to gas and your name isn't listed here, it is not meant as a slight. I just don't know about it. Email me, nickc@redhat.com and I'll correct the situation.

This file will eventually be deleted: The general info will go into the documentation, and info on specific files will go into an AUTHORS file, as requested by the FSF.

+++++

Dean Elsner wrote the original gas for vax. [more details?]

Jay Fenlason maintained gas for a while, adding support for gdb-specific debug information and the 68k series machines, most of the preprocessing pass, and extensive changes in messages.c, input-file.c, write.c.

K. Richard Pixley maintained gas for a while, adding various

enhancements and many bug fixes, including merging support for several processors, breaking gas up to handle multiple object file format backends (including heavy rewrite, testing, an integration of the coff and b.out backends), adding configuration including heavy testing and verification of cross assemblers and file splits and renaming, converted gas to strictly ansi C including full prototypes, added support for m680[34]0 & cpu32, considerable work on i960 including a coff port (including considerable amounts of reverse engineering), a sparc opcode file rewrite, decstation, rs6000, and hp300hpux host ports, updated "know" assertions and made them work, much other reorganization, cleanup, and lint.

Ken Raeburn wrote the high-level BFD interface code to replace most of the code in format-specific I/O modules.

The original Vax-VMS support was contributed by David L. Kashtan. Eric Youngdale and Pat Rankin have done much work with it since.

The Intel 80386 machine description was written by Eliot Dresselhaus.

Minh Tran-Le at IntelliCorp contributed some AIX 386 support.

The Motorola 88k machine description was contributed by Devon Bowen of Buffalo University and Torbjorn Granlund of the Swedish Institute of Computer Science.

Keith Knowles at the Open Software Foundation wrote the original MIPS back end (tc-mips.c, tc-mips.h), and contributed Rose format support that hasn't been merged in yet. Ralph Campbell worked with the MIPS code to support a.out format.

Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors (tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format (obj-ieee), was written by Steve Chamberlain of Cygnus Solutions. Steve also modified the COFF back end (obj-coffbfd) to use BFD for some low-level operations, for use with the Hitachi, 29k and Zilog targets.

John Gilmore built the AMD 29000 support, added .include support, and simplified the configuration of which versions accept which pseudo-ops. He updated the 68k machine description so that Motorola's opcodes always produced fixed-size instructions (e.g. jsr), while synthetic instructions remained shrinkable (jbsr). John fixed many bugs, including true tested cross-compilation support, and one bug in relaxation that took a week and required the proverbial one-bit fix.

Ian Lance Taylor of Cygnus Solutions merged the Motorola and MIT syntaxes for the 68k, completed support for some COFF targets (68k,



i386 SVR3, and SCO Unix), wrote the ECOFF support based on Michael Meissner's mips-tfile program, wrote the PowerPC and RS/6000 support, and made a few other minor patches. He handled the binutils releases for versions 2.7 through 2.9.

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

Support for the HP9000/300 was contributed by Glenn Engel of HP.

Support for ELF format files has been worked on by Mark Eichin of Cygnus Solutions (original, incomplete implementation), Pete Hoogenboom at the University of Utah (HPPA mainly), Michael Meissner of the Open Software Foundation (i386 mainly), and Ken Raeburn of Cygnus Solutions (sparc, initial 64-bit support).

Several engineers at Cygnus Solutions have also provided many small bug fixes and configuration enhancements.

The initial Alpha support was contributed by Carnegie-Mellon University. Additional work was done by Ken Raeburn of Cygnus Solutions. Richard Henderson then rewrote much of the Alpha support.

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).

H.J. Lu has contributed many patches and much testing.

Alan Modra reworked much of the i386 backend, improving the error checking, updating the code, and improving the 16 bit support, using patches from the work of Martynas Kunigelis and H.J. Lu.

Many others have contributed large or small bugfixes and enhancements. If you've contributed significant work and are not mentioned on this list, and want to be, let us know. Some of the history has been lost; we aren't intentionally leaving anyone out.

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```
# $FreeBSD: releng/11.1/share/doc/legal/intel_iwn/Makefile.depend 284345 2015-06-13 19:20:56Z sjg $  
# Autogenerated - do NOT edit!
```

```
DIRDEPS = \
```

```
.include <dirdeps.mk>
```

```
.if ${DEP_RELDIR} == ${_DEP_RELDIR}
```

```
# local dependencies - needed for -jN in clean tree
```

```
.endif
```

```
$NetBSD: COPYING,v 1.7 2010/01/12 07:01:01 lukem Exp $
```

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386BSD 0.0      |      |      BSD/386 ALPHA
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10 UNIX installations

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PDP-11, Pascal, ex(1)

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 4.3BSD NET/1 1988-11-xx [QCU]  
 1989-01-01 [DOC]  
 4.3BSD Reno 1990-06-29 [QCU], [DOC]  
 4.3BSD NET/2 1991-06-28 [QCU], [DOC]

BSD/386 ALPHA 1991-12-xx [BSDI]  
 first code released to people outside BSDI  
 386BSD 0.0 1992-02-xx [DOC]  
 BSD/386 0.3.1 1992-04-xx [BSDI] first ext. beta; B customers  
 BSD/386 0.3.3 1992-06-xx [BSDI] first CDROM version  
 386BSD 0.1 1992-07-28 [DOC]  
 4.4BSD Alpha 1992-07-07  
 BSD/386 0.9.3 1992-10-xx [BSDI]  
 first external gamma; G customers  
 BSD/386 0.9.4 1992-12-xx [BSDI]  
 would have been 1.0 except for request  
 for preliminary injunction  
 BSD/386 1.0 1993-03-xx [BSDI]  
 injunction denied; first official release  
 NetBSD 0.8 1993-04-20 [NBD]  
 4.4BSD 1993-06-01 [USE]  
 NetBSD 0.9 1993-08-23 [NBD]  
 FreeBSD 1.0 1993-11-01 [FBD]  
 FreeBSD 1.0.2 1993-11-14 [FBD]  
 supersedes 1.0 13 days after release.  
 BSD/386 1.1 1994-02-xx [BSDI]  
 4.4BSD Lite 1994-03-01 [USE]

FreeBSD 1.1 1994-05-07 [FBD]  
FreeBSD 1.1.5 1994-06-30 [FBD]  
FreeBSD 1.1.5.1 1994-07-05 [FBD]  
    supersedes 1.1.5 5 days after release.  
NetBSD 1.0 1994-10-26 [NBD]  
386BSD 1.0 1994-11-12 [USE]  
FreeBSD 2.0 1994-11-23 [FBD]  
BSD/OS 2.0 1995-01-xx [BSDI] 4.4 lite based  
FreeBSD 2.0.5 1995-06-10 [FBD]  
BSD/OS 2.0.1 1995-06-xx [BSDI]  
4.4BSD Lite Release 2 1995-06-xx [44B]  
    the true final distribution from the CSRG  
FreeBSD 2.1.0 1995-11-19 [FBD]  
NetBSD 1.1 1995-11-26 [NBD]  
BSD/OS 2.1 1996-01-xx [BSDI]  
FreeBSD 2.1.5 1996-07-14 [FBD]  
NetBSD 1.2 1996-10-04 [NBD]  
OpenBSD 2.0 1996-10-18 [OBD]  
FreeBSD 2.1.6 1996-11-16 [FBD]  
FreeBSD 2.1.6.1 1996-11-25 [FBD] (sendmail security release)  
Rhapsody 1997-xx-xx  
FreeBSD 2.1.7 1997-02-20 [FBD]  
BSD/OS 3.0 1997-02-xx [BSDI] 4.4 lite2 based  
FreeBSD 2.2.0 1997-03-16 [FBD]  
FreeBSD 2.2.1 1997-03-25 [FBD]  
FreeBSD 2.2.2 1997-05-16 [FBD]  
NetBSD 1.2.1 1997-05-20 [NBD] (patch release)  
OpenBSD 2.1 1997-06-01 [OBD]  
FreeBSD 2.2.5 1997-10-22 [FBD]  
OpenBSD 2.2 1997-12-01 [OBD]  
NetBSD 1.3 1998-01-04 [NBD]  
FreeBSD 2.2.6 1998-03-25 [FBD]  
NetBSD 1.3.1 1998-03-09 [NBD] (patch release)  
BSD/OS 3.1 1998-03-xx [BSDI]  
OpenBSD 2.3 1998-05-19 [OBD]  
NetBSD 1.3.2 1998-05-29 [NBD] (patch release)  
FreeBSD 2.2.7 1998-07-22 [FBD]  
BSD/OS 4.0 1998-08-xx [BSDI]  
    2-lock MP support, ELF executables  
FreeBSD 3.0 1998-10-16 [FBD]  
    FreeBSD-3.0 is a snapshot from -current,  
    while 3.1 and 3.2 are from 3.x-stable which  
    was branched quite some time after 3.0-release  
FreeBSD 2.2.8 1998-11-29 [FBD]  
OpenBSD 2.4 1998-12-01 [OBD]  
NetBSD 1.3.3 1998-12-23 [NBD] (patch release)  
FreeBSD 3.1 1999-02-15 [FBD]  
BSD/OS 4.0.1 1999-03-xx [BSDI]



NetBSD 1.4 1999-05-12 [NBD]  
 FreeBSD 3.2 1999-05-17 [FBD]  
 OpenBSD 2.5 1999-05-19 [OBD]  
 NetBSD 1.4.1 1999-08-26 [NBD] (patch release)  
 FreeBSD 3.3 1999-09-17 [FBD]  
 OpenBSD 2.6 1999-12-01 [OBD]  
 FreeBSD 3.4 1999-12-20 [FBD]  
 BSD/OS 4.1 1999-12-xx [BSDI]  
 FreeBSD 4.0 2000-03-13 [FBD]  
 NetBSD 1.4.2 2000-03-19 [NBD] (patch release)  
 OpenBSD 2.7 2000-06-15 [OBD]  
 FreeBSD 3.5 2000-06-24 [FBD]  
 FreeBSD 4.1 2000-07-27 [FBD]  
 FreeBSD 3.5.1 2000-07-28 [FBD]  
 FreeBSD 4.1.1 2000-09-25 [FBD] (a network-only patch release)  
 FreeBSD 4.2 2000-11-21 [FBD]  
 NetBSD 1.4.3 2000-11-25 [NBD] (patch release)  
 BSD/OS 4.2 2000-11-29 [BSDI]  
 OpenBSD 2.8 2000-12-01 [OBD]  
 NetBSD 1.5 2000-12-06 [NBD]  
 Mac OS X 10.0 2001-03-24 [APL]  
 FreeBSD 4.3 2001-04-20 [FBD]  
 OpenBSD 2.9 2001-06-01 [OBD]  
 NetBSD 1.5.1 2001-07-11 [NBD] (patch release)  
 NetBSD 1.5.2 2001-09-13 [NBD] (patch release)  
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 Mac OS X 10.1 2001-09-29 [APL]  
 OpenBSD 3.0 2001-12-01 [OBD]  
 FreeBSD 4.5 2002-01-29 [FBD]  
 BSD/OS 4.3 2002-03-14 [WRS]  
 OpenBSD 3.1 2002-05-19 [OBD]  
 FreeBSD 4.6 2002-06-15 [FBD]  
 NetBSD 1.5.3 2002-07-22 [NBD] (patch release)  
 FreeBSD 4.6.2 2002-08-15 [FBD] (patch release)  
 Mac OS X 10.2 2002-08-23 [APL]  
 NetBSD 1.6 2002-09-14 [NBD]  
 FreeBSD 4.7 2002-10-08 [FBD]  
 OpenBSD 3.2 2002-11-01 [OBD]  
 FreeBSD 5.0 2003-01-17 [FBD]  
 FreeBSD 5.0 is a separate branch off of  
 -current, similar to 3.0.  
 FreeBSD 4.8 2003-04-03 [FBD]  
 NetBSD 1.6.1 2003-04-21 [NBD] (patch release)  
 OpenBSD 3.3 2003-05-01 [OBD]  
 BSD/OS 5.0 2003-05-?? [WRS]  
 FreeBSD 5.1 2003-06-09 [FBD]  
 Mac OS X 10.3 2003-10-24 [APL]  
 FreeBSD 4.9 2003-10-28 [FBD]

BSD/OS 5.1 ISE 2003-10-?? [WRS] (final version)  
OpenBSD 3.4 2003-11-01 [OBD]  
FreeBSD 5.2 2004-01-12 [FBD]  
FreeBSD 5.2.1 2004-02-22 [FBD] (patch release)  
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NetBSD 2.0 2004-12-09 [NBD]  
FreeBSD 4.11 2005-01-25 [FBD]  
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FreeBSD 5.4 2005-05-09 [FBD]  
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NetBSD 2.0.3 2005-10-31 [NBD] (security/critical release)  
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FreeBSD 6.0 2005-11-01 [FBD]  
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NetBSD 3.0 2005-12-23 [NBD]  
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OpenBSD 3.9 2006-05-01 [OBD]  
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OpenBSD 4.3 2008-05-01 [OBD]  
DragonFly 2.0.0 2008-07-21 [DFB]  
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OpenBSD 4.6 2009-10-18 [OBD]  
FreeBSD 8.0 2009-11-26 [FBD]  
NetBSD 5.0.2 2010-02-12 [NBD] (security/critical release)  
FreeBSD 7.3 2010-03-23 [FBD]  
DragonFly 2.6.0 2010-03-28 [DFB]  
OpenBSD 4.7 2010-05-19 [OBD]  
FreeBSD 8.1 2010-07-24 [FBD]  
DragonFly 2.8.2 2010-10-30 [DFB]  
OpenBSD 4.8 2010-11-01 [OBD]  
NetBSD 5.1 2010-11-19 [NBD]  
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FreeBSD 9.1 2012-12-30 [FBD]  
DragonFly 3.4.1 2013-04-29 [DFB]  
OpenBSD 5.3 2013-05-01 [OBD]  
NetBSD 6.0.2 2013-05-18 [NBD] (security/critical release)  
NetBSD 6.1 2013-05-18 [NBD]  
FreeBSD 8.4 2013-06-07 [FBD]  
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FreeBSD 9.2 2013-09-30 [FBD]  
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NetBSD 6.0.4 2014-01-25 [NBD]  
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DragonFly 3.6.1 2014-02-22 [DFB]  
DragonFly 3.6.2 2014-04-10 [DFB]  
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OpenBSD 5.5 2014-05-01 [OBD]  
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Mac OS X 10.10 2014-10-16 [APL]  
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OpenBSD 5.7 2015-05-01 [OBD]  
DragonFly 4.2.0 2015-06-29 [DFB]  
FreeBSD 10.2 2015-08-13 [FBD]  
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OS X 10.11 2015-09-30 [APL]  
OpenBSD 5.8 2015-10-18 [OBD]  
DragonFly 4.4.1 2015-12-07 [DFB]  
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FreeBSD 10.3 2016-04-04 [FBD]  
NetBSD 7.0.1 2016-05-22 [NBD]  
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BSD Hypertext Man Pages  
URL: <http://www.FreeBSD.org/cgi/man.cgi>

UNIX history graphing project  
URL: [http://minnie.tuhs.org/Unix\\_History/index.html](http://minnie.tuhs.org/Unix_History/index.html)

UNIX history  
URL: <http://www.levenez.com/unix/>

James Howard: The BSD Family Tree  
URL: [http://ezine.daemonnews.org/200104/bsd\\_family.html](http://ezine.daemonnews.org/200104/bsd_family.html)  
("what are the differences between FreeBSD, NetBSD, and OpenBSD?")

Acknowledgments

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Josh Gilliam for suggestions, bug fixes, and finding very old original BSD announcements from Usenet or tapes.

Steven M. Schultz for providing 2.8BSD, 2.10BSD, 2.11BSD manual pages.

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URL: <http://svnweb.freebsd.org/base/head/share/misc/bsd-family-tree>

\$FreeBSD: releng/11.1/share/misc/bsd-family-tree 313208 2017-02-04 15:53:34Z sevan \$

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

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-----BEGIN PGP SIGNATURE-----

Version: 2.6.3i

Charset: noconv

iQCVAwUBOxo3X9yA8qbVMny5AQHT8wP9FZOtWxEM4SMj4Sj9QezMERz31n5fd0pC  
jUDnyzmosOudM/iFlv6YfyR820aNvNNI+AdtgWYRPVHocVNOOrZcmu7IADO8hlU//  
v8BeBE0bdjeVmOQYRQfXgt3J2q0b8x8Q5a/LCLVLh8k6DFGg8AfEbLDQWhi1JiXC  
0JsaB8crR3M=  
=0AMW

-----END PGP SIGNATURE-----

# \$FreeBSD: releng/11.1/share/doc/legal/intel\_ipw/Makefile.depend 284345 2015-06-13 19:20:56Z sjg \$  
# Autogenerated - do NOT edit!

DIRDEPS = \

.include <dirdeps.mk>

.if \${DEP\_RELDIR} == \${\_DEP\_RELDIR}

# local dependencies - needed for -jN in clean tree

.endif

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```
# $FreeBSD: releng/11.1/share/doc/legal/realtek/Makefile.depend 288226 2015-09-25 19:26:08Z bdrewery $  
# Autogenerated - do NOT edit!
```

```
DIRDEPS = \
```

```
.include <dirdeps.mk>
```

```
.if ${DEP_RELDIR} == ${_DEP_RELDIR}
```

```
# local dependencies - needed for -jN in clean tree
```

```
.endif
```

```
Upstream source http://invisible-island.net/dialog/dialog.html
```

```
Current dialog upstream maintainer: Thomas Dickey <dickey@invisible-island.net>
```

```
-----  
Files: *.c *.h
```

```
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```

```
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-----  
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This script is compatible with the BSD install script, but was written from scratch. It can only install one file at a time, a restriction shared with many OS's install programs.

Files: debian/\*

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Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

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```
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@appendixsubsec TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION
@end iftex
@ifinfo
@center GNU LESSER GENERAL PUBLIC LICENSE
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@enumerate a

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

@end enumerate

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

@item

A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a ``work that uses the Library''. Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a ``work that uses the Library'' with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a ``work that uses the library''. The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a ``work that uses the Library'' uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline

functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

#### @item

As an exception to the Sections above, you may also combine or link a ``work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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#### @enumerate a

#### @item

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#### @item

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@item

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@enumerate a

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@item

Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.  
@end enumerate

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@ifinfo
@center NO WARRANTY
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LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME
THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.
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@end enumerate
```

```
@iftex
@heading END OF TERMS AND CONDITIONS
@end iftex
@ifinfo
@center END OF TERMS AND CONDITIONS
@end ifinfo
```

```
@page
@appendixsubsec How to Apply These Terms to Your New Libraries
```

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@var{signature of Ty Coon}, 1 April 1990

Ty Coon, President of Vice

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```
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Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
```

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

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```
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`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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```
# $FreeBSD: releng/11.1/libexec/atrun/LEGAL 50476 1999-08-28 00:22:10Z peter $
```

-----BEGIN PGP SIGNED MESSAGE-----

Sorry for the long wait, but there still were a few things to be ironed out in at, which I've finally done :-)

The FreeBSD team does have my permission to use at, version 2.9, under the BSD license.

You'll find it on sunsite.unc.edu's Incoming, hopefully; the  
md5 checksum is

3ba2ca3c0e87e1a04feae2c6c1376b0d at-2.9.tgz

Best regards

Thomas

- - -

Thomas Koenig, Thomas.Koenig@ciw.uni-karlsruhe.de, ig25@dkauni2.bitnet.

The joy of engineering is to find a straight line on a double  
logarithmic diagram.

-----BEGIN PGP SIGNATURE-----

Version: 2.6.2i

iQCVAwUBMCjVrPBu+cbJcKCVAQFNiQP/dpWP57s/E8plVGUD3zfgOXDmKUvg8U7a  
VwRzJrIMuSgnSJs0wkpvcomc3NLicipfX7hhWLh/xatPM2YbF7O5HZoNdvWvexD2  
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e2U+TVTUz6A=

=TvyW

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@vskip 20pt plus 1fil

@end macro

@macro copyrightstart{ }

@end macro

@macro copyrightend{ }

@end macro

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@comment node-name, next, previous, up

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@table @asis

@item GSS-API CFX, SPNEGO, naming extensions, API extensions.

@item KCM credential cache.

@item HDB LDAP backend.

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@heading Vincent Rijmen, Antoon Bosselaers, Paulo Barreto

AES in libhcrypto

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rijndael-alg-fst.c

@version 3.0 (December 2000)

Optimised ANSI C code for the Rijndael cipher (now AES)

@author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>

@author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

@author Paulo Barreto <paulo.barreto@terra.com.br>

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DES core in libcrypto

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lib/hcrypto/test\_dh.c

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From network\_io/unix/inet\_ntop.c, network\_io/unix/inet\_pton.c:

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From strings/apr\_strnatcmp.c, include/apr\_strings.h:

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

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-----BEGIN PGP SIGNED MESSAGE-----

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You'll find it on sunsite.unc.edu's Incoming, hopefully; the md5 checksum is

3ba2ca3c0e87e1a04feae2c6c1376b0d at-2.9.tgz

Best regards

Thomas

- - -

Thomas Koenig, Thomas.Koenig@ciw.uni-karlsruhe.de, ig25@dkauni2.bitnet.

The joy of engineering is to find a straight line on a double logarithmic diagram.

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Version: 2.6.2i

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```
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#
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```

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# Autogenerated - do NOT edit!

DIRDEPS = \

.include <dirdeps.mk>

.if \${DEP\_RELDIR} == \${\_DEP\_RELDIR}

# local dependencies - needed for -jN in clean tree

.endif

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  47. [51]Nick Sayer <mrapple@quack.kfu.com> SunOS streams modules
  48. [52]Jack Sasportas <jack@innovativeinternet.com> Saved a Lot of space on the stuff in the html/pic/ subdirectory
  49. [53]Ray Schnitzler <schnitz@unipress.com> Unixware1 port
  50. [54]Michael Shields <shields@tembel.org> USNO clock driver
  51. [55]Jeff Steinman <jss@pebbles.jpl.nasa.gov> Datum PTS clock driver
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*
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*
* @author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>
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# @(#)bsd.README 8.2 (Berkeley) 4/2/94

# \$FreeBSD: releng/11.1/share/mk/bsd.README 318165 2017-05-10 23:14:09Z jhb \$

This is the README file for the "include" files for the FreeBSD source tree. The files are installed in /usr/share/mk, and are by convention, named with the suffix ".mk". These files store several build options and should be handled with caution.

Note, this file is not intended to replace reading through the .mk files for anything tricky.

There are two main types of make include files. One type is the generally usable make include files, such as `bsd.prog.mk` and `bsd.lib.mk`. The other is the internal make include files, such as `bsd.files.mk` and `bsd.man.mk`, which can not/should not be used directly but are used by the other make include files. In most cases it is only interesting to include `bsd.prog.mk` or `bsd.lib.mk`.

`bsd.arch.inc.mk` - includes arch-specific Makefile.\$arch

`bsd.compiler.mk` - defined based on current compiler

`bsd.conf.mk` - install of configuration files

`bsd.cpu.mk` - sets CPU/arch-related variables (included from `sys.mk`)

`bsd.crunchgen.mk` - building crunched binaries using `crunchgen(1)`

`bsd.dep.mk` - handle Makefile dependencies

`bsd.doc.mk` - building troff system documents

`bsd.endian.mk` - TARGET\_ENDIAN=1234(little) or 4321 (big) for target

`bsd.files.mk` - install of general purpose files

`bsd.incs.mk` - install of include files

bsd.info.mk - building GNU Info hypertext system (deprecated)  
bsd.init.mk - initialization for the make include files  
bsd.kmod.mk - building loadable kernel modules  
bsd.lib.mk - support for building libraries  
bsd.libnames.mk - define library names  
bsd.links.mk - install of links (sym/hard)  
bsd.man.mk - install of manual pages and their links  
bsd.nls.mk - build and install of NLS catalogs  
bsd.obj.mk - creating 'obj' directories and cleaning up  
bsd.own.mk - define common variables  
bsd.port.mk - building ports  
bsd.port.post.mk - building ports  
bsd.port.pre.mk - building ports  
bsd.port.subdir.mk - targets for building subdirectories for ports  
bsd.prog.mk - building programs from source files  
bsd.progs.mk - build multiple programs from sources  
bsd.snmpmod.mk - building modules for the SNMP daemon bsnmpd  
bsd.subdir.mk - targets for building subdirectories  
bsd.sys.mk - common settings used for building FreeBSD sources  
bsd.test.mk - building test programs from source files  
sys.mk - default rules for all makes

This file does not document bsd.port\*.mk. They are documented in ports(7).

See also make(1), mkdep(1), style.Makefile(5) and `PMake - A Tutorial', located in /usr/share/doc/psd/12.make.

-----

Random things worth knowing about this document:

If appropriate when documenting the variables the default value is indicated using square brackets e.g. [gzip].

In some cases the default value depend on other values (e.g. system architecture). In these cases the most common value is indicated.

This document contains some simple examples of the usage of the BSD make include files. For more examples look at the makefiles in the FreeBSD source tree.

-----

RANDOM THINGS WORTH KNOWING:

The files are like C-style #include files, and pretty much behave like you'd expect. The syntax is slightly different in that a single '.' is used instead of the hash mark, i.e. ".include <bsd.prog.mk>".



One difference that will save you lots of debugging time is that inclusion of the file is normally done at the \*end\* of the Makefile. The reason for this is because .mk files often modify variables and behavior based on the values of variables set in the Makefile. To make this work, remember that the FIRST target found is the target that is used, i.e. if the Makefile has:

```
a:
  echo a
a:
  echo a number two
```

the command "make a" will echo "a". To make things confusing, the SECOND variable assignment is the overriding one, i.e. if the Makefile has:

```
a= foo
a= bar

b:
  echo ${a}
```

the command "make b" will echo "bar". This is for compatibility with the way the V7 make behaved.

It's fairly difficult to make the BSD .mk files work when you're building multiple programs in a single directory. It's a lot easier to split up the programs than to deal with the problem. Most of the agony comes from making the "obj" directory stuff work right, not because we switch to a new version of make. So, don't get mad at us, figure out a better way to handle multiple architectures so we can quit using the symbolic link stuff. (Imake doesn't count.)

The file .depend in the source directory is expected to contain dependencies for the source files. This file is read automatically by make after reading the Makefile.

The variable DESTDIR works as before. It's not set anywhere but will change the tree where the file gets installed.

The profiled libraries are no longer built in a different directory than the regular libraries. A new suffix, ".po", is used to denote a profiled object, and ".pico" denotes a position-independent relocatable object.

-----

The following variables are common:

```
AFLAGS.${SRC}
  Flags dependent on source file name.
```

ACFLAGS.\${SRC}

Flags dependent on source file name.

CFLAGS.\${SRC}

Flags dependent on source file name.

CFLAGS.\${COMPILER\_TYPE}

Flags dependent on compiler added to CFLAGS.

CFLAGS.\${MACHINE\_ARCH}

Architectural flags added to CFLAGS.

CFLAGS\_NO\_SIMD Add this to CFLAGS for programs that don't want any SIMD

instructions generated. It is setup in `bsd.cpu.mk` to an

appropriate value for the compiler and target.

CXXFLAGS.\${COMPILER\_TYPE}

Flags dependent on compiler added to CXXFLAGS.

CXXFLAGS.\${MACHINE\_ARCH}

Architectural flags added to CXXFLAGS.

CXXFLAGS.\${SRC}

Flags dependent on source file name.

COMPILER\_FEATURES

A list of features that the compiler supports. Zero or

more of:

`c++11` Supports full C++ 11 standard.

COMPILER\_TYPE Type of compiler, either `clang` or `gcc`, though other

values are possible. Don't assume `!= clang == gcc`.

COMPILER\_VERSION

A numeric constant equal to:

`major * 10000 + minor * 100 + tiny`

for the compiler's self-reported version.

=====

The include file `<sys.mk>` has the default rules for all makes, in the BSD

environment or otherwise. You probably don't want to touch this file.

=====

The include file `<bsd.arch.inc.mk>` includes other Makefiles for specific

architectures, if they exist. It will include the first of the following

files that it finds: `Makefile.${MACHINE}`, `Makefile.${MACHINE_ARCH}`,

`Makefile.${MACHINE_CPUARCH}`

=====

The include file `<bsd.man.mk>` handles installing manual pages and their

links.

It has three targets:

all-man:  
build manual pages.  
maninstall:  
install the manual pages and their links.  
manlint:  
verify the validity of manual pages.

It sets/uses the following variables:

MAN The manual pages to be installed (use a .1 - .9 suffix).

MANDIR Base path for manual installation.

MANGRP Manual group.

MANMODE Manual mode.

MANOWN Manual owner.

MANSUBDIR Subdirectory under the manual page section, i.e. "/vax"  
or "/tahoe" for machine specific manual pages.

MLINKS List of manual page links (using a .1 - .9 suffix). The  
linked-to file must come first, the linked file second,  
and there may be multiple pairs. The files are hard-linked.

The include file <bsd.man.mk> includes a file named "../Makefile.inc" if  
it exists.

=====

The include file <bsd.own.mk> contains the owners, groups, etc. for both  
manual pages and binaries.

It has no targets.

It sets/uses the following variables:

BINGRP Binary group.

BINMODE Binary mode.

BINOWN Binary owner.

MANDIR Base path for manual installation.

MANGRP Manual group.

MANMODE Manual mode.

MANOWN Manual owner.

This file is generally useful when building your own Makefiles so that they use the same default owners etc. as the rest of the tree.

-----

The include file <bsd.prog.mk> handles building programs from one or more source files, along with their manual pages. It has a limited number of suffixes, consistent with the current needs of the BSD tree.

It has seven targets:

all:

build the program and its manual page

clean:

remove the program and any object files.

cleandir:

remove all of the files removed by the target clean, as well as .depend, tags, and any manual pages.

depend:

make the dependencies for the source files, and store them in the file .depend.

install:

install the program and its manual pages; if the Makefile does not itself define the target install, the targets beforeinstall and afterinstall may also be used to cause actions immediately before and after the install target is executed.

lint:

run lint on the source files

tags:

create a tags file for the source files.

It sets/uses the following variables:

ACFLAGS Flags to the compiler when preprocessing and assembling .S files.

AFLAGS Flags to the assembler when assembling .s files.

BINGRP Binary group.

BINMODE Binary mode.

**BINOWN** Binary owner.

**CFLAGS** Flags to the compiler when creating C objects.

**CLEANDIRS** Additional files (**CLEANFILES**) and directories (**CLEANDIRS**) to **CLEANFILES** remove during clean and cleandir targets. "rm -rf" and "rm -f" are used, respectively.

**DPADD** Additional dependencies for the program. Usually used for libraries. For example, to depend on the compatibility and utility libraries use:

```
DPADD=${LIBCOMPAT} ${LIBUTIL}
```

There is a predefined identifier for each (non-profiled, non-shared) library and object. Library file names are transformed to identifiers by removing the extension and converting to upper case.

There are no special identifiers for profiled or shared libraries or objects. The identifiers for the standard libraries are used in **DPADD**. This works correctly iff all the libraries are built at the same time. Unfortunately, it causes unnecessary relinks to shared libraries when only the static libraries have changed. Dependencies on shared libraries should be only on the library version numbers.

**FILES** A list of non-executable files.

The installation is controlled by the **FILESNAME**, **FILESOWN**, **FILESGRP**, **FILESMODE**, **FILESDIR** variables that can be further specialized by **FILES<VAR>\_<file>**.

**LDADD** Additional loader objects. Usually used for libraries. For example, to load with the compatibility and utility libraries, use:

```
LDADD=-lutil -lcompat
```

**LDFLAGS** Additional loader flags. Passed to the loader via **CC**, since that's used to link programs as well, so loader specific flags need to be prefixed with **-Wl**, to work.

**LIBADD** Additional libraries. This is for base system libraries and is only valid inside of the **/usr/src** tree. Use **LIBADD=name** instead of **LDADD=-lname**.

**LINKS** The list of binary links; should be full pathnames, the

linked-to file coming first, followed by the linked file. The files are hard-linked. For example, to link /bin/test and /bin/[, use:

```
LINKS= /bin/test /bin/[,
```

MAN Manual pages. If no MAN variable is defined, "MAN=\${PROG}.1" is assumed. See `bsd.man.mk` for more details.

PROG The name of the program to build. If not supplied, nothing is built.

PROGRAMNAME The name that the above program will be installed as, if different from `${PROG}`.

PROG\_CXX If defined, the name of the program to build. Also causes `<bsd.prog.mk>` to link the program with the standard C++ library. `PROG_CXX` overrides the value of `PROG` if `PROG` is also set.

PROGS When used with `<bsd.progs.mk>`, allow building multiple `PROGS_CXX` `PROG` and `PROG_CXX` in one Makefile. To define individual variables for each program the `VAR.prog` syntax should be used. For example:

```
PROGS= foo bar
SRCS.foo= foo_src.c
LDADD.foo= -lutil
SRCS.bar= bar_src.c
```

The supported variables are:

- BINDIR
- BINGRP
- BINMODE
- BINOWN
- CFLAGS
- CXXFLAGS
- DEBUG\_FLAGS
- DPADD
- DPSRCS
- INTERNALPROG (no installation)
- LDADD
- LDFLAGS
- LIBADD
- LINKS
- MAN
- MLINKS
- NO\_WERROR

- PROGNAME
- SRCS
- STRIP
- WARNS

SCRIPTS A list of interpreter scripts [file.{sh,csh,pl,awk,...}].

The installation is controlled by the SCRIPTSNAME, SCRIPTSOWN, SCRIPTSGRP, SCRIPTSMODE, SCRIPTSDIR variables that can be further specialized by SCRIPTS<VAR>\_<script>.

SRCS List of source files to build the program. If SRCS is not defined, it's assumed to be \${PROG}.c or, if PROG\_CXX is defined, \${PROG\_CXX}.cc.

STRIP The flag passed to the install program to cause the binary to be stripped. This is to be used when building your own install script so that the entire system can be made stripped/not-stripped using a single nob.

SUBDIR A list of subdirectories that should be built as well. Each of the targets will execute the same target in the subdirectories.

The include file <bsd.prog.mk> includes the file named "../Makefile.inc" if it exists, as well as the include file <bsd.man.mk>.

Some simple examples:

To build foo from foo.c with a manual page foo.1, use:

```
PROG= foo
.include <bsd.prog.mk>
```

To build foo from foo.c with a manual page foo.2, add the line:

```
MAN= foo.2
```

If foo does not have a manual page at all, add the line:

```
MAN=
```

If foo has multiple source files, add the line:

```
SRCS= a.c b.c c.c d.c
```

=====

The include file, <bsd.snmpmod.mk>, handles building MIB modules for bsnmpd from one or more source files, along with their manual pages. It has a limited number of suffixes, consistent with the current needs of the BSD tree.

bsd.snmpmod.mk leverages bsd.lib.mk for building MIB modules and bsd.files.mk for installing MIB description and definition files.

It implements the following additional targets:

smilint:

execute smilint on the MIBs defined by BMIBS.

The net-mgmt/libsmi package must be installed before executing this target. The net-mgmt/net-snmp package should be installed as well to reduce false positives from smilint.

It sets/uses the following variables:

**BMIBS** The MIB definitions to install.

**BMIBSDIR** The directory where the MIB definitions are installed.  
This defaults to `\${SHAREDIR}/snmp/mibs`.

**DEFS** The MIB description files to install.

**DEFSDIR** The directory where MIB description files are installed.  
This defaults to `\${SHAREDIR}/snmp/defs`.

**EXTRAMIBDEFS** Extra MIB description files to use as input when generating \${MOD}\_oid.h and \${MOD}\_tree.[ch].

**EXTRAMIBSYMS** Extra MIB definition files used only for extracting symbols.

EXTRAMIBSYMS are useful when resolving inter-module dependencies and are useful with files containing only enum-definitions.

See \${MOD}\_oid.h for more details.

**LOCALBASE** The package root where smilint and the net-snmp definitions can be found

**MOD** The bsnmpd module name.

**SMILINT** smilint binary to use with the smilint make target.



SMILINT\_FLAGS flags to pass to smilint.

SMIPATH A colon-separated directory path where MIBs definitions can be found. See "SMIPATH" in smi\_config for more details.

XSYM MIB names to extract symbols for. See \${MOD}\_oid.h for more details.

It generates the following files:

\${MOD}\_tree.c A source file and header which programmatically describes  
\${MOD}\_tree.h the MIB (type, OID name, ACCESS attributes, etc).

The files are generated via "gensnmptree -p".

See gensnmptree(1) for more details.

\${MOD}\_oid.h A header which programmatically describes the MIB root and MIB tables.

The files are generated via "gensnmptree -e".

See gensnmptree(1) for more details.

-----

The include file <bsd.subdir.mk> contains the default targets for building subdirectories. It has the same seven targets as <bsd.prog.mk>: all, clean, cleandir, depend, install, lint, and tags. For all of the directories listed in the variable SUBDIRS, the specified directory will be visited and the target made. There is also a default target which allows the command "make subdir" where subdir is any directory listed in the variable SUBDIRS.

-----

The include file <bsd.lib.mk> has support for building libraries. It has the same seven targets as <bsd.prog.mk>: all, clean, cleandir, depend, install, lint, and tags. It has a limited number of suffixes, consistent with the current needs of the BSD tree.

It sets/uses the following variables:

LDADD Additional loader objects.

LIB The name of the library to build. Both a shared and static

library will be built. `NO_PIC` can be set to only build a static library.

`LIBADD` Additional libraries. This is for base system libraries and is only valid inside of the `/usr/src` tree.  
Use `LIBADD=name` instead of `LDADD=-lname`.

`LIBDIR` Target directory for libraries.

`LIBGRP` Library group.

`LIBMODE` Library mode.

`LIBOWN` Library owner.

`LIBRARIES_ONLY` Do not build or install files other than the library.

`LIB_CXX` The name of the library to build. It also causes `<bsd.lib.mk>` to link the library with the standard C++ library. `LIB_CXX` overrides the value of `LIB` if `LIB` is also set. Both a shared and static library will be built. `NO_PIC` can be set to only build a static library.

`LINTLIBDIR` Target directory for lint libraries.

`MAN` The manual pages to be installed. See `bsd.man.mk` for more details.

`SHLIB` Like `LIB` but only builds a shared library.

`SHLIB_CXX` Like `LIB_CXX` but only builds a shared library.

`SHLIB_LDSCRIPT` Template file to generate shared library linker script. If not defined, a simple symlink is created to the real shared object.

`SRCS` List of source files to build the library. Suffix types `.s`, `.c`, and `.f` are supported. Note, `.s` files are preferred to `.c` files of the same name. (This is not the default for versions of `make`.)

The include file `<bsd.lib.mk>` includes the file named `"../Makefile.inc"` if it exists, as well as the include file `<bsd.man.mk>`.

It has rules for building profiled objects; profiled libraries are built by default.

Libraries are ranlib'd before installation.

-----

The include file <bsd.test.mk> handles building one or more test programs intended to be used in the FreeBSD Test Suite under /usr/tests/.

It has seven targets:

all:

build the test programs.

check:

runs the test programs from CHECKDIR with kyua test.

The beforecheck and aftercheck targets will be invoked, if defined, to execute commands before and after the realcheck target has been executed, respectively.

The devel/kyua package must be installed before invoking this target.

See CHECKDIR for more details.

clean:

remove the test programs and any object files.

cleandir:

remove all of the files removed by the target clean, as well as .depend and tags.

depend:

make the dependencies for the source files, and store them in the file .depend.

install:

install the test programs and their data files; if the Makefile does not itself define the target install, the targets beforeinstall and afterinstall may also be used to cause actions immediately before and after the install target is executed.

lint:

run lint on the source files.

tags:

create a tags file for the source files.

It sets/uses the following variables, among many others:

ATF\_TESTS\_C The names of the ATF C test programs to build.

ATF\_TESTS\_CXX The names of the ATF C++ test programs to build.

ATF\_TESTS\_SH The names of the ATF sh test programs to build.

CHECKDIR The directory that 'make check' executes tests from.

The value of CHECKDIR defaults to .OBJDIR.

KYUAFILE If 'auto' (the default), generate a Kyuafile out of the test programs defined in the Makefile. If 'yes', then a manually-crafted Kyuafile must be supplied with the sources. If 'no', no Kyuafile is installed (useful for subdirectories providing helper programs or data files only).

LOCALBASE The --prefix for the kyua package.

The value of LOCALBASE defaults to /usr/local .

NOT\_FOR\_TEST\_SUITE

If defined, none of the built test programs get installed under /usr/tests/ and no Kyuafile is automatically generated. Should not be used within the FreeBSD source tree but is provided for the benefit of third-parties.

PLAIN\_TESTS\_C The names of the plain (legacy) programs to build.

PLAIN\_TESTS\_CXX The names of the plain (legacy) test programs to build.

PLAIN\_TESTS\_SH The names of the plain (legacy) test programs to build.

TAP\_PERL\_INTERPRETER

Path to the Perl interpreter to be used for TAP-compliant test programs that are written in Perl. Refer to TAP\_TESTS\_PERL for details.

TAP\_TESTS\_C The names of the TAP-compliant C test programs to build.

TAP\_TESTS\_CXX The names of the TAP-compliant C++ test programs to build.

TAP\_TESTS\_PERL The names of the TAP-compliant Perl test programs to build. The corresponding source files should end with the .pl extension; the test program is marked as requiring Perl; and TAP\_PERL\_INTERPRETER is used in the built scripts as the interpreter of choice.

TAP\_TESTS\_SH The names of the TAP-compliant sh test programs to build.

TESTSBASE Installation prefix for tests. Defaults to /usr/tests

TESTSDIR Path to the installed tests. Must be a subdirectory of TESTSBASE and the subpath should match the relative location of the tests within the src tree.

The value of TESTSDIR defaults to `${TESTSBASE}/${RELDIR:H}` , e.g. /usr/tests/bin/lis when included from bin/lis/tests .

TESTS\_SUBDIRS List of subdirectories containing tests into which to recurse. Differs from SUBDIR in that these directories get registered into the automatically-generated Kyuafile (if any).

The actual building of the test programs is performed by <bsd.prog.mk>. Please see the documentation above for this other file for additional details on the behavior of <bsd.test.mk>.

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# Autogenerated - do NOT edit!
```

```
DIRDEPS = \
```

```
.include <dirdeps.mk>
```

```
.if ${DEP_RELDIR} == ${_DEP_RELDIR}
```

```
# local dependencies - needed for -jN in clean tree
```

```
.endif
```

```
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@group
  with the Invariant Sections being @var{list their titles}, with
  the Front-Cover Texts being @var{list}, and with the Back-Cover Texts
  being @var{list}.
@end group
@end smallexample
```

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@c Local Variables:
@c ispell-local-pdict: "ispell-dict"
@c End:
$OpenBSD: COPYRIGHT,v 1.3 2003/06/02 20:18:36 millert Exp $
```

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```
Gnomovision version 69, Copyright (C) 19yy name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
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```

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```
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```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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-----  
Files: alocal.m4

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Calling this script install-sh is preferred over install.sh, to prevent `make` implicit rules from creating a file called install from it when there is no Makefile.

This script is compatible with the BSD install script, but was written from scratch. It can only install one file at a time, a restriction shared with many OS's install programs.

Files: debian/\*

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\* `configure.ac`, `Makefile.am`: The original versions were derived from the ones in the XML Catalog Manager project, version 2.2.

Author: Julio Merino <jmmv@users.sourceforge.net>

\* `atf-c/ui.c`: The `format_paragraph` and `format_text` functions were derived from the ones in the Monotone project, revision 3a0982da308228d796df35f98d787c5cff2bb5b6.

Author: Julio Merino <jmmv@NetBSD.org>

\* `atf-c++/detail/io.hpp`, `atf-c++/detail/io.cpp`, `atf-c++/detail/io_test.cpp`: These files were derived from the `file_handle`, `systembuf`, `pipe` and `pistream` classes and tests found in the Boost.Process library.

Author: Julio Merino <jmmv84@gmail.com>

\* `admin/check-style.sh`, `admin/check-style-common.awk`, `admin/check-style-cpp.awk`, `admin/check-style-shell.awk`: These files, except the first one, were first implemented in the Buildtool project. They were later adapted to be part of Boost.Process and, during that process, the shell script was created.

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=====  
vim: filetype=text:textwidth=75:expandtab:shiftwidth=2:softtabstop=2

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Authors:

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```
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type `show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.
@end smallexample
```

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```
@example
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`Gnomovision' (which makes passes at compilers) written by James Hacker.

@var{signature of Ty Coon}, 1 April 1989
Ty Coon, President of Vice
@end example
```

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```
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```

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## 1.393 ecj 4.6.1

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wcwidth.cpp

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Markus Kuhn -- 2007-05-26 (Unicode 5.0)

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ConvertUTF.cpp

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## 1.395 tomcat-jasper-el 8.0.43

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## 1.398 lasso 2.5.1

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\*/

Found in path(s):

\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/JspPage.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/PageContext.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/TagInfo.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/el/Expression.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/TagData.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/FunctionInfo.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/IterationTag.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/JspFragment.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/TagExtraInfo.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/JspFactory.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/SimpleTag.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/Tag.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/TagFileInfo.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/TryCatchFinally.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/JspTag.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-

jar/javax/servlet/jsp/tagext/TagSupport.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/DynamicAttributes.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/TagLibraryValidator.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/HttpJspPage.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/JspException.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/SimpleTagSupport.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/tagext/PageData.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/JspEngineInfo.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/el/ImplicitObjectELResolver.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/JspContext.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/el/ELParseException.java  
\* /opt/cola/permits/1137195104\_1614028758.59/0/tomcat-jsp-api-8-0-43-sources-1-  
jar/javax/servlet/jsp/el/FunctionMapper.java

## 1.405 perl 5.24.1

### 1.405.1 Available under license :

The "Artistic License"

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b) accompany the distribution with the machine-readable source of the Package with your modifications.

c) give non-standard executables non-standard names, and clearly document the differences in manual pages (or equivalent), together with instructions on where to get the Standard Version.

d) make other distribution arrangements with the Copyright Holder.

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The End

## 1.406 activation 1.1

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## 1.407 libjpeg 8b

### 1.407.1 Available under license :

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```
/*
 * jidctflt.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * Modified 2010-2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a floating-point implementation of the
 * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
 * must also perform dequantization of the input coefficients.
 *
```

\* This implementation should be more accurate than either of the integer  
\* IDCT implementations. However, it may not give the same results on all  
\* machines because of differences in roundoff behavior. Speed will depend  
\* on the hardware's floating point capacity.  
\*  
\* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT  
\* on each row (or vice versa, but it's more convenient to emit a row at  
\* a time). Direct algorithms are also available, but they are much more  
\* complex and seem not to be any faster when reduced to code.  
\*  
\* This implementation is based on Arai, Agui, and Nakajima's algorithm for  
\* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in  
\* Japanese, but the algorithm is described in the Pennebaker & Mitchell  
\* JPEG textbook (see REFERENCES section in file README). The following code  
\* is based directly on figure 4-8 in P&M.  
\* While an 8-point DCT cannot be done in less than 11 multiplies, it is  
\* possible to arrange the computation so that many of the multiplies are  
\* simple scalings of the final outputs. These multiplies can then be  
\* folded into the multiplications or divisions by the JPEG quantization  
\* table entries. The AA&N method leaves only 5 multiplies and 29 adds  
\* to be done in the DCT itself.  
\* The primary disadvantage of this method is that with a fixed-point  
\* implementation, accuracy is lost due to imprecise representation of the  
\* scaled quantization values. However, that problem does not arise if  
\* we use floating point arithmetic.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jidctflt.c

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/\*

\* jerror.h

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.

\* Modified 1997-2012 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file defines the error and message codes for the JPEG library.

\* Edit this file to add new codes, or to translate the message strings to  
\* some other language.

\* A set of error-reporting macros are defined too. Some applications using  
\* the JPEG library may wish to include this file to get the error codes  
\* and/or the macros.

\*/

Found in path(s):



\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jerror.h

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/\*

\* jdatadst.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2009-2017 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains compression data destination routines for the case of

\* emitting JPEG data to memory or to a file (or any stdio stream).

\* While these routines are sufficient for most applications,

\* some will want to use a different destination manager.

\* IMPORTANT: we assume that fwrite() will correctly transcribe an array of

\* JOCTETs into 8-bit-wide elements on external storage. If char is wider

\* than 8 bits on your machine, you may need to do some tweaking.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdatadst.c

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/\*

\* jaricom.c

\*

\* Developed 1997-2011 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains probability estimation tables for common use in

\* arithmetic entropy encoding and decoding routines.

\*

\* This data represents Table D.3 in the JPEG spec (D.2 in the draft),

\* ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81, and Table 24

\* in the JBIG spec, ISO/IEC IS 11544 and CCITT Recommendation ITU-T T.82.

\*/

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\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jaricom.c

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/\*

\* wrtarga.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2015-2017 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains routines to write output images in Targa format.  
\*  
\* These routines may need modification for non-Unix environments or  
\* specialized applications. As they stand, they assume output to  
\* an ordinary stdio stream.  
\*  
\* Based on code contributed by Lee Daniel Crocker.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/wrtarga.c  
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/\*  
\* jdcolor.c  
\*  
\* Copyright (C) 1991-1997, Thomas G. Lane.  
\* Modified 2011-2017 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains output colorspace conversion routines.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdcolor.c  
No license file was found, but licenses were detected in source scan.

## IJG JPEG LIBRARY: CODING RULES

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Since numerous people will be contributing code and bug fixes, it's important to establish a common coding style. The goal of using similar coding styles is much more important than the details of just what that style is.

In general we follow the recommendations of "Recommended C Style and Coding Standards" revision 6.1 (Cannon et al. as modified by Spencer, Keppel and Brader). This document is available in the IJG FTP archive (see `jpeg/doc/cstyle.ms.tbl.Z`, or `cstyle.txt.Z` for those without `nroff/tbl`).

Block comments should be laid out thusly:

```
/*
 * Block comments in this style.
 */
```

We indent statements in K&R style, e.g.,

```
if (test) {
    then-part;
} else {
    else-part;
}
```

with two spaces per indentation level. (This indentation convention is handled automatically by GNU Emacs and many other text editors.)

Multi-word names should be written in lower case with underscores, e.g., `multi_word_name` (not `multiWordName`). Preprocessor symbols and enum constants are similar but upper case (`MULTI_WORD_NAME`). Names should be unique within the first fifteen characters. (On some older systems, global names must be unique within six characters. We accommodate this without cluttering the source code by using macros to substitute shorter names.)

We use function prototypes everywhere; we rely on automatic source code transformation to feed prototype-less C compilers. Transformation is done by the simple and portable tool 'ansi2knr.c' (courtesy of Ghostscript). `ansi2knr` is not very bright, so it imposes a format requirement on function declarations: the function name **MUST BEGIN IN COLUMN 1**. Thus all functions should be written in the following style:

```
LOCAL(int *)
function_name (int a, char *b)
{
    code...
}
```

Note that each function definition must begin with `GLOBAL(type)`, `LOCAL(type)`, or `METHODDEF(type)`. These macros expand to "static type" or just "type" as appropriate. They provide a readable indication of the routine's usage and can readily be changed for special needs. (For instance, special linkage keywords can be inserted for use in Windows DLLs.)

`ansi2knr` does not transform method declarations (function pointers in structs). We handle these with a macro `JMETHOD`, defined as

```
#ifdef HAVE_PROTOTYPES
#define JMETHOD(type,methodname,arglist) type (*methodname) arglist
#else
#define JMETHOD(type,methodname,arglist) type (*methodname) ()
#endif
```

which is used like this:

```
struct function_pointers {
    JMETHOD(void, init_entropy_encoder, (int somearg, jparms *jpp));
    JMETHOD(void, term_entropy_encoder, (void));
};
```

Note the set of parentheses surrounding the parameter list.

A similar solution is used for forward and external function declarations (see the EXTERN and JPP macros).

If the code is to work on non-ANSI compilers, we cannot rely on a prototype declaration to coerce actual parameters into the right types. Therefore, use explicit casts on actual parameters whenever the actual parameter type is not identical to the formal parameter. Beware of implicit conversions to "int".

It seems there are some non-ANSI compilers in which the sizeof() operator is defined to return int, yet size\_t is defined as long. Needless to say, this is brain-damaged. Always use the SIZEOF() macro in place of sizeof(), so that the result is guaranteed to be of type size\_t.

The JPEG library is intended to be used within larger programs. Furthermore, we want it to be reentrant so that it can be used by applications that process multiple images concurrently. The following rules support these requirements:

1. Avoid direct use of file I/O, "malloc", error report printouts, etc; pass these through the common routines provided.
2. Minimize global namespace pollution. Functions should be declared static wherever possible. (Note that our method-based calling conventions help this a lot: in many modules only the initialization function will ever need to be called directly, so only that function need be externally visible.) All global function names should begin with "jpeg\_", and should have an abbreviated name (unique in the first six characters) substituted by macro when NEED\_SHORT\_EXTERNAL\_NAMES is set.
3. Don't use global variables; anything that must be used in another module should be in the common data structures.
4. Don't use static variables except for read-only constant tables. Variables that should be private to a module can be placed into private structures (see the system architecture document, structure.txt).
5. Source file names should begin with "j" for files that are part of the library proper; source files that are not part of the library, such as cjpeg.c and djpeg.c, do not begin with "j". Keep source file names to eight characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. Keep compression and decompression code in separate source files --- some applications may want only one half of the library.

Note: these rules (particularly #4) are not followed religiously in the modules that are used in cjpeg/djpeg but are not part of the JPEG library proper. Those modules are not really intended to be used in other applications.

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/coderules.txt

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/\*

\* jmemmac.c

\*

\* Copyright (C) 1992-1997, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* jmemmac.c provides an Apple Macintosh implementation of the system-

\* dependent portion of the JPEG memory manager.

\*

\* If you use jmemmac.c, then you must define USE\_MAC\_MEMMGR in the

\* JPEG\_INTERNALS part of jconfig.h.

\*

\* jmemmac.c uses the Macintosh toolbox routines NewPtr and DisposePtr

\* instead of malloc and free. It accurately determines the amount of

\* memory available by using CompactMem. Notice that if left to its

\* own devices, this code can chew up all available space in the

\* application's zone, with the exception of the rather small "slop"

\* factor computed in jpeg\_mem\_available(). The application can ensure

\* that more space is left over by reducing max\_memory\_to\_use.

\*

\* Large images are swapped to disk using temporary files and System 7.0+'s

\* temporary folder functionality.

\*

\* Note that jmemmac.c depends on two features of MacOS that were first

\* introduced in System 7: FindFolder and the FSSpec-based calls.

\* If your application uses jmemmac.c and is run under System 6 or earlier,

\* and the jpeg library decides it needs a temporary file, it will abort,

\* printing error messages about requiring System 7. (If no temporary files

\* are created, it will run fine.)

\*

\* If you want to use jmemmac.c in an application that might be used with

\* System 6 or earlier, then you should remove dependencies on FindFolder

\* and the FSSpec calls. You will need to replace FindFolder with some

\* other mechanism for finding a place to put temporary files, and you

\* should replace the FSSpec calls with their HFS equivalents:

\*

\* FSpDelete -> HDelete

```
* FSpGetFInfo -> HGetFInfo
* FSpCreate -> HCreate
* FSpOpenDF -> HOpen *** Note: not HOpenDF ***
* FSMakeFSSpec -> (fill in spec by hand.)
*
* (Use HOpen instead of HOpenDF. HOpen is just a glue-interface to PBHOpen,
* which is on all HFS macs. HOpenDF is a System 7 addition which avoids the
* ages-old problem of names starting with a period.)
*
* Contributed by Sam Bushell (jsam@iagu.on.net) and
* Dan Gildor (gyld@in-touch.com).
*/
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jmemmac.c
```

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```
/*
```

```
* jcarith.c
```

```
*
```

```
* Developed 1997-2013 by Guido Vollbeding.
```

```
* This file is part of the Independent JPEG Group's software.
```

```
* For conditions of distribution and use, see the accompanying README file.
```

```
*
```

```
* This file contains portable arithmetic entropy encoding routines for JPEG
```

```
* (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).
```

```
*
```

```
* Both sequential and progressive modes are supported in this single module.
```

```
*
```

```
* Suspension is not currently supported in this module.
```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jcarith.c
```

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```
/*
```

```
* ckconfig.c
```

```
*
```

```
* Copyright (C) 1991-1994, Thomas G. Lane.
```

```
* This file is part of the Independent JPEG Group's software.
```

```
* For conditions of distribution and use, see the accompanying README file.
```

```
*/
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/ckconfig.c
```

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

```
/*
 * jcapistd.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the compression half
 * of the JPEG library. These are the "standard" API routines that are
 * used in the normal full-compression case. They are not used by a
 * transcoding-only application. Note that if an application links in
 * jpeg_start_compress, it will end up linking in the entire compressor.
 * We thus must separate this file from jcapimin.c to avoid linking the
 * whole compression library into a transcoder.
 */
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jcapistd.c
```

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```
/*
 * jdct.h
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2002-2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This include file contains common declarations for the forward and
 * inverse DCT modules. These declarations are private to the DCT managers
 * (jcdctmgr.c, jdctmgr.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):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdct.h
```

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

```
/*
 * jquant2.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modified 2011 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 */
```

\* This file contains 2-pass color quantization (color mapping) routines.  
\* These routines provide selection of a custom color map for an image,  
\* followed by mapping of the image to that color map, with optional  
\* Floyd-Steinberg dithering.  
\* It is also possible to use just the second pass to map to an arbitrary  
\* externally-given color map.  
\*  
\* Note: ordered dithering is not supported, since there isn't any fast  
\* way to compute intercolor distances; it's unclear that ordered dither's  
\* fundamental assumptions even hold with an irregularly spaced color map.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jquant2.c

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

/\*

\* jcomapi.c

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains application interface routines that are used for both

\* compression and decompression.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jcomapi.c

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

/\*

\* cderror.h

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.

\* Modified 2009-2017 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file defines the error and message codes for the cjpeg/djpeg

\* applications. These strings are not needed as part of the JPEG library

\* proper.

\* Edit this file to add new codes, or to translate the message strings to

\* some other language.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/cderror.h



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

```
/*
 * rdrle.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to read input images in Utah RLE format.
 * The Utah Raster Toolkit library is required (version 3.1 or later).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume input from
 * an ordinary stdio stream. They further assume that reading begins
 * at the start of the file; start_input may need work if the
 * user interface has already read some data (e.g., to determine that
 * the file is indeed RLE format).
 *
 * Based on code contributed by Mike Lijewski,
 * with updates from Robert Hutchinson.
 */
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/rdrle.c
```

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

```
/*
 * jdtrans.c
 *
 * Copyright (C) 1995-1997, Thomas G. Lane.
 * Modified 2000-2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains library routines for transcoding decompression,
 * that is, reading raw DCT coefficient arrays from an input JPEG file.
 * The routines in jdapimin.c will also be needed by a transcoder.
 */
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdtrans.c
```

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

```
/*
 * rdjpgcom.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
```

- \* Modified 2009 by Bill Allombert, Guido Vollbeding.
- \* This file is part of the Independent JPEG Group's software.
- \* For conditions of distribution and use, see the accompanying README file.
- \*
- \* This file contains a very simple stand-alone application that displays
- \* the text in COM (comment) markers in a JFIF file.
- \* This may be useful as an example of the minimum logic needed to parse
- \* JPEG markers.
- \*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/rdjpgcom.c  
No license file was found, but licenses were detected in source scan.

/\*

- \* jcmarker.c
- \*
- \* Copyright (C) 1991-1998, Thomas G. Lane.
- \* Modified 2003-2013 by Guido Vollbeding.
- \* This file is part of the Independent JPEG Group's software.
- \* For conditions of distribution and use, see the accompanying README file.
- \*
- \* This file contains routines to write JPEG datastream markers.
- \*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jcmarker.c  
No license file was found, but licenses were detected in source scan.

/\*

- \* jfdctint.c
- \*
- \* Copyright (C) 1991-1996, Thomas G. Lane.
- \* Modification developed 2003-2015 by Guido Vollbeding.
- \* This file is part of the Independent JPEG Group's software.
- \* For conditions of distribution and use, see the accompanying README file.
- \*
- \* This file contains a slow-but-accurate integer implementation of the
- \* forward DCT (Discrete Cosine Transform).
- \*
- \* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
- \* on each column. Direct algorithms are also available, but they are
- \* much more complex and seem not to be any faster when reduced to code.
- \*
- \* This implementation is based on an algorithm described in
- \* C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
- \* Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
- \* Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.

- \* The primary algorithm described there uses 11 multiplies and 29 adds.
- \* We use their alternate method with 12 multiplies and 32 adds.
- \* The advantage of this method is that no data path contains more than one
- \* multiplication; this allows a very simple and accurate implementation in
- \* scaled fixed-point arithmetic, with a minimal number of shifts.
- \*
- \* We also provide FDCT routines with various input sample block sizes for
- \* direct resolution reduction or enlargement and for direct resolving the
- \* common 2x1 and 1x2 subsampling cases without additional resampling: NxN
- \* (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 output DCT block.
- \*
- \* For N<8 we fill the remaining block coefficients with zero.
- \* For N>8 we apply a partial N-point FDCT on the input samples, computing
- \* just the lower 8 frequency coefficients and discarding the rest.
- \*
- \* We must scale the output coefficients of the N-point FDCT appropriately
- \* to the standard 8-point FDCT level by 8/N per 1-D pass. This scaling
- \* is folded into the constant multipliers (pass 2) and/or final/initial
- \* shifting.
- \*
- \* CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
- \* since there would be too many additional constants to pre-calculate.
- \*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jfdctint.c

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

/\*

\* cjpeg.c

\*

\* Copyright (C) 1991-1998, Thomas G. Lane.

\* Modified 2003-2013 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a command-line user interface for the JPEG compressor.

\* It should work on any system with Unix- or MS-DOS-style command lines.

\*

\* Two different command line styles are permitted, depending on the

\* compile-time switch TWO\_FILE\_COMMANDLINE:

\* cjpeg [options] inputfile outputfile

\* cjpeg [options] [inputfile]

\* In the second style, output is always to standard output, which you'd

\* normally redirect to a file or pipe to some other program. Input is

\* either from a named file or from standard input (typically redirected).

\* The second style is convenient on Unix but is unhelpful on systems that

\* don't support pipes. Also, you MUST use the first style if your system

- \* doesn't do binary I/O to stdin/stdout.
- \* To simplify script writing, the "-outfile" switch is provided. The syntax
- \* cjpeg [options] -outfile outputfile inputfile
- \* works regardless of which command line style is used.
- \*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/cjpeg.c

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

/\*

\* jpegtran.c

\*

- \* Copyright (C) 1995-2013, Thomas G. Lane, Guido Vollbeding.
- \* This file is part of the Independent JPEG Group's software.
- \* For conditions of distribution and use, see the accompanying README file.

\*

- \* This file contains a command-line user interface for JPEG transcoding.
- \* It is very similar to cjpeg.c, and partly to djpeg.c, but provides
- \* lossless transcoding between different JPEG file formats. It also
- \* provides some lossless and sort-of-lossless transformations of JPEG data.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jpegtran.c

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

/\*

\* jddctmgr.c

\*

- \* Copyright (C) 1994-1996, Thomas G. Lane.
- \* Modified 2002-2013 by Guido Vollbeding.
- \* This file is part of the Independent JPEG Group's software.
- \* For conditions of distribution and use, see the accompanying README file.

\*

- \* This file contains the inverse-DCT management logic.
- \* This code selects a particular IDCT implementation to be used,
- \* and it performs related housekeeping chores. No code in this file
- \* is executed per IDCT step, only during output pass setup.

\*

- \* Note that the IDCT routines are responsible for performing coefficient
- \* dequantization as well as the IDCT proper. This module sets up the
- \* dequantization multiplier table needed by the IDCT routine.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jddctmgr.c

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

```
/*
 * jcsample.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains downsampling routines.
 *
 * Downsampling input data is counted in "row groups". A row group
 * is defined to be max_v_samp_factor pixel rows of each component,
 * from which the downsampler produces v_samp_factor sample rows.
 * A single row group is processed in each call to the downsampler module.
 *
 * The downsampler is responsible for edge-expansion of its output data
 * to fill an integral number of DCT blocks horizontally. The source buffer
 * may be modified if it is helpful for this purpose (the source buffer is
 * allocated wide enough to correspond to the desired output width).
 * The caller (the prep controller) is responsible for vertical padding.
 *
 * The downsampler may request "context rows" by setting need_context_rows
 * during startup. In this case, the input arrays will contain at least
 * one row group's worth of pixels above and below the passed-in data;
 * the caller will create dummy rows at image top and bottom by replicating
 * the first or last real pixel row.
 *
 * An excellent reference for image resampling is
 * Digital Image Warping, George Wolberg, 1990.
 * Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.
 *
 * The downsampling algorithm used here is a simple average of the source
 * pixels covered by the output pixel. The hi-falutin sampling literature
 * refers to this as a "box filter". In general the characteristics of a box
 * filter are not very good, but for the specific cases we normally use (1:1
 * and 2:1 ratios) the box is equivalent to a "triangle filter" which is not
 * nearly so bad. If you intend to use other sampling ratios, you'd be well
 * advised to improve this code.
 *
 * A simple input-smoothing capability is provided. This is mainly intended
 * for cleaning up color-dithered GIF input files (if you find it inadequate,
 * we suggest using an external filtering program such as pnmconvol). When
 * enabled, each input pixel P is replaced by a weighted sum of itself and its
 * eight neighbors. P's weight is 1-8*SF and each neighbor's weight is SF,
 * where SF = (smoothing_factor / 1024).
 * Currently, smoothing is only supported for 2h2v sampling factors.
 */
```

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jcsample.c

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

/\*

\* cdjpeg.h

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains common declarations for the sample applications

\* cjpeg and djpeg. It is NOT used by the core JPEG library.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/cdjpeg.h

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

/\*

\* djpeg.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* Modified 2009-2015 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a command-line user interface for the JPEG decompressor.

\* It should work on any system with Unix- or MS-DOS-style command lines.

\*

\* Two different command line styles are permitted, depending on the

\* compile-time switch TWO\_FILE\_COMMANDLINE:

\* djpeg [options] inputfile outputfile

\* djpeg [options] [inputfile]

\* In the second style, output is always to standard output, which you'd

\* normally redirect to a file or pipe to some other program. Input is

\* either from a named file or from standard input (typically redirected).

\* The second style is convenient on Unix but is unhelpful on systems that

\* don't support pipes. Also, you MUST use the first style if your system

\* doesn't do binary I/O to stdin/stdout.

\* To simplify script writing, the "-outfile" switch is provided. The syntax

\* djpeg [options] -outfile outputfile inputfile

\* works regardless of which command line style is used.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/djpeg.c

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

```
/*
 * jquant1.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modified 2011 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains 1-pass color quantization (color mapping) routines.
 * These routines provide mapping to a fixed color map using equally spaced
 * color values. Optional Floyd-Steinberg or ordered dithering is available.
 */
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jquant1.c
```

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

```
/*
 * jmorecfg.h
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 1997-2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains additional configuration options that customize the
 * JPEG software for special applications or support machine-dependent
 * optimizations. Most users will not need to touch this file.
 */
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jmorecfg.h
```

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

```
/*
 * jdinput.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2002-2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains input control logic for the JPEG decompressor.
 * These routines are concerned with controlling the decompressor's input
 * processing (marker reading and coefficient decoding). The actual input
 * reading is done in jdmarker.c, jdhuft.c, and jdarith.c.
```

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdinput.c

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

/\*

\* jccolor.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2011-2013 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains input colorspace conversion routines.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jccolor.c

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

## USING THE IJG JPEG LIBRARY

Copyright (C) 1994-2013, Thomas G. Lane, Guido Vollbeding.

This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

This file describes how to use the IJG JPEG library within an application program. Read it if you want to write a program that uses the library.

The file `example.c` provides heavily commented skeleton code for calling the JPEG library. Also see `jpeglib.h` (the include file to be used by application programs) for full details about data structures and function parameter lists. The library source code, of course, is the ultimate reference.

Note that there have been *major* changes from the application interface presented by IJG version 4 and earlier versions. The old design had several inherent limitations, and it had accumulated a lot of cruft as we added features while trying to minimize application-interface changes. We have sacrificed backward compatibility in the version 5 rewrite, but we think the improvements justify this.

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You should read at least the overview and basic usage sections before trying to program with the library. The sections on advanced features can be read if and when you need them.

## OVERVIEW

=====

Functions provided by the library

-----

The IJG JPEG library provides C code to read and write JPEG-compressed image files. The surrounding application program receives or supplies image data a scanline at a time, using a straightforward uncompressed image format. All details of color conversion and other preprocessing/postprocessing can be handled by the library.

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling,

and color quantization. The application indirectly selects use of this code by specifying the format in which it wishes to supply or receive image data. For example, if colormapped output is requested, then the decompression library automatically invokes color quantization.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

A word about functions *\*not\** provided by the library. We handle a subset of the ISO JPEG standard; most baseline, extended-sequential, and progressive JPEG processes are supported. (Our subset includes all features now in common use.) Unsupported ISO options include:

- \* Hierarchical storage
- \* Lossless JPEG
- \* DNL marker
- \* Nonintegral subsampling ratios

We support 8-bit to 12-bit data precision, but this is a compile-time choice rather than a run-time choice; hence it is difficult to use different precisions in a single application.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, this library is used by the free LIBTIFF library to support JPEG compression in TIFF.)

#### Outline of typical usage

-----

The rough outline of a JPEG compression operation is:

```
Allocate and initialize a JPEG compression object
Specify the destination for the compressed data (eg, a file)
Set parameters for compression, including image size & colorspace
jpeg_start_compress(...);
while (scan lines remain to be written)
    jpeg_write_scanlines(...);
jpeg_finish_compress(...);
Release the JPEG compression object
```

A JPEG compression object holds parameters and working state for the JPEG

library. We make creation/destruction of the object separate from starting or finishing compression of an image; the same object can be re-used for a series of image compression operations. This makes it easy to re-use the same parameter settings for a sequence of images. Re-use of a JPEG object also has important implications for processing abbreviated JPEG datastreams, as discussed later.

The image data to be compressed is supplied to `jpeg_write_scanlines()` from in-memory buffers. If the application is doing file-to-file compression, reading image data from the source file is the application's responsibility. The library emits compressed data by calling a "data destination manager", which typically will write the data into a file; but the application can provide its own destination manager to do something else.

Similarly, the rough outline of a JPEG decompression operation is:

```
Allocate and initialize a JPEG decompression object
Specify the source of the compressed data (eg, a file)
Call jpeg_read_header() to obtain image info
Set parameters for decompression
jpeg_start_decompress(...);
while (scan lines remain to be read)
    jpeg_read_scanlines(...);
jpeg_finish_decompress(...);
Release the JPEG decompression object
```

This is comparable to the compression outline except that reading the datastream header is a separate step. This is helpful because information about the image's size, colorspace, etc is available when the application selects decompression parameters. For example, the application can choose an output scaling ratio that will fit the image into the available screen size.

The decompression library obtains compressed data by calling a data source manager, which typically will read the data from a file; but other behaviors can be obtained with a custom source manager. Decompressed data is delivered into in-memory buffers passed to `jpeg_read_scanlines()`.

It is possible to abort an incomplete compression or decompression operation by calling `jpeg_abort()`; or, if you do not need to retain the JPEG object, simply release it by calling `jpeg_destroy()`.

JPEG compression and decompression objects are two separate struct types. However, they share some common fields, and certain routines such as `jpeg_destroy()` can work on either type of object.

The JPEG library has no static variables: all state is in the compression or decompression object. Therefore it is possible to process multiple compression and decompression operations concurrently, using multiple JPEG

objects.

Both compression and decompression can be done in an incremental memory-to-memory fashion, if suitable source/destination managers are used. See the section on "I/O suspension" for more details.

## BASIC LIBRARY USAGE

=====

### Data formats

-----

Before diving into procedural details, it is helpful to understand the image data format that the JPEG library expects or returns.

The standard input image format is a rectangular array of pixels, with each pixel having the same number of "component" or "sample" values (color channels). You must specify how many components there are and the colorspace interpretation of the components. Most applications will use RGB data (three components per pixel) or grayscale data (one component per pixel). PLEASE NOTE THAT RGB DATA IS THREE SAMPLES PER PIXEL, GRAYSCALE ONLY ONE. A remarkable number of people manage to miss this, only to find that their programs don't work with grayscale JPEG files.

There is no provision for colormapped input. JPEG files are always full-color or full grayscale (or sometimes another colorspace such as CMYK). You can feed in a colormapped image by expanding it to full-color format. However JPEG often doesn't work very well with source data that has been colormapped, because of dithering noise. This is discussed in more detail in the JPEG FAQ and the other references mentioned in the README file.

Pixels are stored by scanlines, with each scanline running from left to right. The component values for each pixel are adjacent in the row; for example, R,G,B,R,G,B,R,G,B,... for 24-bit RGB color. Each scanline is an array of data type JSAMPLE --- which is typically "unsigned char", unless you've changed jmorecfg.h. (You can also change the RGB pixel layout, say to B,G,R order, by modifying jmorecfg.h. But see the restrictions listed in that file before doing so.)

A 2-D array of pixels is formed by making a list of pointers to the starts of scanlines; so the scanlines need not be physically adjacent in memory. Even if you process just one scanline at a time, you must make a one-element pointer array to conform to this structure. Pointers to JSAMPLE rows are of type JSAMPROW, and the pointer to the pointer array is of type JSAMPARRAY.

The library accepts or supplies one or more complete scanlines per call. It is not possible to process part of a row at a time. Scanlines are always

processed top-to-bottom. You can process an entire image in one call if you have it all in memory, but usually it's simplest to process one scanline at a time.

For best results, source data values should have the precision specified by `BITS_IN_JSAMPLE` (normally 8 bits). For instance, if you choose to compress data that's only 6 bits/channel, you should left-justify each value in a byte before passing it to the compressor. If you need to compress data that has more than 8 bits/channel, compile with `BITS_IN_JSAMPLE = 9 to 12`. (See "Library compile-time options", later.)

The data format returned by the decompressor is the same in all details, except that colormapped output is supported. (Again, a JPEG file is never colormapped. But you can ask the decompressor to perform on-the-fly color quantization to deliver colormapped output.) If you request colormapped output then the returned data array contains a single `JSAMPLE` per pixel; its value is an index into a color map. The color map is represented as a 2-D `JSAMPARRAY` in which each row holds the values of one color component, that is, `colormap[i][j]` is the value of the *i*'th color component for pixel value (map index) *j*. Note that since the colormap indexes are stored in `JSAMPLE`s, the maximum number of colors is limited by the size of `JSAMPLE` (ie, at most 256 colors for an 8-bit JPEG library).

#### Compression details

-----

Here we revisit the JPEG compression outline given in the overview.

##### 1. Allocate and initialize a JPEG compression object.

A JPEG compression object is a "struct `jpeg_compress_struct`". (It also has a bunch of subsidiary structures which are allocated via `malloc()`, but the application doesn't control those directly.) This struct can be just a local variable in the calling routine, if a single routine is going to execute the whole JPEG compression sequence. Otherwise it can be static or allocated from `malloc()`.

You will also need a structure representing a JPEG error handler. The part of this that the library cares about is a "struct `jpeg_error_mgr`". If you are providing your own error handler, you'll typically want to embed the `jpeg_error_mgr` struct in a larger structure; this is discussed later under "Error handling". For now we'll assume you are just using the default error handler. The default error handler will print JPEG error/warning messages on `stderr`, and it will call `exit()` if a fatal error occurs.

You must initialize the error handler structure, store a pointer to it into

the JPEG object's "err" field, and then call `jpeg_create_compress()` to initialize the rest of the JPEG object.

Typical code for this step, if you are using the default error handler, is

```
struct jpeg_compress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_compress(&cinfo);
```

`jpeg_create_compress` allocates a small amount of memory, so it could fail if you are out of memory. In that case it will exit via the error handler; that's why the error handler must be initialized first.

## 2. Specify the destination for the compressed data (eg, a file).

As previously mentioned, the JPEG library delivers compressed data to a "data destination" module. The library includes one data destination module which knows how to write to a stdio stream. You can use your own destination module if you want to do something else, as discussed later.

If you use the standard destination module, you must open the target stdio stream beforehand. Typical code for this step looks like:

```
FILE * outfile;
...
if ((outfile = fopen(filename, "wb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_dest(&cinfo, outfile);
```

where the last line invokes the standard destination module.

**WARNING:** it is critical that the binary compressed data be delivered to the output file unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to `fopen` (as shown above), or use `setmode()` or another routine to put the stdio stream in binary mode. See `cjpeg.c` and `djpeg.c` for code that has been found to work on many systems.

You can select the data destination after setting other parameters (step 3), if that's more convenient. You may not change the destination between calling `jpeg_start_compress()` and `jpeg_finish_compress()`.

### 3. Set parameters for compression, including image size & colorspace.

You must supply information about the source image by setting the following fields in the JPEG object (cinfo structure):

image\_width Width of image, in pixels  
image\_height Height of image, in pixels  
input\_components Number of color channels (samples per pixel)  
in\_color\_space Color space of source image

The image dimensions are, hopefully, obvious. JPEG supports image dimensions of 1 to 64K pixels in either direction. The input color space is typically RGB or grayscale, and input\_components is 3 or 1 accordingly. (See "Special color spaces", later, for more info.) The in\_color\_space field must be assigned one of the J\_COLOR\_SPACE enum constants, typically JCS\_RGB or JCS\_GRAYSCALE.

JPEG has a large number of compression parameters that determine how the image is encoded. Most applications don't need or want to know about all these parameters. You can set all the parameters to reasonable defaults by calling jpeg\_set\_defaults(); then, if there are particular values you want to change, you can do so after that. The "Compression parameter selection" section tells about all the parameters.

You must set in\_color\_space correctly before calling jpeg\_set\_defaults(), because the defaults depend on the source image colorspace. However the other three source image parameters need not be valid until you call jpeg\_start\_compress(). There's no harm in calling jpeg\_set\_defaults() more than once, if that happens to be convenient.

Typical code for a 24-bit RGB source image is

```
cinfo.image_width = Width; /* image width and height, in pixels */  
cinfo.image_height = Height;  
cinfo.input_components = 3; /* # of color components per pixel */  
cinfo.in_color_space = JCS_RGB; /* colorspace of input image */  
  
jpeg_set_defaults(&cinfo);  
/* Make optional parameter settings here */
```

### 4. jpeg\_start\_compress(...);

After you have established the data destination and set all the necessary source image info and other parameters, call jpeg\_start\_compress() to begin a compression cycle. This will initialize internal state, allocate working storage, and emit the first few bytes of the JPEG datastream header.

Typical code:

```
jpeg_start_compress(&cinfo, TRUE);
```

The "TRUE" parameter ensures that a complete JPEG interchange datastream will be written. This is appropriate in most cases. If you think you might want to use an abbreviated datastream, read the section on abbreviated datastreams, below.

Once you have called `jpeg_start_compress()`, you may not alter any JPEG parameters or other fields of the JPEG object until you have completed the compression cycle.

5. while (scan lines remain to be written)

```
jpeg_write_scanlines(...);
```

Now write all the required image data by calling `jpeg_write_scanlines()` one or more times. You can pass one or more scanlines in each call, up to the total image height. In most applications it is convenient to pass just one or a few scanlines at a time. The expected format for the passed data is discussed under "Data formats", above.

Image data should be written in top-to-bottom scanline order. The JPEG spec contains some weasel wording about how top and bottom are application-defined terms (a curious interpretation of the English language...) but if you want your files to be compatible with everyone else's, you WILL use top-to-bottom order. If the source data must be read in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application `cjpeg`.

The library maintains a count of the number of scanlines written so far in the `next_scanline` field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (`cinfo.next_scanline < cinfo.image_height`)".

Code for this step depends heavily on the way that you store the source data. `example.c` shows the following code for the case of a full-size 2-D source array containing 3-byte RGB pixels:

```
JSAMPROW row_pointer[1]; /* pointer to a single row */
int row_stride; /* physical row width in buffer */

row_stride = image_width * 3; /* JSAMPLEs per row in image_buffer */

while (cinfo.next_scanline < cinfo.image_height) {
    row_pointer[0] = &image_buffer[cinfo.next_scanline * row_stride];
    jpeg_write_scanlines(&cinfo, row_pointer, 1);
}
```



}

`jpeg_write_scanlines()` returns the number of scanlines actually written. This will normally be equal to the number passed in, so you can usually ignore the return value. It is different in just two cases:

- \* If you try to write more scanlines than the declared image height, the additional scanlines are ignored.
- \* If you use a suspending data destination manager, output buffer overrun will cause the compressor to return before accepting all the passed lines. This feature is discussed under "I/O suspension", below. The normal stdio destination manager will NOT cause this to happen.

In any case, the return value is the same as the change in the value of `next_scanline`.

#### 6. `jpeg_finish_compress(...)`;

After all the image data has been written, call `jpeg_finish_compress()` to complete the compression cycle. This step is ESSENTIAL to ensure that the last bufferload of data is written to the data destination.

`jpeg_finish_compress()` also releases working memory associated with the JPEG object.

Typical code:

```
jpeg_finish_compress(&cinfo);
```

If using the stdio destination manager, don't forget to close the output stdio stream (if necessary) afterwards.

If you have requested a multi-pass operating mode, such as Huffman code optimization, `jpeg_finish_compress()` will perform the additional passes using data buffered by the first pass. In this case `jpeg_finish_compress()` may take quite a while to complete. With the default compression parameters, this will not happen.

It is an error to call `jpeg_finish_compress()` before writing the necessary total number of scanlines. If you wish to abort compression, call `jpeg_abort()` as discussed below.

After completing a compression cycle, you may dispose of the JPEG object as discussed next, or you may use it to compress another image. In that case return to step 2, 3, or 4 as appropriate. If you do not change the destination manager, the new datastream will be written to the same target. If you do not change any JPEG parameters, the new datastream will be written with the same parameters as before. Note that you can change the input image dimensions freely between cycles, but if you change the input colorspace, you should call `jpeg_set_defaults()` to adjust for the new colorspace; and then

you'll need to repeat all of step 3.

## 7. Release the JPEG compression object.

When you are done with a JPEG compression object, destroy it by calling `jpeg_destroy_compress()`. This will free all subsidiary memory (regardless of the previous state of the object). Or you can call `jpeg_destroy()`, which works for either compression or decompression objects --- this may be more convenient if you are sharing code between compression and decompression cases. (Actually, these routines are equivalent except for the declared type of the passed pointer. To avoid gripes from ANSI C compilers, `jpeg_destroy()` should be passed a `j_common_ptr`.)

If you allocated the `jpeg_compress_struct` structure from `malloc()`, freeing it is your responsibility --- `jpeg_destroy()` won't. Ditto for the error handler structure.

Typical code:

```
jpeg_destroy_compress(&cinfo);
```

## 8. Aborting.

If you decide to abort a compression cycle before finishing, you can clean up in either of two ways:

\* If you don't need the JPEG object any more, just call `jpeg_destroy_compress()` or `jpeg_destroy()` to release memory. This is legitimate at any point after calling `jpeg_create_compress()` --- in fact, it's safe even if `jpeg_create_compress()` fails.

\* If you want to re-use the JPEG object, call `jpeg_abort_compress()`, or call `jpeg_abort()` which works on both compression and decompression objects. This will return the object to an idle state, releasing any working memory. `jpeg_abort()` is allowed at any time after successful object creation.

Note that cleaning up the data destination, if required, is your responsibility; neither of these routines will call `term_destination()`. (See "Compressed data handling", below, for more about that.)

`jpeg_destroy()` and `jpeg_abort()` are the only safe calls to make on a JPEG object that has reported an error by calling `error_exit` (see "Error handling" for more info). The internal state of such an object is likely to be out of whack. Either of these two routines will return the object to a known state.

## Decompression details

-----

Here we revisit the JPEG decompression outline given in the overview.

### 1. Allocate and initialize a JPEG decompression object.

This is just like initialization for compression, as discussed above, except that the object is a "struct jpeg\_decompress\_struct" and you call `jpeg_create_decompress()`. Error handling is exactly the same.

Typical code:

```
struct jpeg_decompress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_decompress(&cinfo);
```

(Both here and in the IJG code, we usually use variable name "cinfo" for both compression and decompression objects.)

### 2. Specify the source of the compressed data (eg, a file).

As previously mentioned, the JPEG library reads compressed data from a "data source" module. The library includes one data source module which knows how to read from a stdio stream. You can use your own source module if you want to do something else, as discussed later.

If you use the standard source module, you must open the source stdio stream beforehand. Typical code for this step looks like:

```
FILE * infile;
...
if ((infile = fopen(filename, "rb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_src(&cinfo, infile);
```

where the last line invokes the standard source module.

**WARNING:** it is critical that the binary compressed data be read unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to `fopen` (as shown above), or use `setmode()` or another routine to put the stdio stream in binary mode. See `cjpeg.c` and `djpeg.c` for code that

has been found to work on many systems.

You may not change the data source between calling `jpeg_read_header()` and `jpeg_finish_decompress()`. If you wish to read a series of JPEG images from a single source file, you should repeat the `jpeg_read_header()` to `jpeg_finish_decompress()` sequence without reinitializing either the JPEG object or the data source module; this prevents buffered input data from being discarded.

3. Call `jpeg_read_header()` to obtain image info.

Typical code for this step is just

```
jpeg_read_header(&cinfo, TRUE);
```

This will read the source datastream header markers, up to the beginning of the compressed data proper. On return, the image dimensions and other info have been stored in the JPEG object. The application may wish to consult this information before selecting decompression parameters.

More complex code is necessary if

- \* A suspending data source is used --- in that case `jpeg_read_header()` may return before it has read all the header data. See "I/O suspension", below. The normal stdio source manager will NOT cause this to happen.
- \* Abbreviated JPEG files are to be processed --- see the section on abbreviated datastreams. Standard applications that deal only in interchange JPEG files need not be concerned with this case either.

It is permissible to stop at this point if you just wanted to find out the image dimensions and other header info for a JPEG file. In that case, call `jpeg_destroy()` when you are done with the JPEG object, or call `jpeg_abort()` to return it to an idle state before selecting a new data source and reading another header.

4. Set parameters for decompression.

`jpeg_read_header()` sets appropriate default decompression parameters based on the properties of the image (in particular, its colorspace). However, you may well want to alter these defaults before beginning the decompression. For example, the default is to produce full color output from a color file. If you want colormapped output you must ask for it. Other options allow the returned image to be scaled and allow various speed/quality tradeoffs to be selected. "Decompression parameter selection", below, gives details.

If the defaults are appropriate, nothing need be done at this step.

Note that all default values are set by each call to `jpeg_read_header()`.  
If you reuse a decompression object, you cannot expect your parameter settings to be preserved across cycles, as you can for compression.  
You must set desired parameter values each time.

#### 5. `jpeg_start_decompress(...)`;

Once the parameter values are satisfactory, call `jpeg_start_decompress()` to begin decompression. This will initialize internal state, allocate working memory, and prepare for returning data.

Typical code is just

```
jpeg_start_decompress(&cinfo);
```

If you have requested a multi-pass operating mode, such as 2-pass color quantization, `jpeg_start_decompress()` will do everything needed before data output can begin. In this case `jpeg_start_decompress()` may take quite a while to complete. With a single-scan (non progressive) JPEG file and default decompression parameters, this will not happen; `jpeg_start_decompress()` will return quickly.

After this call, the final output image dimensions, including any requested scaling, are available in the JPEG object; so is the selected colormap, if colormapped output has been requested. Useful fields include

`output_width` image width and height, as scaled  
`output_height`  
`out_color_components` # of color components in `out_color_space`  
`output_components` # of color components returned per pixel  
`colormap` the selected colormap, if any  
`actual_number_of_colors` number of entries in colormap

`output_components` is 1 (a colormap index) when quantizing colors; otherwise it equals `out_color_components`. It is the number of JSAMPLE values that will be emitted per pixel in the output arrays.

Typically you will need to allocate data buffers to hold the incoming image. You will need `output_width * output_components` JSAMPLEs per scanline in your output buffer, and a total of `output_height` scanlines will be returned.

Note: if you are using the JPEG library's internal memory manager to allocate data buffers (as `djpeg` does), then the manager's protocol requires that you request large buffers *before* calling `jpeg_start_decompress()`. This is a little tricky since the `output_XXX` fields are not normally valid then. You can make them valid by calling `jpeg_calc_output_dimensions()` after setting the relevant parameters (scaling, output color space, and quantization flag).

6. while (scan lines remain to be read)

```
jpeg_read_scanlines(...);
```

Now you can read the decompressed image data by calling `jpeg_read_scanlines()` one or more times. At each call, you pass in the maximum number of scanlines to be read (ie, the height of your working buffer); `jpeg_read_scanlines()` will return up to that many lines. The return value is the number of lines actually read. The format of the returned data is discussed under "Data formats", above. Don't forget that grayscale and color JPEGs will return different data formats!

Image data is returned in top-to-bottom scanline order. If you must write out the image in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application `djpeg`.

The library maintains a count of the number of scanlines returned so far in the `output_scanline` field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (`cinfo.output_scanline < cinfo.output_height`)". (Note that the test should NOT be against `image_height`, unless you never use scaling. The `image_height` field is the height of the original unscaled image.) The return value always equals the change in the value of `output_scanline`.

If you don't use a suspending data source, it is safe to assume that `jpeg_read_scanlines()` reads at least one scanline per call, until the bottom of the image has been reached.

If you use a buffer larger than one scanline, it is NOT safe to assume that `jpeg_read_scanlines()` fills it. (The current implementation returns only a few scanlines per call, no matter how large a buffer you pass.) So you must always provide a loop that calls `jpeg_read_scanlines()` repeatedly until the whole image has been read.

7. `jpeg_finish_decompress(...)`;

After all the image data has been read, call `jpeg_finish_decompress()` to complete the decompression cycle. This causes working memory associated with the JPEG object to be released.

Typical code:

```
jpeg_finish_decompress(&cinfo);
```

If using the `stdio` source manager, don't forget to close the source `stdio`

stream if necessary.

It is an error to call `jpeg_finish_decompress()` before reading the correct total number of scanlines. If you wish to abort decompression, call `jpeg_abort()` as discussed below.

After completing a decompression cycle, you may dispose of the JPEG object as discussed next, or you may use it to decompress another image. In that case return to step 2 or 3 as appropriate. If you do not change the source manager, the next image will be read from the same source.

#### 8. Release the JPEG decompression object.

When you are done with a JPEG decompression object, destroy it by calling `jpeg_destroy_decompress()` or `jpeg_destroy()`. The previous discussion of destroying compression objects applies here too.

Typical code:

```
jpeg_destroy_decompress(&cinfo);
```

#### 9. Aborting.

You can abort a decompression cycle by calling `jpeg_destroy_decompress()` or `jpeg_destroy()` if you don't need the JPEG object any more, or `jpeg_abort_decompress()` or `jpeg_abort()` if you want to reuse the object. The previous discussion of aborting compression cycles applies here too.

Mechanics of usage: include files, linking, etc

-----

Applications using the JPEG library should include the header file `jpeglib.h` to obtain declarations of data types and routines. Before including `jpeglib.h`, include system headers that define at least the typedefs `FILE` and `size_t`. On ANSI-conforming systems, including `<stdio.h>` is sufficient; on older Unix systems, you may need `<sys/types.h>` to define `size_t`.

If the application needs to refer to individual JPEG library error codes, also include `jerror.h` to define those symbols.

`jpeglib.h` indirectly includes the files `jconfig.h` and `jpeglib.h`. If you are installing the JPEG header files in a system directory, you will want to install all four files: `jpeglib.h`, `jerror.h`, `jconfig.h`, `jpeglib.h`.

The most convenient way to include the JPEG code into your executable program

is to prepare a library file ("libjpeg.a", or a corresponding name on non-Unix machines) and reference it at your link step. If you use only half of the library (only compression or only decompression), only that much code will be included from the library, unless your linker is hopelessly brain-damaged. The supplied makefiles build libjpeg.a automatically (see install.txt).

While you can build the JPEG library as a shared library if the whim strikes you, we don't really recommend it. The trouble with shared libraries is that at some point you'll probably try to substitute a new version of the library without recompiling the calling applications. That generally doesn't work because the parameter struct declarations usually change with each new version. In other words, the library's API is *\*not\** guaranteed binary compatible across versions; we only try to ensure source-code compatibility. (In hindsight, it might have been smarter to hide the parameter structs from applications and introduce a ton of access functions instead. Too late now, however.)

On some systems your application may need to set up a signal handler to ensure that temporary files are deleted if the program is interrupted. This is most critical if you are on MS-DOS and use the jmemdos.c memory manager back end; it will try to grab extended memory for temp files, and that space will NOT be freed automatically. See cjpeg.c or djpeg.c for an example signal handler.

It may be worth pointing out that the core JPEG library does not actually require the stdio library: only the default source/destination managers and error handler need it. You can use the library in a stdio-less environment if you replace those modules and use jmemnobs.c (or another memory manager of your own devising). More info about the minimum system library requirements may be found in jinclude.h.

## ADVANCED FEATURES

=====

### Compression parameter selection

-----

This section describes all the optional parameters you can set for JPEG compression, as well as the "helper" routines provided to assist in this task. Proper setting of some parameters requires detailed understanding of the JPEG standard; if you don't know what a parameter is for, it's best not to mess with it! See REFERENCES in the README file for pointers to more info about JPEG.

It's a good idea to call jpeg\_set\_defaults() first, even if you plan to set all the parameters; that way your code is more likely to work with future JPEG libraries that have additional parameters. For the same reason, we recommend you use a helper routine where one is provided, in preference to twiddling



cinfo fields directly.

The helper routines are:

`jpeg_set_defaults (j_compress_ptr cinfo)`

This routine sets all JPEG parameters to reasonable defaults, using only the input image's color space (field `in_color_space`, which must already be set in `cinfo`). Many applications will only need to use this routine and perhaps `jpeg_set_quality()`.

`jpeg_set_colorspace (j_compress_ptr cinfo, J_COLOR_SPACE colorspace)`

Sets the JPEG file's colorspace (field `jpeg_color_space`) as specified, and sets other color-space-dependent parameters appropriately. See "Special color spaces", below, before using this. A large number of parameters, including all per-component parameters, are set by this routine; if you want to twiddle individual parameters you should call `jpeg_set_colorspace()` before rather than after.

`jpeg_default_colorspace (j_compress_ptr cinfo)`

Selects an appropriate JPEG colorspace based on `cinfo->in_color_space`, and calls `jpeg_set_colorspace()`. This is actually a subroutine of `jpeg_set_defaults()`. It's broken out in case you want to change just the colorspace-dependent JPEG parameters.

`jpeg_set_quality (j_compress_ptr cinfo, int quality, boolean force_baseline)`

Constructs JPEG quantization tables appropriate for the indicated quality setting. The quality value is expressed on the 0..100 scale recommended by IJG (cjpeg's "-quality" switch uses this routine). Note that the exact mapping from quality values to tables may change in future IJG releases as more is learned about DCT quantization. If the `force_baseline` parameter is TRUE, then the quantization table entries are constrained to the range 1..255 for full JPEG baseline compatibility. In the current implementation, this only makes a difference for quality settings below 25, and it effectively prevents very small/low quality files from being generated. The IJG decoder is capable of reading the non-baseline files generated at low quality settings when `force_baseline` is FALSE, but other decoders may not be.

`jpeg_set_linear_quality (j_compress_ptr cinfo, int scale_factor, boolean force_baseline)`

Same as `jpeg_set_quality()` except that the generated tables are the sample tables given in the JPEG spec section K.1, multiplied by the specified scale factor (which is expressed as a percentage; thus `scale_factor = 100` reproduces the spec's tables). Note that larger scale factors give lower quality. This entry point is useful for conforming to the Adobe PostScript DCT conventions, but we do not recommend linear scaling as a user-visible quality scale otherwise. `force_baseline` again constrains the computed table entries to 1..255.

int jpeg\_quality\_scaling (int quality)

Converts a value on the IJG-recommended quality scale to a linear scaling percentage. Note that this routine may change or go away in future releases --- IJG may choose to adopt a scaling method that can't be expressed as a simple scalar multiplier, in which case the premise of this routine collapses. Caveat user.

jpeg\_default\_qtables (j\_compress\_ptr cinfo, boolean force\_baseline)

Set default quantization tables with linear q\_scale\_factor[] values (see below).

jpeg\_add\_quant\_table (j\_compress\_ptr cinfo, int which\_tbl,

const unsigned int \*basic\_table,

int scale\_factor, boolean force\_baseline)

Allows an arbitrary quantization table to be created. which\_tbl indicates which table slot to fill. basic\_table points to an array of 64 unsigned ints given in normal array order. These values are multiplied by scale\_factor/100 and then clamped to the range 1..65535 (or to 1..255 if force\_baseline is TRUE).

CAUTION: prior to library version 6a, jpeg\_add\_quant\_table expected the basic table to be given in JPEG zigzag order. If you need to write code that works with either older or newer versions of this routine, you must check the library version number. Something like "#if JPEG\_LIB\_VERSION >= 61" is the right test.

jpeg\_simple\_progression (j\_compress\_ptr cinfo)

Generates a default scan script for writing a progressive-JPEG file.

This is the recommended method of creating a progressive file, unless you want to make a custom scan sequence. You must ensure that the JPEG color space is set correctly before calling this routine.

Compression parameters (cinfo fields) include:

boolean arith\_code

If TRUE, use arithmetic coding.

If FALSE, use Huffman coding.

int block\_size

Set DCT block size. All N from 1 to 16 are possible.

Default is 8 (baseline format).

Larger values produce higher compression,  
smaller values produce higher quality.

An exact DCT stage is possible with 1 or 2.

With the default quality of 75 and default Luminance qtable  
the DCT+Quantization stage is lossless for value 1.

Note that values other than 8 require a SmartScale capable decoder,

introduced with IJG JPEG 8. Setting the `block_size` parameter for compression works with version 8c and later.

`J_DCT_METHOD` `dct_method`

Selects the algorithm used for the DCT step. Choices are:

`JDCT_ISLOW`: slow but accurate integer algorithm

`JDCT_IFAST`: faster, less accurate integer method

`JDCT_FLOAT`: floating-point method

`JDCT_DEFAULT`: default method (normally `JDCT_ISLOW`)

`JDCT_FASTEST`: fastest method (normally `JDCT_IFAST`)

The `Float` method is very slightly more accurate than the `ISLOW` method, but may give different results on different machines due to varying roundoff behavior. The integer methods should give the same results on all machines. On machines with sufficiently fast FP hardware, the floating-point method may also be the fastest. The `IFAST` method is considerably less accurate than the other two; its use is not recommended if high quality is a concern. `JDCT_DEFAULT` and `JDCT_FASTEST` are macros configurable by each installation.

`unsigned int` `scale_num`, `scale_denom`

Scale the image by the fraction `scale_num/scale_denom`. Default is 1/1, or no scaling. Currently, the supported scaling ratios are `M/N` with all `N` from 1 to 16, where `M` is the destination DCT size, which is 8 by default (see `block_size` parameter above).

(The library design allows for arbitrary scaling ratios but this is not likely to be implemented any time soon.)

`J_COLOR_SPACE` `jpeg_color_space`

`int` `num_components`

The JPEG color space and corresponding number of components; see "Special color spaces", below, for more info. We recommend using `jpeg_set_colorspace()` if you want to change these.

`J_COLOR_TRANSFORM` `color_transform`

Internal color transform identifier, writes LSE marker if nonzero (requires decoder with inverse color transform support, introduced with IJG JPEG 9).

Two values are currently possible: `JCT_NONE` and `JCT_SUBTRACT_GREEN`.

Set this value for lossless RGB application \*before\* calling `jpeg_set_colorspace()`, because entropy table assignment in `jpeg_set_colorspace()` depends on `color_transform`.

`boolean` `optimize_coding`

`TRUE` causes the compressor to compute optimal Huffman coding tables for the image. This requires an extra pass over the data and therefore costs a good deal of space and time. The default is `FALSE`, which tells the compressor to use the supplied or default Huffman tables. In most cases optimal tables save only a few percent

of file size compared to the default tables. Note that when this is TRUE, you need not supply Huffman tables at all, and any you do supply will be overwritten.

unsigned int restart\_interval

int restart\_in\_rows

To emit restart markers in the JPEG file, set one of these nonzero.

Set restart\_interval to specify the exact interval in MCU blocks.

Set restart\_in\_rows to specify the interval in MCU rows. (If restart\_in\_rows is not 0, then restart\_interval is set after the image width in MCUs is computed.) Defaults are zero (no restarts).

One restart marker per MCU row is often a good choice.

NOTE: the overhead of restart markers is higher in grayscale JPEG files than in color files, and MUCH higher in progressive JPEGs.

If you use restarts, you may want to use larger intervals in those cases.

const jpeg\_scan\_info \* scan\_info

int num\_scans

By default, scan\_info is NULL; this causes the compressor to write a single-scan sequential JPEG file. If not NULL, scan\_info points to an array of scan definition records of length num\_scans. The compressor will then write a JPEG file having one scan for each scan definition record. This is used to generate noninterleaved or progressive JPEG files. The library checks that the scan array defines a valid JPEG scan sequence. (jpeg\_simple\_progression creates a suitable scan definition array for progressive JPEG.) This is discussed further under "Progressive JPEG support".

boolean do\_fancy\_downsampling

If TRUE, use direct DCT scaling with DCT size > 8 for downsampling of chroma components.

If FALSE, use only DCT size <= 8 and simple separate downsampling.

Default is TRUE.

For better image stability in multiple generation compression cycles

it is preferable that this value matches the corresponding

do\_fancy\_upsampling value in decompression.

int smoothing\_factor

If non-zero, the input image is smoothed; the value should be 1 for minimal smoothing to 100 for maximum smoothing. Consult jcsample.c for details of the smoothing algorithm. The default is zero.

boolean write\_JFIF\_header

If TRUE, a JFIF APP0 marker is emitted. jpeg\_set\_defaults() and jpeg\_set\_colorspace() set this TRUE if a JFIF-legal JPEG color space (ie, YCbCr or grayscale) is selected, otherwise FALSE.

UINT8 JFIF\_major\_version

UINT8 JFIF\_minor\_version

The version number to be written into the JFIF marker.

jpeg\_set\_defaults() initializes the version to 1.01 (major=minor=1).

You should set it to 1.02 (major=1, minor=2) if you plan to write any JFIF 1.02 extension markers.

UINT8 density\_unit

UINT16 X\_density

UINT16 Y\_density

The resolution information to be written into the JFIF marker;

not used otherwise. density\_unit may be 0 for unknown,

1 for dots/inch, or 2 for dots/cm. The default values are 0,1,1

indicating square pixels of unknown size.

boolean write\_Adobe\_marker

If TRUE, an Adobe APP14 marker is emitted. jpeg\_set\_defaults() and jpeg\_set\_colorspace() set this TRUE if JPEG color space RGB, CMYK, or YCCCK is selected, otherwise FALSE. It is generally a bad idea to set both write\_JFIF\_header and write\_Adobe\_marker. In fact, you probably shouldn't change the default settings at all --- the default behavior ensures that the JPEG file's color space can be recognized by the decoder.

JQUANT\_TBL \* quant\_tbl\_ptrs[NUM\_QUANT\_TBLS]

Pointers to coefficient quantization tables, one per table slot,

or NULL if no table is defined for a slot. Usually these should

be set via one of the above helper routines; jpeg\_add\_quant\_table()

is general enough to define any quantization table. The other

routines will set up table slot 0 for luminance quality and table

slot 1 for chrominance.

int q\_scale\_factor[NUM\_QUANT\_TBLS]

Linear quantization scaling factors (percentage, initialized 100)

for use with jpeg\_default\_qtables().

See rdswitch.c and cjpeg.c for an example of usage.

Note that the q\_scale\_factor[] fields are the "linear" scales, so you

have to convert from user-defined ratings via jpeg\_quality\_scaling().

Here is an example code which corresponds to cjpeg -quality 90,70:

```
jpeg_set_defaults(cinfo);

/* Set luminance quality 90. */
cinfo->q_scale_factor[0] = jpeg_quality_scaling(90);
/* Set chrominance quality 70. */
cinfo->q_scale_factor[1] = jpeg_quality_scaling(70);

jpeg_default_qtables(cinfo, force_baseline);
```

CAUTION: You must also set 1x1 subsampling for efficient separate color quality selection, since the default value used by library is 2x2:

```
cinfo->comp_info[0].v_samp_factor = 1;
cinfo->comp_info[0].h_samp_factor = 1;
```

JHUFF\_TBL \* dc\_huff\_tbl\_ptrs[NUM\_HUFF\_TBLS]  
JHUFF\_TBL \* ac\_huff\_tbl\_ptrs[NUM\_HUFF\_TBLS]  
Pointers to Huffman coding tables, one per table slot, or NULL if no table is defined for a slot. Slots 0 and 1 are filled with the JPEG sample tables by jpeg\_set\_defaults(). If you need to allocate more table structures, jpeg\_alloc\_huff\_table() may be used. Note that optimal Huffman tables can be computed for an image by setting optimize\_coding, as discussed above; there's seldom any need to mess with providing your own Huffman tables.

The actual dimensions of the JPEG image that will be written to the file are given by the following fields. These are computed from the input image dimensions and the compression parameters by jpeg\_start\_compress(). You can also call jpeg\_calc\_jpeg\_dimensions() to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size.

JDIMENSION jpeg\_width Actual dimensions of output image.  
JDIMENSION jpeg\_height

Per-component parameters are stored in the struct cinfo.comp\_info[i] for component number i. Note that components here refer to components of the JPEG color space, \*not\* the source image color space. A suitably large comp\_info[] array is allocated by jpeg\_set\_defaults(); if you choose not to use that routine, it's up to you to allocate the array.

int component\_id

The one-byte identifier code to be recorded in the JPEG file for this component. For the standard color spaces, we recommend you leave the default values alone.

int h\_samp\_factor

int v\_samp\_factor

Horizontal and vertical sampling factors for the component; must be 1..4 according to the JPEG standard. Note that larger sampling factors indicate a higher-resolution component; many people find this behavior quite unintuitive. The default values are 2,2 for luminance components and 1,1 for chrominance components, except

for grayscale where 1,1 is used.

int quant\_tbl\_no

Quantization table number for component. The default value is 0 for luminance components and 1 for chrominance components.

int dc\_tbl\_no

int ac\_tbl\_no

DC and AC entropy coding table numbers. The default values are 0 for luminance components and 1 for chrominance components.

int component\_index

Must equal the component's index in comp\_info[]. (Beginning in release v6, the compressor library will fill this in automatically; you don't have to.)

#### Decompression parameter selection

-----

Decompression parameter selection is somewhat simpler than compression parameter selection, since all of the JPEG internal parameters are recorded in the source file and need not be supplied by the application. (Unless you are working with abbreviated files, in which case see "Abbreviated datastreams", below.) Decompression parameters control the postprocessing done on the image to deliver it in a format suitable for the application's use. Many of the parameters control speed/quality tradeoffs, in which faster decompression may be obtained at the price of a poorer-quality image. The defaults select the highest quality (slowest) processing.

The following fields in the JPEG object are set by jpeg\_read\_header() and may be useful to the application in choosing decompression parameters:

JDIMENSION image\_width Width and height of image

JDIMENSION image\_height

int num\_components Number of color components

J\_COLOR\_SPACE jpeg\_color\_space Colorspace of image

boolean saw\_JFIF\_marker TRUE if a JFIF APP0 marker was seen

UINT8 JFIF\_major\_version Version information from JFIF marker

UINT8 JFIF\_minor\_version

UINT8 density\_unit Resolution data from JFIF marker

UINT16 X\_density

UINT16 Y\_density

boolean saw\_Adobe\_marker TRUE if an Adobe APP14 marker was seen

UINT8 Adobe\_transform Color transform code from Adobe marker

The JPEG color space, unfortunately, is something of a guess since the JPEG

standard proper does not provide a way to record it. In practice most files adhere to the JFIF or Adobe conventions, and the decoder will recognize these correctly. See "Special color spaces", below, for more info.

The decompression parameters that determine the basic properties of the returned image are:

`J_COLOR_SPACE` `out_color_space`

Output color space. `jpeg_read_header()` sets an appropriate default based on `jpeg_color_space`; typically it will be RGB or grayscale. The application can change this field to request output in a different colorspace. For example, set it to `JCS_GRAYSCALE` to get grayscale output from a color file. (This is useful for previewing: grayscale output is faster than full color since the color components need not be processed.) Note that not all possible color space transforms are currently implemented; you may need to extend `jdcolor.c` if you want an unusual conversion.

`unsigned int` `scale_num`, `scale_denom`

Scale the image by the fraction `scale_num/scale_denom`. Currently, the supported scaling ratios are  $M/N$  with all  $M$  from 1 to 16, where  $N$  is the source DCT size, which is 8 for baseline JPEG. (The library design allows for arbitrary scaling ratios but this is not likely to be implemented any time soon.) The values are initialized by `jpeg_read_header()` with the source DCT size. For baseline JPEG this is 8/8. If you change only the `scale_num` value while leaving the other unchanged, then this specifies the DCT scaled size to be applied on the given input. For baseline JPEG this is equivalent to  $M/8$  scaling, since the source DCT size for baseline JPEG is 8. Smaller scaling ratios permit significantly faster decoding since fewer pixels need be processed and a simpler IDCT method can be used.

`boolean` `quantize_colors`

If set `TRUE`, colormapped output will be delivered. Default is `FALSE`, meaning that full-color output will be delivered.

The next three parameters are relevant only if `quantize_colors` is `TRUE`.

`int` `desired_number_of_colors`

Maximum number of colors to use in generating a library-supplied color map (the actual number of colors is returned in a different field). Default 256. Ignored when the application supplies its own color map.

`boolean` `two_pass_quantize`

If `TRUE`, an extra pass over the image is made to select a custom color map for the image. This usually looks a lot better than the one-size-fits-all colormap that is used otherwise. Default is `TRUE`. Ignored



when the application supplies its own color map.

`J_DITHER_MODE` `dither_mode`

Selects color dithering method. Supported values are:

`JDITHER_NONE` no dithering: fast, very low quality

`JDITHER_ORDERED` ordered dither: moderate speed and quality

`JDITHER_FS` Floyd-Steinberg dither: slow, high quality

Default is `JDITHER_FS`. (At present, ordered dither is implemented only in the single-pass, standard-colormap case. If you ask for ordered dither when `two_pass_quantize` is `TRUE` or when you supply an external color map, you'll get F-S dithering.)

When `quantize_colors` is `TRUE`, the target color map is described by the next two fields. `colormap` is set to `NULL` by `jpeg_read_header()`. The application can supply a color map by setting `colormap` non-`NULL` and setting `actual_number_of_colors` to the map size. Otherwise, `jpeg_start_decompress()` selects a suitable color map and sets these two fields itself.

[Implementation restriction: at present, an externally supplied colormap is only accepted for 3-component output color spaces.]

`JSAMPARRAY` `colormap`

The color map, represented as a 2-D pixel array of `out_color_components` rows and `actual_number_of_colors` columns. Ignored if not quantizing.

CAUTION: if the JPEG library creates its own colormap, the storage pointed to by this field is released by `jpeg_finish_decompress()`.

Copy the colormap somewhere else first, if you want to save it.

`int` `actual_number_of_colors`

The number of colors in the color map.

Additional decompression parameters that the application may set include:

`J_DCT_METHOD` `dct_method`

Selects the algorithm used for the DCT step. Choices are the same as described above for compression.

`boolean` `do_fancy_upsampling`

If `TRUE`, use direct DCT scaling with DCT size > 8 for upsampling of chroma components.

If `FALSE`, use only DCT size <= 8 and simple separate upsampling.

Default is `TRUE`.

For better image stability in multiple generation compression cycles it is preferable that this value matches the corresponding `do_fancy_downsampling` value in compression.

`boolean` `do_block_smoothing`

If `TRUE`, interblock smoothing is applied in early stages of decoding progressive JPEG files; if `FALSE`, not. Default is `TRUE`. Early

progression stages look "fuzzy" with smoothing, "blocky" without. In any case, block smoothing ceases to be applied after the first few AC coefficients are known to full accuracy, so it is relevant only when using buffered-image mode for progressive images.

boolean enable\_1pass\_quant

boolean enable\_external\_quant

boolean enable\_2pass\_quant

These are significant only in buffered-image mode, which is described in its own section below.

The output image dimensions are given by the following fields. These are computed from the source image dimensions and the decompression parameters by `jpeg_start_decompress()`. You can also call `jpeg_calc_output_dimensions()` to obtain the values that will result from the current parameter settings.

This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size. It's also important if you are using the JPEG library's memory manager to allocate output buffer space, because you are supposed to request such buffers *before* `jpeg_start_decompress()`.

JDIMENSION output\_width Actual dimensions of output image.

JDIMENSION output\_height

int out\_color\_components Number of color components in out\_color\_space.

int output\_components Number of color components returned.

int rec\_outbuf\_height Recommended height of scanline buffer.

When quantizing colors, `output_components` is 1, indicating a single color map index per pixel. Otherwise it equals `out_color_components`. The output arrays are required to be `output_width * output_components` JSAMPLEs wide.

`rec_outbuf_height` is the recommended minimum height (in scanlines) of the buffer passed to `jpeg_read_scanlines()`. If the buffer is smaller, the library will still work, but time will be wasted due to unnecessary data copying. In high-quality modes, `rec_outbuf_height` is always 1, but some faster, lower-quality modes set it to larger values (typically 2 to 4).

If you are going to ask for a high-speed processing mode, you may as well go to the trouble of honoring `rec_outbuf_height` so as to avoid data copying. (An output buffer larger than `rec_outbuf_height` lines is OK, but won't provide any material speed improvement over that height.)

Special color spaces

-----

The JPEG standard itself is "color blind" and doesn't specify any particular color space. It is customary to convert color data to a luminance/chrominance color space before compressing, since this permits greater compression. The

existing JPEG file interchange format standards specify YCbCr or GRAYSCALE data (JFIF version 1), GRAYSCALE, RGB, YCbCr, CMYK, or YCCK (Adobe), or BG\_RGB or BG\_YCC (big gamut color spaces, JFIF version 2). For special applications such as multispectral images, other color spaces can be used, but it must be understood that such files will be unportable.

The JPEG library can handle the most common colorspace conversions (namely RGB  $\Leftrightarrow$  YCbCr and CMYK  $\Leftrightarrow$  YCCK). It can also deal with data of an unknown color space, passing it through without conversion. If you deal extensively with an unusual color space, you can easily extend the library to understand additional color spaces and perform appropriate conversions.

For compression, the source data's color space is specified by field `in_color_space`. This is transformed to the JPEG file's color space given by `jpeg_color_space`. `jpeg_set_defaults()` chooses a reasonable JPEG color space depending on `in_color_space`, but you can override this by calling `jpeg_set_colorspace()`. Of course you must select a supported transformation. `jpegcolor.c` currently supports the following transformations:

RGB  $\Rightarrow$  YCbCr

RGB  $\Rightarrow$  GRAYSCALE

RGB  $\Rightarrow$  BG\_YCC

YCbCr  $\Rightarrow$  GRAYSCALE

YCbCr  $\Rightarrow$  BG\_YCC

CMYK  $\Rightarrow$  YCCK

plus the null transforms: GRAYSCALE  $\Rightarrow$  GRAYSCALE, RGB  $\Rightarrow$  RGB, BG\_RGB  $\Rightarrow$  BG\_RGB, YCbCr  $\Rightarrow$  YCbCr, BG\_YCC  $\Rightarrow$  BG\_YCC, CMYK  $\Rightarrow$  CMYK, YCCK  $\Rightarrow$  YCCK, and UNKNOWN  $\Rightarrow$  UNKNOWN.

The file interchange format standards (JFIF and Adobe) specify APPn markers that indicate the color space of the JPEG file. It is important to ensure that these are written correctly, or omitted if the JPEG file's color space is not one of the ones supported by the interchange standards.

`jpeg_set_colorspace()` will set the compression parameters to include or omit the APPn markers properly, so long as it is told the truth about the JPEG color space. For example, if you are writing some random 3-component color space without conversion, don't try to fake out the library by setting `in_color_space` and `jpeg_color_space` to `JCS_YCbCr`; use `JCS_UNKNOWN`. You may want to write an APPn marker of your own devising to identify the colorspace --- see "Special markers", below.

When told that the color space is UNKNOWN, the library will default to using luminance-quality compression parameters for all color components. You may well want to change these parameters. See the source code for `jpeg_set_colorspace()`, in `jpegparam.c`, for details.

For decompression, the JPEG file's color space is given in `jpeg_color_space`, and this is transformed to the output color space `out_color_space`. `jpeg_read_header's` setting of `jpeg_color_space` can be relied on if the file

conforms to JFIF or Adobe conventions, but otherwise it is no better than a guess. If you know the JPEG file's color space for certain, you can override `jpeg_read_header`'s guess by setting `jpeg_color_space`. `jpeg_read_header` also selects a default output color space based on (its guess of) `jpeg_color_space`; set `out_color_space` to override this. Again, you must select a supported transformation. `jdcolor.c` currently supports

YCbCr => RGB

YCbCr => GRAYSCALE

BG\_YCC => RGB

BG\_YCC => GRAYSCALE

RGB => GRAYSCALE

GRAYSCALE => RGB

YCCK => CMYK

as well as the null transforms. (Since `GRAYSCALE=>RGB` is provided, an application can force grayscale JPEGs to look like color JPEGs if it only wants to handle one case.)

The two-pass color quantizer, `jquant2.c`, is specialized to handle RGB data (it weights distances appropriately for RGB colors). You'll need to modify the code if you want to use it for non-RGB output color spaces. Note that `jquant2.c` is used to map to an application-supplied colormap as well as for the normal two-pass colormap selection process.

CAUTION: it appears that Adobe Photoshop writes inverted data in CMYK JPEG files: 0 represents 100% ink coverage, rather than 0% ink as you'd expect. This is arguably a bug in Photoshop, but if you need to work with Photoshop CMYK files, you will have to deal with it in your application. We cannot "fix" this in the library by inverting the data during the `CMYK<=>YCCK` transform, because that would break other applications, notably Ghostscript. Photoshop versions prior to 3.0 write EPS files containing JPEG-encoded CMYK data in the same inverted-YCCK representation used in bare JPEG files, but the surrounding PostScript code performs an inversion using the PS image operator. I am told that Photoshop 3.0 will write uninverted YCCK in EPS/JPEG files, and will omit the PS-level inversion. (But the data polarity used in bare JPEG files will not change in 3.0.) In either case, the JPEG library must not invert the data itself, or else Ghostscript would read these EPS files incorrectly.

#### Error handling

-----

When the default error handler is used, any error detected inside the JPEG routines will cause a message to be printed on `stderr`, followed by `exit()`. You can supply your own error handling routines to override this behavior and to control the treatment of nonfatal warnings and trace/debug messages. The file `example.c` illustrates the most common case, which is to have the application regain control after an error rather than exiting.

The JPEG library never writes any message directly; it always goes through the error handling routines. Three classes of messages are recognized:

- \* Fatal errors: the library cannot continue.
- \* Warnings: the library can continue, but the data is corrupt, and a damaged output image is likely to result.
- \* Trace/informational messages. These come with a trace level indicating the importance of the message; you can control the verbosity of the program by adjusting the maximum trace level that will be displayed.

You may, if you wish, simply replace the entire JPEG error handling module (`jerror.c`) with your own code. However, you can avoid code duplication by only replacing some of the routines depending on the behavior you need. This is accomplished by calling `jpeg_std_error()` as usual, but then overriding some of the method pointers in the `jpeg_error_mgr` struct, as illustrated by `example.c`.

All of the error handling routines will receive a pointer to the JPEG object (a `j_common_ptr` which points to either a `jpeg_compress_struct` or a `jpeg_decompress_struct`; if you need to tell which, test the `is_decompressor` field). This struct includes a pointer to the error manager struct in its "err" field. Frequently, custom error handler routines will need to access additional data which is not known to the JPEG library or the standard error handler. The most convenient way to do this is to embed either the JPEG object or the `jpeg_error_mgr` struct in a larger structure that contains additional fields; then casting the passed pointer provides access to the additional fields. Again, see `example.c` for one way to do it. (Beginning with IJG version 6b, there is also a void pointer "client\_data" in each JPEG object, which the application can also use to find related data. The library does not touch `client_data` at all.)

The individual methods that you might wish to override are:

`error_exit (j_common_ptr cinfo)`

Receives control for a fatal error. Information sufficient to generate the error message has been stored in `cinfo->err`; call `output_message` to display it. Control must NOT return to the caller; generally this routine will `exit()` or `longjmp()` somewhere. Typically you would override this routine to get rid of the `exit()` default behavior. Note that if you continue processing, you should clean up the JPEG object with `jpeg_abort()` or `jpeg_destroy()`.

`output_message (j_common_ptr cinfo)`

Actual output of any JPEG message. Override this to send messages somewhere other than `stderr`. Note that this method does not know how to generate a message, only where to send it.

`format_message (j_common_ptr cinfo, char * buffer)`

Constructs a readable error message string based on the error info stored in `cinfo->err`. This method is called by `output_message`. Few applications should need to override this method. One possible reason for doing so is to implement dynamic switching of error message language.

`emit_message (j_common_ptr cinfo, int msg_level)`

Decide whether or not to emit a warning or trace message; if so, calls `output_message`. The main reason for overriding this method would be to abort on warnings. `msg_level` is -1 for warnings, 0 and up for trace messages.

Only `error_exit()` and `emit_message()` are called from the rest of the JPEG library; the other two are internal to the error handler.

The actual message texts are stored in an array of strings which is pointed to by the field `err->jpeg_message_table`. The messages are numbered from 0 to `err->last_jpeg_message`, and it is these code numbers that are used in the JPEG library code. You could replace the message texts (for instance, with messages in French or German) by changing the message table pointer. See `jerror.h` for the default texts. CAUTION: this table will almost certainly change or grow from one library version to the next.

It may be useful for an application to add its own message texts that are handled by the same mechanism. The error handler supports a second "add-on" message table for this purpose. To define an addon table, set the pointer `err->addon_message_table` and the message numbers `err->first_addon_message` and `err->last_addon_message`. If you number the addon messages beginning at 1000 or so, you won't have to worry about conflicts with the library's built-in messages. See the sample applications `cjpeg/djpeg` for an example of using addon messages (the addon messages are defined in `cderror.h`).

Actual invocation of the error handler is done via macros defined in `jerror.h`:

`ERREXITn(...)` for fatal errors

`WARNMSn(...)` for corrupt-data warnings

`TRACEMSn(...)` for trace and informational messages.

These macros store the message code and any additional parameters into the error handler struct, then invoke the `error_exit()` or `emit_message()` method. The variants of each macro are for varying numbers of additional parameters. The additional parameters are inserted into the generated message using standard `printf()` format codes.

See `jerror.h` and `jerror.c` for further details.

Compressed data handling (source and destination managers)

-----

The JPEG compression library sends its compressed data to a "destination manager" module. The default destination manager just writes the data to a memory buffer or to a stdio stream, but you can provide your own manager to do something else. Similarly, the decompression library calls a "source manager" to obtain the compressed data; you can provide your own source manager if you want the data to come from somewhere other than a memory buffer or a stdio stream.

In both cases, compressed data is processed a bufferload at a time: the destination or source manager provides a work buffer, and the library invokes the manager only when the buffer is filled or emptied. (You could define a one-character buffer to force the manager to be invoked for each byte, but that would be rather inefficient.) The buffer's size and location are controlled by the manager, not by the library. For example, the memory source manager just makes the buffer pointer and length point to the original data in memory. In this case the buffer-reload procedure will be invoked only if the decompressor ran off the end of the datastream, which would indicate an erroneous datastream.

The work buffer is defined as an array of datatype JOCTET, which is generally "char" or "unsigned char". On a machine where char is not exactly 8 bits wide, you must define JOCTET as a wider data type and then modify the data source and destination modules to transcribe the work arrays into 8-bit units on external storage.

A data destination manager struct contains a pointer and count defining the next byte to write in the work buffer and the remaining free space:

```
JOCTET * next_output_byte; /* => next byte to write in buffer */
size_t free_in_buffer;    /* # of byte spaces remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer is filled. The manager's empty\_output\_buffer method must reset the pointer and count. The manager is expected to remember the buffer's starting address and total size in private fields not visible to the library.

A data destination manager provides three methods:

init\_destination (j\_compress\_ptr cinfo)  
Initialize destination. This is called by jpeg\_start\_compress() before any data is actually written. It must initialize next\_output\_byte and free\_in\_buffer. free\_in\_buffer must be initialized to a positive value.

empty\_output\_buffer (j\_compress\_ptr cinfo)  
This is called whenever the buffer has filled (free\_in\_buffer reaches zero). In typical applications, it should write out the \*entire\* buffer (use the saved start address and buffer length;

ignore the current state of `next_output_byte` and `free_in_buffer`). Then reset the pointer & count to the start of the buffer, and return `TRUE` indicating that the buffer has been dumped. `free_in_buffer` must be set to a positive value when `TRUE` is returned. A `FALSE` return should only be used when I/O suspension is desired (this operating mode is discussed in the next section).

`term_destination (j_compress_ptr cinfo)`

Terminate destination --- called by `jpeg_finish_compress()` after all data has been written. In most applications, this must flush any data remaining in the buffer. Use either `next_output_byte` or `free_in_buffer` to determine how much data is in the buffer.

`term_destination()` is NOT called by `jpeg_abort()` or `jpeg_destroy()`. If you want the destination manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a `jpeg_destination_mgr` struct, fill in its method pointers, and insert a pointer to the struct into the "dest" field of the JPEG compression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the `jpeg_stdio_dest()` or `jpeg_mem_dest()` routines of the supplied destination managers.

Decompression source managers follow a parallel design, but with some additional frammishes. The source manager struct contains a pointer and count defining the next byte to read from the work buffer and the number of bytes remaining:

```
const JOCTET * next_input_byte; /* => next byte to read from buffer */
size_t bytes_in_buffer;      /* # of bytes remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer is emptied. The manager's `fill_input_buffer` method must reset the pointer and count. In most applications, the manager must remember the buffer's starting address and total size in private fields not visible to the library.

A data source manager provides five methods:

`init_source (j_decompress_ptr cinfo)`

Initialize source. This is called by `jpeg_read_header()` before any data is actually read. Unlike `init_destination()`, it may leave `bytes_in_buffer` set to 0 (in which case a `fill_input_buffer()` call will occur immediately).

`fill_input_buffer (j_decompress_ptr cinfo)`

This is called whenever `bytes_in_buffer` has reached zero and more data is wanted. In typical applications, it should read fresh data



into the buffer (ignoring the current state of `next_input_byte` and `bytes_in_buffer`), reset the pointer & count to the start of the buffer, and return `TRUE` indicating that the buffer has been reloaded. It is not necessary to fill the buffer entirely, only to obtain at least one more byte. `bytes_in_buffer` **MUST** be set to a positive value if `TRUE` is returned. A `FALSE` return should only be used when I/O suspension is desired (this mode is discussed in the next section).

`skip_input_data` (`j_decompress_ptr` cinfo, long num\_bytes)

Skip num\_bytes worth of data. The buffer pointer and count should be advanced over num\_bytes input bytes, refilling the buffer as needed. This is used to skip over a potentially large amount of uninteresting data (such as an APPn marker). In some applications it may be possible to optimize away the reading of the skipped data, but it's not clear that being smart is worth much trouble; large skips are uncommon. `bytes_in_buffer` may be zero on return. A zero or negative skip count should be treated as a no-op.

`resync_to_restart` (`j_decompress_ptr` cinfo, int desired)

This routine is called only when the decompressor has failed to find a restart (RSTn) marker where one is expected. Its mission is to find a suitable point for resuming decompression. For most applications, we recommend that you just use the default resync procedure, `jpeg_resync_to_restart()`. However, if you are able to back up in the input data stream, or if you have a-priori knowledge about the likely location of restart markers, you may be able to do better. Read the `read_restart_marker()` and `jpeg_resync_to_restart()` routines in `jdmarker.c` if you think you'd like to implement your own resync procedure.

`term_source` (`j_decompress_ptr` cinfo)

Terminate source --- called by `jpeg_finish_decompress()` after all data has been read. Often a no-op.

For both `fill_input_buffer()` and `skip_input_data()`, there is no such thing as an EOF return. If the end of the file has been reached, the routine has a choice of exiting via `ERREXIT()` or inserting fake data into the buffer. In most cases, generating a warning message and inserting a fake EOI marker is the best course of action --- this will allow the decompressor to output however much of the image is there. In pathological cases, the decompressor may swallow the EOI and again demand data ... just keep feeding it fake EOIs. `jdatsrc.c` illustrates the recommended error recovery behavior.

`term_source()` is **NOT** called by `jpeg_abort()` or `jpeg_destroy()`. If you want the source manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a `jpeg_source_mgr` struct, fill in its method pointers, and insert a pointer to the struct into the "src" field of the JPEG

decompression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the `jpeg_stdio_src()` or `jpeg_mem_src()` routines of the supplied source managers.

For more information, consult the memory and stdio source and destination managers in `jdatasrc.c` and `jdatadst.c`.

#### I/O suspension

-----

Some applications need to use the JPEG library as an incremental memory-to-memory filter: when the compressed data buffer is filled or emptied, they want control to return to the outer loop, rather than expecting that the buffer can be emptied or reloaded within the data source/destination manager subroutine. The library supports this need by providing an "I/O suspension" mode, which we describe in this section.

The I/O suspension mode is not a panacea: nothing is guaranteed about the maximum amount of time spent in any one call to the library, so it will not eliminate response-time problems in single-threaded applications. If you need guaranteed response time, we suggest you "bite the bullet" and implement a real multi-tasking capability.

To use I/O suspension, cooperation is needed between the calling application and the data source or destination manager; you will always need a custom source/destination manager. (Please read the previous section if you haven't already.) The basic idea is that the `empty_output_buffer()` or `fill_input_buffer()` routine is a no-op, merely returning `FALSE` to indicate that it has done nothing. Upon seeing this, the JPEG library suspends operation and returns to its caller. The surrounding application is responsible for emptying or refilling the work buffer before calling the JPEG library again.

#### Compression suspension:

For compression suspension, use an `empty_output_buffer()` routine that returns `FALSE`; typically it will not do anything else. This will cause the compressor to return to the caller of `jpeg_write_scanlines()`, with the return value indicating that not all the supplied scanlines have been accepted. The application must make more room in the output buffer, adjust the output buffer pointer/count appropriately, and then call `jpeg_write_scanlines()` again, pointing to the first unconsumed scanline.

When forced to suspend, the compressor will backtrack to a convenient stopping point (usually the start of the current MCU); it will regenerate some output data when restarted. Therefore, although `empty_output_buffer()` is only called when the buffer is filled, you should NOT write out the entire buffer

after a suspension. Write only the data up to the current position of `next_output_byte/free_in_buffer`. The data beyond that point will be regenerated after resumption.

Because of the backtracking behavior, a good-size output buffer is essential for efficiency; you don't want the compressor to suspend often. (In fact, an overly small buffer could lead to infinite looping, if a single MCU required more data than would fit in the buffer.) We recommend a buffer of at least several Kbytes. You may want to insert explicit code to ensure that you don't call `jpeg_write_scanlines()` unless there is a reasonable amount of space in the output buffer; in other words, flush the buffer before trying to compress more data.

The compressor does not allow suspension while it is trying to write JPEG markers at the beginning and end of the file. This means that:

- \* At the beginning of a compression operation, there must be enough free space in the output buffer to hold the header markers (typically 600 or so bytes). The recommended buffer size is bigger than this anyway, so this is not a problem as long as you start with an empty buffer. However, this restriction might catch you if you insert large special markers, such as a JFIF thumbnail image, without flushing the buffer afterwards.
- \* When you call `jpeg_finish_compress()`, there must be enough space in the output buffer to emit any buffered data and the final EOI marker. In the current implementation, half a dozen bytes should suffice for this, but for safety's sake we recommend ensuring that at least 100 bytes are free before calling `jpeg_finish_compress()`.

A more significant restriction is that `jpeg_finish_compress()` cannot suspend. This means you cannot use suspension with multi-pass operating modes, namely Huffman code optimization and multiple-scan output. Those modes write the whole file during `jpeg_finish_compress()`, which will certainly result in buffer overrun. (Note that this restriction applies only to compression, not decompression. The decompressor supports input suspension in all of its operating modes.)

Decompression suspension:

For decompression suspension, use a `fill_input_buffer()` routine that simply returns `FALSE` (except perhaps during error recovery, as discussed below). This will cause the decompressor to return to its caller with an indication that suspension has occurred. This can happen at four places:

- \* `jpeg_read_header()`: will return `JPEG_SUSPENDED`.
- \* `jpeg_start_decompress()`: will return `FALSE`, rather than its usual `TRUE`.
- \* `jpeg_read_scanlines()`: will return the number of scanlines already completed (possibly 0).
- \* `jpeg_finish_decompress()`: will return `FALSE`, rather than its usual `TRUE`.

The surrounding application must recognize these cases, load more data into the input buffer, and repeat the call. In the case of `jpeg_read_scanlines()`,

increment the passed pointers past any scanlines successfully read.

Just as with compression, the decompressor will typically backtrack to a convenient restart point before suspending. When `fill_input_buffer()` is called, `next_input_byte/bytes_in_buffer` point to the current restart point, which is where the decompressor will backtrack to if `FALSE` is returned. The data beyond that position must NOT be discarded if you suspend; it needs to be re-read upon resumption. In most implementations, you'll need to shift this data down to the start of your work buffer and then load more data after it. Again, this behavior means that a several-Kbyte work buffer is essential for decent performance; furthermore, you should load a reasonable amount of new data before resuming decompression. (If you loaded, say, only one new byte each time around, you could waste a LOT of cycles.)

The `skip_input_data()` source manager routine requires special care in a suspension scenario. This routine is NOT granted the ability to suspend the decompressor; it can decrement `bytes_in_buffer` to zero, but no more. If the requested skip distance exceeds the amount of data currently in the input buffer, then `skip_input_data()` must set `bytes_in_buffer` to zero and record the additional skip distance somewhere else. The decompressor will immediately call `fill_input_buffer()`, which should return `FALSE`, which will cause a suspension return. The surrounding application must then arrange to discard the recorded number of bytes before it resumes loading the input buffer. (Yes, this design is rather baroque, but it avoids complexity in the far more common case where a non-suspending source manager is used.)

If the input data has been exhausted, we recommend that you emit a warning and insert dummy EOI markers just as a non-suspending data source manager would do. This can be handled either in the surrounding application logic or within `fill_input_buffer()`; the latter is probably more efficient. If `fill_input_buffer()` knows that no more data is available, it can set the pointer/count to point to a dummy EOI marker and then return `TRUE` just as though it had read more data in a non-suspending situation.

The decompressor does not attempt to suspend within standard JPEG markers; instead it will backtrack to the start of the marker and reprocess the whole marker next time. Hence the input buffer must be large enough to hold the longest standard marker in the file. Standard JPEG markers should normally not exceed a few hundred bytes each (DHT tables are typically the longest). We recommend at least a 2K buffer for performance reasons, which is much larger than any correct marker is likely to be. For robustness against damaged marker length counts, you may wish to insert a test in your application for the case that the input buffer is completely full and yet the decoder has suspended without consuming any data --- otherwise, if this situation did occur, it would lead to an endless loop. (The library can't provide this test since it has no idea whether "the buffer is full", or even whether there is a fixed-size input buffer.)

The input buffer would need to be 64K to allow for arbitrary COM or APPn markers, but these are handled specially: they are either saved into allocated memory, or skipped over by calling `skip_input_data()`. In the former case, suspension is handled correctly, and in the latter case, the problem of buffer overrun is placed on `skip_input_data`'s shoulders, as explained above. Note that if you provide your own marker handling routine for large markers, you should consider how to deal with buffer overflow.

#### Multiple-buffer management:

In some applications it is desirable to store the compressed data in a linked list of buffer areas, so as to avoid data copying. This can be handled by having `empty_output_buffer()` or `fill_input_buffer()` set the pointer and count to reference the next available buffer; `FALSE` is returned only if no more buffers are available. Although seemingly straightforward, there is a pitfall in this approach: the backtrack that occurs when `FALSE` is returned could back up into an earlier buffer. For example, when `fill_input_buffer()` is called, the current pointer & count indicate the backtrack restart point. Since `fill_input_buffer()` will set the pointer and count to refer to a new buffer, the restart position must be saved somewhere else. Suppose a second call to `fill_input_buffer()` occurs in the same library call, and no additional input data is available, so `fill_input_buffer` must return `FALSE`. If the JPEG library has not moved the pointer/count forward in the current buffer, then \*the correct restart point is the saved position in the prior buffer\*. Prior buffers may be discarded only after the library establishes a restart point within a later buffer. Similar remarks apply for output into a chain of buffers.

The library will never attempt to backtrack over a `skip_input_data()` call, so any skipped data can be permanently discarded. You still have to deal with the case of skipping not-yet-received data, however.

It's much simpler to use only a single buffer; when `fill_input_buffer()` is called, move any unconsumed data (beyond the current pointer/count) down to the beginning of this buffer and then load new data into the remaining buffer space. This approach requires a little more data copying but is far easier to get right.

#### Progressive JPEG support

-----

Progressive JPEG rearranges the stored data into a series of scans of increasing quality. In situations where a JPEG file is transmitted across a slow communications link, a decoder can generate a low-quality image very quickly from the first scan, then gradually improve the displayed quality as more scans are received. The final image after all scans are complete is identical to that of a regular (sequential) JPEG file of the same quality

setting. Progressive JPEG files are often slightly smaller than equivalent sequential JPEG files, but the possibility of incremental display is the main reason for using progressive JPEG.

The IJG encoder library generates progressive JPEG files when given a suitable "scan script" defining how to divide the data into scans. Creation of progressive JPEG files is otherwise transparent to the encoder. Progressive JPEG files can also be read transparently by the decoder library. If the decoding application simply uses the library as defined above, it will receive a final decoded image without any indication that the file was progressive. Of course, this approach does not allow incremental display. To perform incremental display, an application needs to use the decoder library's "buffered-image" mode, in which it receives a decoded image multiple times.

Each displayed scan requires about as much work to decode as a full JPEG image of the same size, so the decoder must be fairly fast in relation to the data transmission rate in order to make incremental display useful. However, it is possible to skip displaying the image and simply add the incoming bits to the decoder's coefficient buffer. This is fast because only Huffman decoding need be done, not IDCT, upsampling, colorspace conversion, etc. The IJG decoder library allows the application to switch dynamically between displaying the image and simply absorbing the incoming bits. A properly coded application can automatically adapt the number of display passes to suit the time available as the image is received. Also, a final higher-quality display cycle can be performed from the buffered data after the end of the file is reached.

Progressive compression:

To create a progressive JPEG file (or a multiple-scan sequential JPEG file), set the `scan_info` `cinfo` field to point to an array of scan descriptors, and perform compression as usual. Instead of constructing your own scan list, you can call the `jpeg_simple_progression()` helper routine to create a recommended progression sequence; this method should be used by all applications that don't want to get involved in the nitty-gritty of progressive scan sequence design. (If you want to provide user control of scan sequences, you may wish to borrow the scan script reading code found in `rdswitch.c`, so that you can read scan script files just like `cjpeg`'s.)

When `scan_info` is not `NULL`, the compression library will store DCT'd data into a buffer array as `jpeg_write_scanlines()` is called, and will emit all the requested scans during `jpeg_finish_compress()`. This implies that multiple-scan output cannot be created with a suspending data destination manager, since `jpeg_finish_compress()` does not support suspension. We should also note that the compressor currently forces Huffman optimization mode when creating a progressive JPEG file, because the default Huffman tables are unsuitable for progressive files.

Progressive decompression:

When buffered-image mode is not used, the decoder library will read all of a multi-scan file during `jpeg_start_decompress()`, so that it can provide a final decoded image. (Here "multi-scan" means either progressive or multi-scan sequential.) This makes multi-scan files transparent to the decoding application. However, existing applications that used suspending input with version 5 of the IJG library will need to be modified to check for a suspension return from `jpeg_start_decompress()`.

To perform incremental display, an application must use the library's buffered-image mode. This is described in the next section.

Buffered-image mode

-----

In buffered-image mode, the library stores the partially decoded image in a coefficient buffer, from which it can be read out as many times as desired. This mode is typically used for incremental display of progressive JPEG files, but it can be used with any JPEG file. Each scan of a progressive JPEG file adds more data (more detail) to the buffered image. The application can display in lockstep with the source file (one display pass per input scan), or it can allow input processing to outrun display processing. By making input and display processing run independently, it is possible for the application to adapt progressive display to a wide range of data transmission rates.

The basic control flow for buffered-image decoding is

```
jpeg_create_decompress()
set data source
jpeg_read_header()
set overall decompression parameters
cinfo.buffered_image = TRUE; /* select buffered-image mode */
jpeg_start_decompress()
for (each output pass) {
    adjust output decompression parameters if required
    jpeg_start_output() /* start a new output pass */
    for (all scanlines in image) {
        jpeg_read_scanlines()
        display scanlines
    }
    jpeg_finish_output() /* terminate output pass */
}
jpeg_finish_decompress()
jpeg_destroy_decompress()
```

This differs from ordinary unbuffered decoding in that there is an additional level of looping. The application can choose how many output passes to make and how to display each pass.

The simplest approach to displaying progressive images is to do one display pass for each scan appearing in the input file. In this case the outer loop condition is typically

```
while (! jpeg_input_complete(&cinfo))
```

and the start-output call should read

```
jpeg_start_output(&cinfo, cinfo.input_scan_number);
```

The second parameter to `jpeg_start_output()` indicates which scan of the input file is to be displayed; the scans are numbered starting at 1 for this purpose. (You can use a loop counter starting at 1 if you like, but using the library's input scan counter is easier.) The library automatically reads data as necessary to complete each requested scan, and `jpeg_finish_output()` advances to the next scan or end-of-image marker (hence `input_scan_number` will be incremented by the time control arrives back at `jpeg_start_output()`). With this technique, data is read from the input file only as needed, and input and output processing run in lockstep.

After reading the final scan and reaching the end of the input file, the buffered image remains available; it can be read additional times by repeating the `jpeg_start_output()/jpeg_read_scanlines()/jpeg_finish_output()` sequence. For example, a useful technique is to use fast one-pass color quantization for display passes made while the image is arriving, followed by a final display pass using two-pass quantization for highest quality. This is done by changing the library parameters before the final output pass. Changing parameters between passes is discussed in detail below.

In general the last scan of a progressive file cannot be recognized as such until after it is read, so a post-input display pass is the best approach if you want special processing in the final pass.

When done with the image, be sure to call `jpeg_finish_decompress()` to release the buffered image (or just use `jpeg_destroy_decompress()`).

If input data arrives faster than it can be displayed, the application can cause the library to decode input data in advance of what's needed to produce output. This is done by calling the routine `jpeg_consume_input()`.

The return value is one of the following:

`JPEG_REACHED_SOS`: reached an SOS marker (the start of a new scan)

`JPEG_REACHED_EOI`: reached the EOI marker (end of image)

`JPEG_ROW_COMPLETED`: completed reading one MCU row of compressed data

`JPEG_SCAN_COMPLETED`: completed reading last MCU row of current scan

`JPEG_SUSPENDED`: suspended before completing any of the above

(`JPEG_SUSPENDED` can occur only if a suspending data source is used.) This

routine can be called at any time after initializing the JPEG object. It

reads some additional data and returns when one of the indicated significant



events occurs. (If called after the EOI marker is reached, it will immediately return JPEG\_REACHED\_EOI without attempting to read more data.)

The library's output processing will automatically call `jpeg_consume_input()` whenever the output processing overtakes the input; thus, simple lockstep display requires no direct calls to `jpeg_consume_input()`. But by adding calls to `jpeg_consume_input()`, you can absorb data in advance of what is being displayed. This has two benefits:

- \* You can limit buildup of unprocessed data in your input buffer.
- \* You can eliminate extra display passes by paying attention to the state of the library's input processing.

The first of these benefits only requires interspersing calls to `jpeg_consume_input()` with your display operations and any other processing you may be doing. To avoid wasting cycles due to backtracking, it's best to call `jpeg_consume_input()` only after a hundred or so new bytes have arrived. This is discussed further under "I/O suspension", above. (Note: the JPEG library currently is not thread-safe. You must not call `jpeg_consume_input()` from one thread of control if a different library routine is working on the same JPEG object in another thread.)

When input arrives fast enough that more than one new scan is available before you start a new output pass, you may as well skip the output pass corresponding to the completed scan. This occurs for free if you pass `cinfo.input_scan_number` as the target scan number to `jpeg_start_output()`. The `input_scan_number` field is simply the index of the scan currently being consumed by the input processor. You can ensure that this is up-to-date by emptying the input buffer just before calling `jpeg_start_output()`: call `jpeg_consume_input()` repeatedly until it returns JPEG\_SUSPENDED or JPEG\_REACHED\_EOI.

The target scan number passed to `jpeg_start_output()` is saved in the `cinfo.output_scan_number` field. The library's output processing calls `jpeg_consume_input()` whenever the current input scan number and row within that scan is less than or equal to the current output scan number and row. Thus, input processing can "get ahead" of the output processing but is not allowed to "fall behind". You can achieve several different effects by manipulating this interlock rule. For example, if you pass a target scan number greater than the current input scan number, the output processor will wait until that scan starts to arrive before producing any output. (To avoid an infinite loop, the target scan number is automatically reset to the last scan number when the end of image is reached. Thus, if you specify a large target scan number, the library will just absorb the entire input file and then perform an output pass. This is effectively the same as what `jpeg_start_decompress()` does when you don't select buffered-image mode.) When you pass a target scan number equal to the current input scan number, the image is displayed no faster than the current input scan arrives. The final possibility is to pass a target scan number less than the current input

scan number; this disables the input/output interlock and causes the output processor to simply display whatever it finds in the image buffer, without waiting for input. (However, the library will not accept a target scan number less than one, so you can't avoid waiting for the first scan.)

When data is arriving faster than the output display processing can advance through the image, `jpeg_consume_input()` will store data into the buffered image beyond the point at which the output processing is reading data out again. If the input arrives fast enough, it may "wrap around" the buffer to the point where the input is more than one whole scan ahead of the output. If the output processing simply proceeds through its display pass without paying attention to the input, the effect seen on-screen is that the lower part of the image is one or more scans better in quality than the upper part. Then, when the next output scan is started, you have a choice of what target scan number to use. The recommended choice is to use the current input scan number at that time, which implies that you've skipped the output scans corresponding to the input scans that were completed while you processed the previous output scan. In this way, the decoder automatically adapts its speed to the arriving data, by skipping output scans as necessary to keep up with the arriving data.

When using this strategy, you'll want to be sure that you perform a final output pass after receiving all the data; otherwise your last display may not be full quality across the whole screen. So the right outer loop logic is something like this:

```
do {
    absorb any waiting input by calling jpeg_consume_input()
    final_pass = jpeg_input_complete(&cinfo);
    adjust output decompression parameters if required
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
} while (! final_pass);
```

rather than quitting as soon as `jpeg_input_complete()` returns TRUE. This arrangement makes it simple to use higher-quality decoding parameters for the final pass. But if you don't want to use special parameters for the final pass, the right loop logic is like this:

```
for (;;) {
    absorb any waiting input by calling jpeg_consume_input()
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
    if (jpeg_input_complete(&cinfo) &&
        cinfo.input_scan_number == cinfo.output_scan_number)
        break;
}
```

In this case you don't need to know in advance whether an output pass is to be the last one, so it's not necessary to have reached EOF before starting

the final output pass; rather, what you want to test is whether the output pass was performed in sync with the final input scan. This form of the loop will avoid an extra output pass whenever the decoder is able (or nearly able) to keep up with the incoming data.

When the data transmission speed is high, you might begin a display pass, then find that much or all of the file has arrived before you can complete the pass. (You can detect this by noting the `JPEG_REACHED_EOI` return code from `jpeg_consume_input()`, or equivalently by testing `jpeg_input_complete()`.) In this situation you may wish to abort the current display pass and start a new one using the newly arrived information. To do so, just call `jpeg_finish_output()` and then start a new pass with `jpeg_start_output()`.

A variant strategy is to abort and restart display if more than one complete scan arrives during an output pass; this can be detected by noting `JPEG_REACHED_SOS` returns and/or examining `cinfo.input_scan_number`. This idea should be employed with caution, however, since the display process might never get to the bottom of the image before being aborted, resulting in the lower part of the screen being several passes worse than the upper. In most cases it's probably best to abort an output pass only if the whole file has arrived and you want to begin the final output pass immediately.

When receiving data across a communication link, we recommend always using the current input scan number for the output target scan number; if a higher-quality final pass is to be done, it should be started (aborting any incomplete output pass) as soon as the end of file is received. However, many other strategies are possible. For example, the application can examine the parameters of the current input scan and decide whether to display it or not. If the scan contains only chroma data, one might choose not to use it as the target scan, expecting that the scan will be small and will arrive quickly. To skip to the next scan, call `jpeg_consume_input()` until it returns `JPEG_REACHED_SOS` or `JPEG_REACHED_EOI`. Or just use the next higher number as the target scan for `jpeg_start_output()`; but that method doesn't let you inspect the next scan's parameters before deciding to display it.

In buffered-image mode, `jpeg_start_decompress()` never performs input and thus never suspends. An application that uses input suspension with buffered-image mode must be prepared for suspension returns from these routines:

- \* `jpeg_start_output()` performs input only if you request 2-pass quantization and the target scan isn't fully read yet. (This is discussed below.)
- \* `jpeg_read_scanlines()`, as always, returns the number of scanlines that it was able to produce before suspending.
- \* `jpeg_finish_output()` will read any markers following the target scan, up to the end of the file or the SOS marker that begins another scan. (But it reads no input if `jpeg_consume_input()` has already reached the end of the file or a SOS marker beyond the target output scan.)

\* `jpeg_finish_decompress()` will read until the end of file, and thus can suspend if the end hasn't already been reached (as can be tested by calling `jpeg_input_complete()`).

`jpeg_start_output()`, `jpeg_finish_output()`, and `jpeg_finish_decompress()` all return TRUE if they completed their tasks, FALSE if they had to suspend. In the event of a FALSE return, the application must load more input data and repeat the call. Applications that use non-suspending data sources need not check the return values of these three routines.

It is possible to change decoding parameters between output passes in the buffered-image mode. The decoder library currently supports only very limited changes of parameters. ONLY THE FOLLOWING parameter changes are allowed after `jpeg_start_decompress()` is called:

- \* `dct_method` can be changed before each call to `jpeg_start_output()`. For example, one could use a fast DCT method for early scans, changing to a higher quality method for the final scan.
- \* `dither_mode` can be changed before each call to `jpeg_start_output()`; of course this has no impact if not using color quantization. Typically one would use ordered dither for initial passes, then switch to Floyd-Steinberg dither for the final pass. Caution: changing dither mode can cause more memory to be allocated by the library. Although the amount of memory involved is not large (a scanline or so), it may cause the initial `max_memory_to_use` specification to be exceeded, which in the worst case would result in an out-of-memory failure.
- \* `do_block_smoothing` can be changed before each call to `jpeg_start_output()`. This setting is relevant only when decoding a progressive JPEG image. During the first DC-only scan, block smoothing provides a very "fuzzy" look instead of the very "blocky" look seen without it; which is better seems a matter of personal taste. But block smoothing is nearly always a win during later stages, especially when decoding a successive-approximation image: smoothing helps to hide the slight blockiness that otherwise shows up on smooth gradients until the lowest coefficient bits are sent.
- \* Color quantization mode can be changed under the rules described below. You \*cannot\* change between full-color and quantized output (because that would alter the required I/O buffer sizes), but you can change which quantization method is used.

When generating color-quantized output, changing quantization method is a very useful way of switching between high-speed and high-quality display. The library allows you to change among its three quantization methods:

1. Single-pass quantization to a fixed color cube.  
Selected by `cinfo.two_pass_quantize = FALSE` and `cinfo.colormap = NULL`.
2. Single-pass quantization to an application-supplied colormap.  
Selected by setting `cinfo.colormap` to point to the colormap (the value of `two_pass_quantize` is ignored); also set `cinfo.actual_number_of_colors`.
3. Two-pass quantization to a colormap chosen specifically for the image.  
Selected by `cinfo.two_pass_quantize = TRUE` and `cinfo.colormap = NULL`.

(This is the default setting selected by `jpeg_read_header`, but it is probably NOT what you want for the first pass of progressive display!) These methods offer successively better quality and lesser speed. However, only the first method is available for quantizing in non-RGB color spaces.

**IMPORTANT:** because the different quantizer methods have very different working-storage requirements, the library requires you to indicate which one(s) you intend to use before you call `jpeg_start_decompress()`. (If we did not require this, the `max_memory_to_use` setting would be a complete fiction.) You do this by setting one or more of these three `cinfo` fields to TRUE:

`enable_1pass_quant` Fixed color cube colormap  
`enable_external_quant` Externally-supplied colormap  
`enable_2pass_quant` Two-pass custom colormap

All three are initialized FALSE by `jpeg_read_header()`. But `jpeg_start_decompress()` automatically sets TRUE the one selected by the current `two_pass_quantize` and `colormap` settings, so you only need to set the enable flags for any other quantization methods you plan to change to later.

After setting the enable flags correctly at `jpeg_start_decompress()` time, you can change to any enabled quantization method by setting `two_pass_quantize` and `colormap` properly just before calling `jpeg_start_output()`. The following special rules apply:

1. You must explicitly set `cinfo.colormap` to NULL when switching to 1-pass or 2-pass mode from a different mode, or when you want the 2-pass quantizer to be re-run to generate a new colormap.
2. To switch to an external colormap, or to change to a different external colormap than was used on the prior pass, you must call `jpeg_new_colormap()` after setting `cinfo.colormap`.

NOTE: if you want to use the same colormap as was used in the prior pass, you should not do either of these things. This will save some nontrivial switchover costs.

(These requirements exist because `cinfo.colormap` will always be non-NULL after completing a prior output pass, since both the 1-pass and 2-pass quantizers set it to point to their output colormaps. Thus you have to do one of these two things to notify the library that something has changed. Yup, it's a bit klugy, but it's necessary to do it this way for backwards compatibility.)

Note that in buffered-image mode, the library generates any requested colormap during `jpeg_start_output()`, not during `jpeg_start_decompress()`.

When using two-pass quantization, `jpeg_start_output()` makes a pass over the buffered image to determine the optimum color map; it therefore may take a significant amount of time, whereas ordinarily it does little work. The progress monitor hook is called during this pass, if defined. It is also important to realize that if the specified target scan number is greater than or equal to the current input scan number, `jpeg_start_output()` will attempt to consume input as it makes this pass. If you use a suspending data source,

you need to check for a FALSE return from `jpeg_start_output()` under these conditions. The combination of 2-pass quantization and a not-yet-fully-read target scan is the only case in which `jpeg_start_output()` will consume input.

Application authors who support buffered-image mode may be tempted to use it for all JPEG images, even single-scan ones. This will work, but it is inefficient: there is no need to create an image-sized coefficient buffer for single-scan images. Requesting buffered-image mode for such an image wastes memory. Worse, it can cost time on large images, since the buffered data has to be swapped out or written to a temporary file. If you are concerned about maximum performance on baseline JPEG files, you should use buffered-image mode only when the incoming file actually has multiple scans. This can be tested by calling `jpeg_has_multiple_scans()`, which will return a correct result at any time after `jpeg_read_header()` completes.

It is also worth noting that when you use `jpeg_consume_input()` to let input processing get ahead of output processing, the resulting pattern of access to the coefficient buffer is quite nonsequential. It's best to use the memory manager `jmemnobs.c` if you can (ie, if you have enough real or virtual main memory). If not, at least make sure that `max_memory_to_use` is set as high as possible. If the JPEG memory manager has to use a temporary file, you will probably see a lot of disk traffic and poor performance. (This could be improved with additional work on the memory manager, but we haven't gotten around to it yet.)

In some applications it may be convenient to use `jpeg_consume_input()` for all input processing, including reading the initial markers; that is, you may wish to call `jpeg_consume_input()` instead of `jpeg_read_header()` during startup. This works, but note that you must check for `JPEG_REACHED_SOS` and `JPEG_REACHED_EOI` return codes as the equivalent of `jpeg_read_header()`'s codes. Once the first SOS marker has been reached, you must call `jpeg_start_decompress()` before `jpeg_consume_input()` will consume more input; it'll just keep returning `JPEG_REACHED_SOS` until you do. If you read a tables-only file this way, `jpeg_consume_input()` will return `JPEG_REACHED_EOI` without ever returning `JPEG_REACHED_SOS`; be sure to check for this case. If this happens, the decompressor will not read any more input until you call `jpeg_abort()` to reset it. It is OK to call `jpeg_consume_input()` even when not using buffered-image mode, but in that case it's basically a no-op after the initial markers have been read: it will just return `JPEG_SUSPENDED`.

#### Abbreviated datastreams and multiple images

-----

A JPEG compression or decompression object can be reused to process multiple images. This saves a small amount of time per image by eliminating the "create" and "destroy" operations, but that isn't the real purpose of the

feature. Rather, reuse of an object provides support for abbreviated JPEG datastreams. Object reuse can also simplify processing a series of images in a single input or output file. This section explains these features.

A JPEG file normally contains several hundred bytes worth of quantization and Huffman tables. In a situation where many images will be stored or transmitted with identical tables, this may represent an annoying overhead. The JPEG standard therefore permits tables to be omitted. The standard defines three classes of JPEG datastreams:

- \* "Interchange" datastreams contain an image and all tables needed to decode the image. These are the usual kind of JPEG file.
- \* "Abbreviated image" datastreams contain an image, but are missing some or all of the tables needed to decode that image.
- \* "Abbreviated table specification" (henceforth "tables-only") datastreams contain only table specifications.

To decode an abbreviated image, it is necessary to load the missing table(s) into the decoder beforehand. This can be accomplished by reading a separate tables-only file. A variant scheme uses a series of images in which the first image is an interchange (complete) datastream, while subsequent ones are abbreviated and rely on the tables loaded by the first image. It is assumed that once the decoder has read a table, it will remember that table until a new definition for the same table number is encountered.

It is the application designer's responsibility to figure out how to associate the correct tables with an abbreviated image. While abbreviated datastreams can be useful in a closed environment, their use is strongly discouraged in any situation where data exchange with other applications might be needed. Caveat designer.

The JPEG library provides support for reading and writing any combination of tables-only datastreams and abbreviated images. In both compression and decompression objects, a quantization or Huffman table will be retained for the lifetime of the object, unless it is overwritten by a new table definition.

To create abbreviated image datastreams, it is only necessary to tell the compressor not to emit some or all of the tables it is using. Each quantization and Huffman table struct contains a boolean field "sent\_table", which normally is initialized to FALSE. For each table used by the image, the header-writing process emits the table and sets sent\_table = TRUE unless it is already TRUE. (In normal usage, this prevents outputting the same table definition multiple times, as would otherwise occur because the chroma components typically share tables.) Thus, setting this field to TRUE before calling jpeg\_start\_compress() will prevent the table from being written at all.

If you want to create a "pure" abbreviated image file containing no tables, just call "jpeg\_suppress\_tables(&cinfo, TRUE)" after constructing all the

tables. If you want to emit some but not all tables, you'll need to set the individual `sent_table` fields directly.

To create an abbreviated image, you must also call `jpeg_start_compress()` with a second parameter of `FALSE`, not `TRUE`. Otherwise `jpeg_start_compress()` will force all the `sent_table` fields to `FALSE`. (This is a safety feature to prevent abbreviated images from being created accidentally.)

To create a tables-only file, perform the same parameter setup that you normally would, but instead of calling `jpeg_start_compress()` and so on, call `jpeg_write_tables(&cinfo)`. This will write an abbreviated datastream containing only SOI, DQT and/or DHT markers, and EOI. All the quantization and Huffman tables that are currently defined in the compression object will be emitted unless their `sent_tables` flag is already `TRUE`, and then all the `sent_tables` flags will be set `TRUE`.

A sure-fire way to create matching tables-only and abbreviated image files is to proceed as follows:

```
create JPEG compression object
set JPEG parameters
set destination to tables-only file
jpeg_write_tables(&cinfo);
set destination to image file
jpeg_start_compress(&cinfo, FALSE);
write data...
jpeg_finish_compress(&cinfo);
```

Since the JPEG parameters are not altered between writing the table file and the abbreviated image file, the same tables are sure to be used. Of course, you can repeat the `jpeg_start_compress() ... jpeg_finish_compress()` sequence many times to produce many abbreviated image files matching the table file.

You cannot suppress output of the computed Huffman tables when Huffman optimization is selected. (If you could, there'd be no way to decode the image...) Generally, you don't want to set `optimize_coding = TRUE` when you are trying to produce abbreviated files.

In some cases you might want to compress an image using tables which are not stored in the application, but are defined in an interchange or tables-only file readable by the application. This can be done by setting up a JPEG decompression object to read the specification file, then copying the tables into your compression object. See `jpeg_copy_critical_parameters()` for an example of copying quantization tables.

To read abbreviated image files, you simply need to load the proper tables into the decompression object before trying to read the abbreviated image.



If the proper tables are stored in the application program, you can just allocate the table structs and fill in their contents directly. For example, to load a fixed quantization table into table slot "n":

```
if (cinfo.quant_tbl_ptrs[n] == NULL)
    cinfo.quant_tbl_ptrs[n] = jpeg_alloc_quant_table((j_common_ptr) &cinfo);
quant_ptr = cinfo.quant_tbl_ptrs[n]; /* quant_ptr is JQUANT_TBL* */
for (i = 0; i < 64; i++) {
    /* Qtable[] is desired quantization table, in natural array order */
    quant_ptr->quantval[i] = Qtable[i];
}
```

Code to load a fixed Huffman table is typically (for AC table "n"):

```
if (cinfo.ac_huff_tbl_ptrs[n] == NULL)
    cinfo.ac_huff_tbl_ptrs[n] = jpeg_alloc_huff_table((j_common_ptr) &cinfo);
huff_ptr = cinfo.ac_huff_tbl_ptrs[n]; /* huff_ptr is JHUFF_TBL* */
for (i = 1; i <= 16; i++) {
    /* counts[i] is number of Huffman codes of length i bits, i=1..16 */
    huff_ptr->bits[i] = counts[i];
}
for (i = 0; i < 256; i++) {
    /* symbols[] is the list of Huffman symbols, in code-length order */
    huff_ptr->huffval[i] = symbols[i];
}
```

(Note that trying to set `cinfo.quant_tbl_ptrs[n]` to point directly at a constant `JQUANT_TBL` object is not safe. If the incoming file happened to contain a quantization table definition, your master table would get overwritten! Instead allocate a working table copy and copy the master table into it, as illustrated above. Ditto for Huffman tables, of course.)

You might want to read the tables from a tables-only file, rather than hard-wiring them into your application. The `jpeg_read_header()` call is sufficient to read a tables-only file. You must pass a second parameter of `FALSE` to indicate that you do not require an image to be present. Thus, the typical scenario is

```
create JPEG decompression object
set source to tables-only file
jpeg_read_header(&cinfo, FALSE);
set source to abbreviated image file
jpeg_read_header(&cinfo, TRUE);
set decompression parameters
jpeg_start_decompress(&cinfo);
read data...
jpeg_finish_decompress(&cinfo);
```

In some cases, you may want to read a file without knowing whether it contains an image or just tables. In that case, pass `FALSE` and check the return value from `jpeg_read_header()`: it will be `JPEG_HEADER_OK` if an image was found, `JPEG_HEADER_TABLES_ONLY` if only tables were found. (A third return value, `JPEG_SUSPENDED`, is possible when using a suspending data source manager.) Note that `jpeg_read_header()` will not complain if you read an abbreviated image for which you haven't loaded the missing tables; the missing-table check occurs later, in `jpeg_start_decompress()`.

It is possible to read a series of images from a single source file by repeating the `jpeg_read_header() ... jpeg_finish_decompress()` sequence, without releasing/recreating the JPEG object or the data source module. (If you did reinitialize, any partial bufferload left in the data source buffer at the end of one image would be discarded, causing you to lose the start of the next image.) When you use this method, stored tables are automatically carried forward, so some of the images can be abbreviated images that depend on tables from earlier images.

If you intend to write a series of images into a single destination file, you might want to make a specialized data destination module that doesn't flush the output buffer at `term_destination()` time. This would speed things up by some trifling amount. Of course, you'd need to remember to flush the buffer after the last image. You can make the later images be abbreviated ones by passing `FALSE` to `jpeg_start_compress()`.

### Special markers

-----

Some applications may need to insert or extract special data in the JPEG datastream. The JPEG standard provides marker types "COM" (comment) and "APP0" through "APP15" (application) to hold application-specific data. Unfortunately, the use of these markers is not specified by the standard. COM markers are fairly widely used to hold user-supplied text. The JFIF file format spec uses APP0 markers with specified initial strings to hold certain data. Adobe applications use APP14 markers beginning with the string "Adobe" for miscellaneous data. Other APPn markers are rarely seen, but might contain almost anything.

If you wish to store user-supplied text, we recommend you use COM markers and place readable 7-bit ASCII text in them. Newline conventions are not standardized --- expect to find LF (Unix style), CR/LF (DOS style), or CR (Mac style). A robust COM reader should be able to cope with random binary garbage, including nulls, since some applications generate COM markers containing non-ASCII junk. (But yours should not be one of them.)

For program-supplied data, use an APPn marker, and be sure to begin it with an

identifying string so that you can tell whether the marker is actually yours. It's probably best to avoid using APP0 or APP14 for any private markers. (NOTE: the upcoming SPIFF standard will use APP8 markers; we recommend you not use APP8 markers for any private purposes, either.)

Keep in mind that at most 65533 bytes can be put into one marker, but you can have as many markers as you like.

By default, the IJG compression library will write a JFIF APP0 marker if the selected JPEG colorspace is grayscale or YCbCr, or an Adobe APP14 marker if the selected colorspace is RGB, CMYK, or YCCK. You can disable this, but we don't recommend it. The decompression library will recognize JFIF and Adobe markers and will set the JPEG colorspace properly when one is found.

You can write special markers immediately following the datastream header by calling `jpeg_write_marker()` after `jpeg_start_compress()` and before the first call to `jpeg_write_scanlines()`. When you do this, the markers appear after the SOI and the JFIF APP0 and Adobe APP14 markers (if written), but before all else. Specify the marker type parameter as "JPEG\_COM" for COM or "JPEG\_APP0 + n" for APPn. (Actually, `jpeg_write_marker` will let you write any marker type, but we don't recommend writing any other kinds of marker.) For example, to write a user comment string pointed to by `comment_text`:

```
jpeg_write_marker(cinfo, JPEG_COM, comment_text, strlen(comment_text));
```

If it's not convenient to store all the marker data in memory at once, you can instead call `jpeg_write_m_header()` followed by multiple calls to `jpeg_write_m_byte()`. If you do it this way, it's your responsibility to call `jpeg_write_m_byte()` exactly the number of times given in the length parameter to `jpeg_write_m_header()`. (This method lets you empty the output buffer partway through a marker, which might be important when using a suspending data destination module. In any case, if you are using a suspending destination, you should flush its buffer after inserting any special markers. See "I/O suspension".)

Or, if you prefer to synthesize the marker byte sequence yourself, you can just cram it straight into the data destination module.

If you are writing JFIF 1.02 extension markers (thumbnail images), don't forget to set `cinfo.JFIF_minor_version = 2` so that the encoder will write the correct JFIF version number in the JFIF header marker. The library's default is to write version 1.01, but that's wrong if you insert any 1.02 extension markers. (We could probably get away with just defaulting to 1.02, but there used to be broken decoders that would complain about unknown minor version numbers. To reduce compatibility risks it's safest not to write 1.02 unless you are actually using 1.02 extensions.)

When reading, two methods of handling special markers are available:

1. You can ask the library to save the contents of COM and/or APPn markers into memory, and then examine them at your leisure afterwards.
2. You can supply your own routine to process COM and/or APPn markers on-the-fly as they are read.

The first method is simpler to use, especially if you are using a suspending data source; writing a marker processor that copes with input suspension is not easy (consider what happens if the marker is longer than your available input buffer). However, the second method conserves memory since the marker data need not be kept around after it's been processed.

For either method, you'd normally set up marker handling after creating a decompression object and before calling `jpeg_read_header()`, because the markers of interest will typically be near the head of the file and so will be scanned by `jpeg_read_header`. Once you've established a marker handling method, it will be used for the life of that decompression object (potentially many datastreams), unless you change it. Marker handling is determined separately for COM markers and for each APPn marker code.

To save the contents of special markers in memory, call

```
jpeg_save_markers(cinfo, marker_code, length_limit)
```

where `marker_code` is the marker type to save, `JPEG_COM` or `JPEG_APP0+n`.

(To arrange to save all the special marker types, you need to call this routine 17 times, for COM and APP0-APP15.) If the incoming marker is longer than `length_limit` data bytes, only `length_limit` bytes will be saved; this parameter allows you to avoid chewing up memory when you only need to see the first few bytes of a potentially large marker. If you want to save all the data, set `length_limit` to `0xFFFF`; that is enough since marker lengths are only 16 bits. As a special case, setting `length_limit` to 0 prevents that marker type from being saved at all. (That is the default behavior, in fact.)

After `jpeg_read_header()` completes, you can examine the special markers by following the `cinfo->marker_list` pointer chain. All the special markers in the file appear in this list, in order of their occurrence in the file (but omitting any markers of types you didn't ask for). Both the original data length and the saved data length are recorded for each list entry; the latter will not exceed `length_limit` for the particular marker type. Note that these lengths exclude the marker length word, whereas the stored representation within the JPEG file includes it. (Hence the maximum data length is really only 65533.)

It is possible that additional special markers appear in the file beyond the SOS marker at which `jpeg_read_header` stops; if so, the marker list will be extended during reading of the rest of the file. This is not expected to be common, however. If you are short on memory you may want to reset the length limit to zero for all marker types after finishing `jpeg_read_header`, to ensure that the `max_memory_to_use` setting cannot be exceeded due to addition

of later markers.

The marker list remains stored until you call `jpeg_finish_decompress` or `jpeg_abort`, at which point the memory is freed and the list is set to empty. (`jpeg_destroy` also releases the storage, of course.)

Note that the library is internally interested in APP0 and APP14 markers; if you try to set a small nonzero length limit on these types, the library will silently force the length up to the minimum it wants. (But you can set a zero length limit to prevent them from being saved at all.) Also, in a 16-bit environment, the maximum length limit may be constrained to less than 65533 by `malloc()` limitations. It is therefore best not to assume that the effective length limit is exactly what you set it to be.

If you want to supply your own marker-reading routine, you do it by calling `jpeg_set_marker_processor()`. A marker processor routine must have the signature

```
boolean jpeg_marker_parser_method (j_decompress_ptr cinfo)
```

Although the marker code is not explicitly passed, the routine can find it in `cinfo->unread_marker`. At the time of call, the marker proper has been read from the data source module. The processor routine is responsible for reading the marker length word and the remaining parameter bytes, if any. Return TRUE to indicate success. (FALSE should be returned only if you are using a suspending data source and it tells you to suspend. See the standard marker processors in `jdmarker.c` for appropriate coding methods if you need to use a suspending data source.)

If you override the default APP0 or APP14 processors, it is up to you to recognize JFIF and Adobe markers if you want colorspace recognition to occur properly. We recommend copying and extending the default processors if you want to do that. (A better idea is to save these marker types for later examination by calling `jpeg_save_markers()`; that method doesn't interfere with the library's own processing of these markers.)

`jpeg_set_marker_processor()` and `jpeg_save_markers()` are mutually exclusive --- if you call one it overrides any previous call to the other, for the particular marker type specified.

A simple example of an external COM processor can be found in `djpeg.c`. Also, see `jpegtran.c` for an example of using `jpeg_save_markers`.

Raw (downsampled) image data

-----

Some applications need to supply already-downsampled image data to the JPEG compressor, or to receive raw downsampled data from the decompressor. The

library supports this requirement by allowing the application to write or read raw data, bypassing the normal preprocessing or postprocessing steps. The interface is different from the standard one and is somewhat harder to use. If your interest is merely in bypassing color conversion, we recommend that you use the standard interface and simply set `jpeg_color_space = in_color_space` (or `jpeg_color_space = out_color_space` for decompression). The mechanism described in this section is necessary only to supply or receive downsampled image data, in which not all components have the same dimensions.

To compress raw data, you must supply the data in the colorspace to be used in the JPEG file (please read the earlier section on Special color spaces) and downsampled to the sampling factors specified in the JPEG parameters. You must supply the data in the format used internally by the JPEG library, namely a JSAMPIMAGE array. This is an array of pointers to two-dimensional arrays, each of type JSAMPARRAY. Each 2-D array holds the values for one color component. This structure is necessary since the components are of different sizes. If the image dimensions are not a multiple of the MCU size, you must also pad the data correctly (usually, this is done by replicating the last column and/or row). The data must be padded to a multiple of a DCT block in each component: that is, each downsampled row must contain a multiple of `block_size` valid samples, and there must be a multiple of `block_size` sample rows for each component. (For applications such as conversion of digital TV images, the standard image size is usually a multiple of the DCT block size, so that no padding need actually be done.)

The procedure for compression of raw data is basically the same as normal compression, except that you call `jpeg_write_raw_data()` in place of `jpeg_write_scanlines()`. Before calling `jpeg_start_compress()`, you must do the following:

- \* Set `cinfo->raw_data_in` to TRUE. (It is set FALSE by `jpeg_set_defaults()`.) This notifies the library that you will be supplying raw data. Furthermore, set `cinfo->do_fancy_downsampling` to FALSE if you want to use real downsampled data. (It is set TRUE by `jpeg_set_defaults()`.)
- \* Ensure `jpeg_color_space` is correct --- an explicit `jpeg_set_colorspace()` call is a good idea. Note that since color conversion is bypassed, `in_color_space` is ignored, except that `jpeg_set_defaults()` uses it to choose the default `jpeg_color_space` setting.
- \* Ensure the sampling factors, `cinfo->comp_info[i].h_samp_factor` and `cinfo->comp_info[i].v_samp_factor`, are correct. Since these indicate the dimensions of the data you are supplying, it's wise to set them explicitly, rather than assuming the library's defaults are what you want.

To pass raw data to the library, call `jpeg_write_raw_data()` in place of `jpeg_write_scanlines()`. The two routines work similarly except that `jpeg_write_raw_data` takes a JSAMPIMAGE data array rather than JSAMPARRAY. The scanlines count passed to and returned from `jpeg_write_raw_data` is

measured in terms of the component with the largest v\_samp\_factor.

jpeg\_write\_raw\_data() processes one MCU row per call, which is to say v\_samp\_factor\*block\_size sample rows of each component. The passed num\_lines value must be at least max\_v\_samp\_factor\*block\_size, and the return value will be exactly that amount (or possibly some multiple of that amount, in future library versions). This is true even on the last call at the bottom of the image; don't forget to pad your data as necessary.

The required dimensions of the supplied data can be computed for each component as

cinfo->comp\_info[i].width\_in\_blocks\*block\_size samples per row

cinfo->comp\_info[i].height\_in\_blocks\*block\_size rows in image

after jpeg\_start\_compress() has initialized those fields. If the valid data is smaller than this, it must be padded appropriately. For some sampling factors and image sizes, additional dummy DCT blocks are inserted to make the image a multiple of the MCU dimensions. The library creates such dummy blocks itself; it does not read them from your supplied data. Therefore you need never pad by more than block\_size samples. An example may help here.

Assume 2h2v downsampling of YCbCr data, that is

cinfo->comp\_info[0].h\_samp\_factor = 2 for Y

cinfo->comp\_info[0].v\_samp\_factor = 2

cinfo->comp\_info[1].h\_samp\_factor = 1 for Cb

cinfo->comp\_info[1].v\_samp\_factor = 1

cinfo->comp\_info[2].h\_samp\_factor = 1 for Cr

cinfo->comp\_info[2].v\_samp\_factor = 1

and suppose that the nominal image dimensions (cinfo->image\_width and cinfo->image\_height) are 101x101 pixels. Then jpeg\_start\_compress() will compute downsampled\_width = 101 and width\_in\_blocks = 13 for Y, downsampled\_width = 51 and width\_in\_blocks = 7 for Cb and Cr (and the same for the height fields). You must pad the Y data to at least 13\*8 = 104 columns and rows, the Cb/Cr data to at least 7\*8 = 56 columns and rows. The MCU height is max\_v\_samp\_factor = 2 DCT rows so you must pass at least 16 scanlines on each call to jpeg\_write\_raw\_data(), which is to say 16 actual sample rows of Y and 8 each of Cb and Cr. A total of 7 MCU rows are needed, so you must pass a total of 7\*16 = 112 "scanlines". The last DCT block row of Y data is dummy, so it doesn't matter what you pass for it in the data arrays, but the scanlines count must total up to 112 so that all of the Cb and Cr data gets passed.

Output suspension is supported with raw-data compression: if the data destination module suspends, jpeg\_write\_raw\_data() will return 0.

In this case the same data rows must be passed again on the next call.

Decompression with raw data output implies bypassing all postprocessing.

You must deal with the color space and sampling factors present in the incoming file. If your application only handles, say, 2h1v YCbCr data,

you must check for and fail on other color spaces or other sampling factors. The library will not convert to a different color space for you.

To obtain raw data output, set `cinfo->raw_data_out = TRUE` before `jpeg_start_decompress()` (it is set `FALSE` by `jpeg_read_header()`). Be sure to verify that the color space and sampling factors are ones you can handle. Furthermore, set `cinfo->do_fancy_upsampling = FALSE` if you want to get real downsampled data (it is set `TRUE` by `jpeg_read_header()`). Then call `jpeg_read_raw_data()` in place of `jpeg_read_scanlines()`. The decompression process is otherwise the same as usual.

`jpeg_read_raw_data()` returns one MCU row per call, and thus you must pass a buffer of at least `max_v_samp_factor*block_size` scanlines (scanline counting is the same as for raw-data compression). The buffer you pass must be large enough to hold the actual data plus padding to DCT-block boundaries. As with compression, any entirely dummy DCT blocks are not processed so you need not allocate space for them, but the total scanline count includes them. The above example of computing buffer dimensions for raw-data compression is equally valid for decompression.

Input suspension is supported with raw-data decompression: if the data source module suspends, `jpeg_read_raw_data()` will return 0. You can also use buffered-image mode to read raw data in multiple passes.

Really raw data: DCT coefficients

-----

It is possible to read or write the contents of a JPEG file as raw DCT coefficients. This facility is mainly intended for use in lossless transcoding between different JPEG file formats. Other possible applications include lossless cropping of a JPEG image, lossless reassembly of a multi-strip or multi-tile TIFF/JPEG file into a single JPEG datastream, etc.

To read the contents of a JPEG file as DCT coefficients, open the file and do `jpeg_read_header()` as usual. But instead of calling `jpeg_start_decompress()` and `jpeg_read_scanlines()`, call `jpeg_read_coefficients()`. This will read the entire image into a set of virtual coefficient-block arrays, one array per component. The return value is a pointer to an array of virtual-array descriptors. Each virtual array can be accessed directly using the JPEG memory manager's `access_virt_barray` method (see Memory management, below, and also `read.structure.txt`'s discussion of virtual array handling). Or, for simple transcoding to a different JPEG file format, the array list can just be handed directly to `jpeg_write_coefficients()`.

Each block in the block arrays contains quantized coefficient values in normal array order (not JPEG zigzag order). The block arrays contain only DCT blocks containing real data; any entirely-dummy blocks added to fill out



interleaved MCUs at the right or bottom edges of the image are discarded during reading and are not stored in the block arrays. (The size of each block array can be determined from the `width_in_blocks` and `height_in_blocks` fields of the component's `comp_info` entry.) This is also the data format expected by `jpeg_write_coefficients()`.

When you are done using the virtual arrays, call `jpeg_finish_decompress()` to release the array storage and return the decompression object to an idle state; or just call `jpeg_destroy()` if you don't need to reuse the object.

If you use a suspending data source, `jpeg_read_coefficients()` will return NULL if it is forced to suspend; a non-NULL return value indicates successful completion. You need not test for a NULL return value when using a non-suspending data source.

It is also possible to call `jpeg_read_coefficients()` to obtain access to the decoder's coefficient arrays during a normal decode cycle in buffered-image mode. This frammish might be useful for progressively displaying an incoming image and then re-encoding it without loss. To do this, decode in buffered-image mode as discussed previously, then call `jpeg_read_coefficients()` after the last `jpeg_finish_output()` call. The arrays will be available for your use until you call `jpeg_finish_decompress()`.

To write the contents of a JPEG file as DCT coefficients, you must provide the DCT coefficients stored in virtual block arrays. You can either pass block arrays read from an input JPEG file by `jpeg_read_coefficients()`, or allocate virtual arrays from the JPEG compression object and fill them yourself. In either case, `jpeg_write_coefficients()` is substituted for `jpeg_start_compress()` and `jpeg_write_scanlines()`. Thus the sequence is

- \* Create compression object
- \* Set all compression parameters as necessary
- \* Request virtual arrays if needed
- \* `jpeg_write_coefficients()`
- \* `jpeg_finish_compress()`
- \* Destroy or re-use compression object

`jpeg_write_coefficients()` is passed a pointer to an array of virtual block array descriptors; the number of arrays is equal to `cinfo.num_components`.

The virtual arrays need only have been requested, not realized, before `jpeg_write_coefficients()` is called. A side-effect of `jpeg_write_coefficients()` is to realize any virtual arrays that have been requested from the compression object's memory manager. Thus, when obtaining the virtual arrays from the compression object, you should fill the arrays after calling `jpeg_write_coefficients()`. The data is actually written out when you call `jpeg_finish_compress()`; `jpeg_write_coefficients()` only writes the file header.

When writing raw DCT coefficients, it is crucial that the JPEG quantization tables and sampling factors match the way the data was encoded, or the resulting file will be invalid. For transcoding from an existing JPEG file, we recommend using `jpeg_copy_critical_parameters()`. This routine initializes all the compression parameters to default values (like `jpeg_set_defaults()`), then copies the critical information from a source decompression object. The decompression object should have just been used to read the entire JPEG input file --- that is, it should be awaiting `jpeg_finish_decompress()`.

`jpeg_write_coefficients()` marks all tables stored in the compression object as needing to be written to the output file (thus, it acts like `jpeg_start_compress(cinfo, TRUE)`). This is for safety's sake, to avoid emitting abbreviated JPEG files by accident. If you really want to emit an abbreviated JPEG file, call `jpeg_suppress_tables()`, or set the tables' individual `sent_table` flags, between calling `jpeg_write_coefficients()` and `jpeg_finish_compress()`.

### Progress monitoring

-----

Some applications may need to regain control from the JPEG library every so often. The typical use of this feature is to produce a percent-done bar or other progress display. (For a simple example, see `cjpeg.c` or `djpeg.c`.) Although you do get control back frequently during the data-transferring pass (the `jpeg_read_scanlines` or `jpeg_write_scanlines` loop), any additional passes will occur inside `jpeg_finish_compress` or `jpeg_start_decompress`; those routines may take a long time to execute, and you don't get control back until they are done.

You can define a progress-monitor routine which will be called periodically by the library. No guarantees are made about how often this call will occur, so we don't recommend you use it for mouse tracking or anything like that. At present, a call will occur once per MCU row, scanline, or sample row group, whichever unit is convenient for the current processing mode; so the wider the image, the longer the time between calls. During the data transferring pass, only one call occurs per call of `jpeg_read_scanlines` or `jpeg_write_scanlines`, so don't pass a large number of scanlines at once if you want fine resolution in the progress count. (If you really need to use the callback mechanism for time-critical tasks like mouse tracking, you could insert additional calls inside some of the library's inner loops.)

To establish a progress-monitor callback, create a struct `jpeg_progress_mgr`, fill in its `progress_monitor` field with a pointer to your callback routine, and set `cinfo->progress` to point to the struct. The callback will be called whenever `cinfo->progress` is non-NULL. (This pointer is set to NULL by `jpeg_create_compress` or `jpeg_create_decompress`; the library will not change it thereafter. So if you allocate dynamic storage for the progress struct,

make sure it will live as long as the JPEG object does. Allocating from the JPEG memory manager with lifetime JPOOL\_PERMANENT will work nicely.) You can use the same callback routine for both compression and decompression.

The `jpeg_progress_mgr` struct contains four fields which are set by the library:

```
long pass_counter; /* work units completed in this pass */
long pass_limit; /* total number of work units in this pass */
int completed_passes; /* passes completed so far */
int total_passes; /* total number of passes expected */
```

During any one pass, `pass_counter` increases from 0 up to (not including) `pass_limit`; the step size is usually but not necessarily 1. The `pass_limit` value may change from one pass to another. The expected total number of passes is in `total_passes`, and the number of passes already completed is in `completed_passes`. Thus the fraction of work completed may be estimated as

```
completed_passes + (pass_counter/pass_limit)
-----
total_passes
```

ignoring the fact that the passes may not be equal amounts of work.

When decompressing, `pass_limit` can even change within a pass, because it depends on the number of scans in the JPEG file, which isn't always known in advance. The computed fraction-of-work-done may jump suddenly (if the library discovers it has overestimated the number of scans) or even decrease (in the opposite case). It is not wise to put great faith in the work estimate.

When using the decompressor's buffered-image mode, the progress monitor work estimate is likely to be completely unhelpful, because the library has no way to know how many output passes will be demanded of it. Currently, the library sets `total_passes` based on the assumption that there will be one more output pass if the input file end hasn't yet been read (`jpeg_input_complete()` isn't TRUE), but no more output passes if the file end has been reached when the output pass is started. This means that `total_passes` will rise as additional output passes are requested. If you have a way of determining the input file size, estimating progress based on the fraction of the file that's been read will probably be more useful than using the library's value.

## Memory management

-----

This section covers some key facts about the JPEG library's built-in memory manager. For more info, please read `structure.txt`'s section about the memory manager, and consult the source code if necessary.

All memory and temporary file allocation within the library is done via the memory manager. If necessary, you can replace the "back end" of the memory manager to control allocation yourself (for example, if you don't want the library to use `malloc()` and `free()` for some reason).

Some data is allocated "permanently" and will not be freed until the JPEG object is destroyed. Most data is allocated "per image" and is freed by `jpeg_finish_compress`, `jpeg_finish_decompress`, or `jpeg_abort`. You can call the memory manager yourself to allocate structures that will automatically be freed at these times. Typical code for this is

```
ptr = (*cinfo->mem->alloc_small) ((j_common_ptr) cinfo, JPOOL_IMAGE, size);
```

Use `JPOOL_PERMANENT` to get storage that lasts as long as the JPEG object.

Use `alloc_large` instead of `alloc_small` for anything bigger than a few Kbytes.

There are also `alloc_sarray` and `alloc_barray` routines that automatically build 2-D sample or block arrays.

The library's minimum space requirements to process an image depend on the image's width, but not on its height, because the library ordinarily works with "strip" buffers that are as wide as the image but just a few rows high. Some operating modes (eg, two-pass color quantization) require full-image buffers. Such buffers are treated as "virtual arrays": only the current strip need be in memory, and the rest can be swapped out to a temporary file.

If you use the simplest memory manager back end (`jmemnobs.c`), then no temporary files are used; virtual arrays are simply `malloc()`'d. Images bigger than memory can be processed only if your system supports virtual memory. The other memory manager back ends support temporary files of various flavors and thus work in machines without virtual memory. They may also be useful on Unix machines if you need to process images that exceed available swap space.

When using temporary files, the library will make the in-memory buffers for its virtual arrays just big enough to stay within a "maximum memory" setting. Your application can set this limit by setting `cinfo->mem->max_memory_to_use` after creating the JPEG object. (Of course, there is still a minimum size for the buffers, so the max-memory setting is effective only if it is bigger than the minimum space needed.) If you allocate any large structures yourself, you must allocate them before `jpeg_start_compress()` or `jpeg_start_decompress()` in order to have them counted against the max memory limit. Also keep in mind that space allocated with `alloc_small()` is ignored, on the assumption that it's too small to be worth worrying about; so a reasonable safety margin should be left when setting `max_memory_to_use`.

If you use the `jmemname.c` or `jmemdos.c` memory manager back end, it is important to clean up the JPEG object properly to ensure that the temporary files get deleted. (This is especially crucial with `jmemdos.c`, where the "temporary files" may be extended-memory segments; if they are not freed, DOS will require a reboot to recover the memory.) Thus, with these memory managers, it's a good idea to provide a signal handler that will trap any early exit from your program. The handler should call either `jpeg_abort()` or `jpeg_destroy()` for any active JPEG objects. A handler is not needed with `jmemnobs.c`, and shouldn't be necessary with `jmemansi.c` or `jmemmac.c` either, since the C library is supposed to take care of deleting files made with

tmpfile().

## Memory usage

-----

Working memory requirements while performing compression or decompression depend on image dimensions, image characteristics (such as colorspace and JPEG process), and operating mode (application-selected options).

As of v6b, the decompressor requires:

1. About 24K in more-or-less-fixed-size data. This varies a bit depending on operating mode and image characteristics (particularly color vs. grayscale), but it doesn't depend on image dimensions.
  2. Strip buffers (of size proportional to the image width) for IDCT and upsampling results. The worst case for commonly used sampling factors is about 34 bytes \* width in pixels for a color image. A grayscale image only needs about 8 bytes per pixel column.
  3. A full-image DCT coefficient buffer is needed to decode a multi-scan JPEG file (including progressive JPEGs), or whenever you select buffered-image mode. This takes 2 bytes/coefficient. At typical 2x2 sampling, that's 3 bytes per pixel for a color image. Worst case (1x1 sampling) requires 6 bytes/pixel. For grayscale, figure 2 bytes/pixel.
  4. To perform 2-pass color quantization, the decompressor also needs a 128K color lookup table and a full-image pixel buffer (3 bytes/pixel).
- This does not count any memory allocated by the application, such as a buffer to hold the final output image.

The above figures are valid for 8-bit JPEG data precision and a machine with 32-bit ints. For 9-bit to 12-bit JPEG data, double the size of the strip buffers and quantization pixel buffer. The "fixed-size" data will be somewhat smaller with 16-bit ints, larger with 64-bit ints. Also, CMYK or other unusual color spaces will require different amounts of space.

The full-image coefficient and pixel buffers, if needed at all, do not have to be fully RAM resident; you can have the library use temporary files instead when the total memory usage would exceed a limit you set. (But if your OS supports virtual memory, it's probably better to just use jmemnobs and let the OS do the swapping.)

The compressor's memory requirements are similar, except that it has no need for color quantization. Also, it needs a full-image DCT coefficient buffer if Huffman-table optimization is asked for, even if progressive mode is not requested.

If you need more detailed information about memory usage in a particular situation, you can enable the MEM\_STATS code in jmemmgr.c.

## Library compile-time options

-----

A number of compile-time options are available by modifying `jmorcfg.h`.

The IJG code currently supports 8-bit to 12-bit sample data precision by defining `BITS_IN_JSAMPLE` as 8, 9, 10, 11, or 12.

Note that a value larger than 8 causes `JSAMPLE` to be larger than a char, so it affects the surrounding application's image data.

The sample applications `cjpeg` and `djpeg` can support deeper than 8-bit data only for PPM and GIF file formats; you must disable the other file formats to compile a 9-bit to 12-bit `cjpeg` or `djpeg`. (`install.txt` has more information about that.)

Run-time selection and conversion of data precision are currently not supported and may be added later.

Exception: The transcoding part (`jpegtran`) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.

(If you need to include an 8-bit library and a 9-bit to 12-bit library for compression or decompression in a single application, you could probably do it by defining `NEED_SHORT_EXTERNAL_NAMES` for just one of the copies. You'd have to access the 8-bit and the 9-bit to 12-bit copies from separate application source files. This is untested ... if you try it, we'd like to hear whether it works!)

Note that the standard Huffman tables are only valid for 8-bit data precision. If you selected more than 8-bit data precision, `cjpeg` uses arithmetic coding by default. The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to supply different default Huffman tables. You may also want to supply your own DCT quantization tables; the existing quality-scaling code has been developed for 8-bit use, and probably doesn't generate especially good tables for 9-bit to 12-bit.

The maximum number of components (color channels) in the image is determined by `MAX_COMPONENTS`. The JPEG standard allows up to 255 components, but we expect that few applications will need more than four or so.

On machines with unusual data type sizes, you may be able to improve performance or reduce memory space by tweaking the various typedefs in `jmorcfg.h`. In particular, on some RISC CPUs, access to arrays of "short"s is quite slow; consider trading memory for speed by making `JCOEF`, `INT16`, and `UINT16` be "int" or "unsigned int". `UINT8` is also a candidate to become int. You probably don't want to make `JSAMPLE` be int unless you have lots of memory to burn.

You can reduce the size of the library by compiling out various optional

functions. To do this, undefine `xxx_SUPPORTED` symbols as necessary.

You can also save a few K by not having text error messages in the library; the standard error message table occupies about 5Kb. This is particularly reasonable for embedded applications where there's no good way to display a message anyway. To do this, remove the creation of the message table (`jpeg_std_message_table[]`) from `jerror.c`, and alter `format_message` to do something reasonable without it. You could output the numeric value of the message code number, for example. If you do this, you can also save a couple more K by modifying the `TRACEMSn()` macros in `jerror.h` to expand to nothing; you don't need trace capability anyway, right?

#### Portability considerations

-----

The JPEG library has been written to be extremely portable; the sample applications `cjpeg` and `djpeg` are slightly less so. This section summarizes the design goals in this area. (If you encounter any bugs that cause the library to be less portable than is claimed here, we'd appreciate hearing about them.)

The code works fine on ANSI C, C++, and pre-ANSI C compilers, using any of the popular system include file setups, and some not-so-popular ones too. See `install.txt` for configuration procedures.

The code is not dependent on the exact sizes of the C data types. As distributed, we make the assumptions that

- char is at least 8 bits wide
- short is at least 16 bits wide
- int is at least 16 bits wide
- long is at least 32 bits wide

(These are the minimum requirements of the ANSI C standard.) Wider types will work fine, although memory may be used inefficiently if char is much larger than 8 bits or short is much bigger than 16 bits. The code should work equally well with 16- or 32-bit ints.

In a system where these assumptions are not met, you may be able to make the code work by modifying the typedefs in `jmorecfg.h`. However, you will probably have difficulty if int is less than 16 bits wide, since references to plain int abound in the code.

char can be either signed or unsigned, although the code runs faster if an unsigned char type is available. If char is wider than 8 bits, you will need to redefine `JOCTET` and/or provide custom data source/destination managers so that `JOCTET` represents exactly 8 bits of data on external storage.

The JPEG library proper does not assume ASCII representation of characters.

But some of the image file I/O modules in cjpeg/djpeg do have ASCII dependencies in file-header manipulation; so does cjpeg's select\_file\_type() routine.

The JPEG library does not rely heavily on the C library. In particular, C stdio is used only by the data source/destination modules and the error handler, all of which are application-replaceable. (cjpeg/djpeg are more heavily dependent on stdio.) malloc and free are called only from the memory manager "back end" module, so you can use a different memory allocator by replacing that one file.

The code generally assumes that C names must be unique in the first 15 characters. However, global function names can be made unique in the first 6 characters by defining NEED\_SHORT\_EXTERNAL\_NAMES.

More info about porting the code may be gleaned by reading jconfig.txt, jmorecfg.h, and jinclude.h.

Notes for MS-DOS implementors

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The IJG code is designed to work efficiently in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile cjpeg or djpeg by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model (perhaps 10%-25%), and you should avoid "huge" model if at all possible.

The JPEG library typically needs 2Kb-3Kb of stack space. It will also malloc about 20K-30K of near heap space while executing (and lots of far heap, but that doesn't count in this calculation). This figure will vary depending on selected operating mode, and to a lesser extent on image size. There is also about 5Kb-6Kb of constant data which will be allocated in the near data segment (about 4Kb of this is the error message table). Thus you have perhaps 20K available for other modules' static data and near heap space before you need to go to a larger memory model. The C library's static data will account for several K of this, but that still leaves a good deal for your needs. (If you are tight on space, you could reduce the sizes of the I/O buffers allocated by jdatasrc.c and jdatadst.c, say from 4K to 1K. Another possibility is to move the error message table to far memory; this should be doable with only localized hacking on jerror.c.)

About 2K of the near heap space is "permanent" memory that will not be released until you destroy the JPEG object. This is only an issue if you save a JPEG object between compression or decompression operations.



Far data space may also be a tight resource when you are dealing with large images. The most memory-intensive case is decompression with two-pass color quantization, or single-pass quantization to an externally supplied color map. This requires a 128Kb color lookup table plus strip buffers amounting to about 40 bytes per column for typical sampling ratios (eg, about 25600 bytes for a 640-pixel-wide image). You may not be able to process wide images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model compiler, such as DJGPP or Watcom C. We highly recommend flat model if you can use it; the JPEG library is significantly faster in flat model.

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/libjpeg.txt
```

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

## IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

Copyright (C) 1991-2013, Thomas G. Lane, Guido Vollbeding.

This file is part of the Independent JPEG Group's software.

For conditions of distribution and use, see the accompanying README file.

This file provides an overview of the architecture of the IJG JPEG software; that is, the functions of the various modules in the system and the interfaces between modules. For more precise details about any data structure or calling convention, see the include files and comments in the source code.

We assume that the reader is already somewhat familiar with the JPEG standard. The README file includes references for learning about JPEG. The file libjpeg.txt describes the library from the viewpoint of an application programmer using the library; it's best to read that file before this one. Also, the file coderules.txt describes the coding style conventions we use.

In this document, JPEG-specific terminology follows the JPEG standard:

A "component" means a color channel, e.g., Red or Luminance.

A "sample" is a single component value (i.e., one number in the image data).

A "coefficient" is a frequency coefficient (a DCT transform output number).

A "block" is an array of samples or coefficients.

An "MCU" (minimum coded unit) is an interleaved set of blocks of size determined by the sampling factors, or a single block in a noninterleaved scan.

We do not use the terms "pixel" and "sample" interchangeably. When we say pixel, we mean an element of the full-size image, while a sample is an element of the downsampled image. Thus the number of samples may vary across components while the number of pixels does not. (This terminology is not used rigorously throughout the code, but it is used in places where confusion would

otherwise result.)

\*\*\* System features \*\*\*

The IJG distribution contains two parts:

- \* A subroutine library for JPEG compression and decompression.

- \* cjpeg/djpeg, two sample applications that use the library to transform JFIF JPEG files to and from several other image formats.

cjpeg/djpeg are of no great intellectual complexity: they merely add a simple command-line user interface and I/O routines for several uncompressed image formats. This document concentrates on the library itself.

We desire the library to be capable of supporting all JPEG baseline, extended sequential, and progressive DCT processes. The library does not support the hierarchical or lossless processes defined in the standard.

Within these limits, any set of compression parameters allowed by the JPEG spec should be readable for decompression. (We can be more restrictive about what formats we can generate.) Although the system design allows for all parameter values, some uncommon settings are not yet implemented and may never be; nonintegral sampling ratios are the prime example. Furthermore, we treat 8-bit vs. 12-bit data precision as a compile-time switch, not a run-time option, because most machines can store 8-bit pixels much more compactly than 12-bit.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, libtiff uses this library to implement JPEG compression within the TIFF file format.)

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. This code can be omitted if not needed.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

### \*\*\* Portability issues \*\*\*

Portability is an essential requirement for the library. The key portability issues that show up at the level of system architecture are:

1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary files.
2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines, and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.
3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed datastream must ultimately appear on external storage as a sequence of 8-bit bytes if it is to conform to the standard. This may pose a problem on machines where char is wider than 8 bits. The library represents compressed data as an array of values of typedef JOCTET. If no data type exactly 8 bits wide is available, custom data source and data destination modules must be written to unpack and pack the chosen JOCTET datatype into 8-bit external representation.

### \*\*\* System overview \*\*\*

The compressor and decompressor are each divided into two main sections: the JPEG compressor or decompressor proper, and the preprocessing or postprocessing functions. The interface between these two sections is the image data that the official JPEG spec regards as its input or output: this data is in the colorspace to be used for compression, and it is downsampled to the sampling factors to be used. The preprocessing and postprocessing steps are responsible for converting a normal image representation to or from this form. (Those few applications that want to deal with YCbCr downsampled data can skip the preprocessing or postprocessing step.)

Looking more closely, the compressor library contains the following main elements:

Preprocessing:

- \* Color space conversion (e.g., RGB to YCbCr).
- \* Edge expansion and downsampling. Optionally, this step can do simple

smoothing --- this is often helpful for low-quality source data.

JPEG proper:

- \* MCU assembly, DCT, quantization.
- \* Entropy coding (sequential or progressive, Huffman or arithmetic).

In addition to these modules we need overall control, marker generation, and support code (memory management & error handling). There is also a module responsible for physically writing the output data --- typically this is just an interface to `fwrite()`, but some applications may need to do something else with the data.

The decompressor library contains the following main elements:

JPEG proper:

- \* Entropy decoding (sequential or progressive, Huffman or arithmetic).
- \* Dequantization, inverse DCT, MCU disassembly.

Postprocessing:

- \* Upsampling. Optionally, this step may be able to do more general rescaling of the image.
- \* Color space conversion (e.g., YCbCr to RGB). This step may also provide gamma adjustment [ currently it does not ].
- \* Optional color quantization (e.g., reduction to 256 colors).
- \* Optional color precision reduction (e.g., 24-bit to 15-bit color).  
[This feature is not currently implemented.]

We also need overall control, marker parsing, and a data source module.

The support code (memory management & error handling) can be shared with the compression half of the library.

There may be several implementations of each of these elements, particularly in the decompressor, where a wide range of speed/quality tradeoffs is very useful. It must be understood that some of the best speedups involve merging adjacent steps in the pipeline. For example, upsampling, color space conversion, and color quantization might all be done at once when using a low-quality ordered-dither technique. The system architecture is designed to allow such merging where appropriate.

Note: it is convenient to regard edge expansion (padding to block boundaries) as a preprocessing/postprocessing function, even though the JPEG spec includes it in compression/decompression. We do this because downsampling/upsampling can be simplified a little if they work on padded data: it's not necessary to have special cases at the right and bottom edges. Therefore the interface buffer is always an integral number of blocks wide and high, and we expect compression preprocessing to pad the source data properly. Padding will occur only to the next block (`block_size-sample`) boundary. In an interleaved-scan situation, additional dummy blocks may be used to fill out MCUs, but the MCU assembly and disassembly logic will create or discard these blocks internally.

(This is advantageous for speed reasons, since we avoid DCTing the dummy blocks. It also permits a small reduction in file size, because the compressor can choose dummy block contents so as to minimize their size in compressed form. Finally, it makes the interface buffer specification independent of whether the file is actually interleaved or not.)

Applications that wish to deal directly with the downsampled data must provide similar buffering and padding for odd-sized images.

\*\*\* Poor man's object-oriented programming \*\*\*

It should be clear by now that we have a lot of quasi-independent processing steps, many of which have several possible behaviors. To avoid cluttering the code with lots of switch statements, we use a simple form of object-style programming to separate out the different possibilities.

For example, two different color quantization algorithms could be implemented as two separate modules that present the same external interface; at runtime, the calling code will access the proper module indirectly through an "object".

We can get the limited features we need while staying within portable C. The basic tool is a function pointer. An "object" is just a struct containing one or more function pointer fields, each of which corresponds to a method name in real object-oriented languages. During initialization we fill in the function pointers with references to whichever module we have determined we need to use in this run. Then invocation of the module is done by indirecting through a function pointer; on most machines this is no more expensive than a switch statement, which would be the only other way of making the required run-time choice. The really significant benefit, of course, is keeping the source code clean and well structured.

We can also arrange to have private storage that varies between different implementations of the same kind of object. We do this by making all the module-specific object structs be separately allocated entities, which will be accessed via pointers in the master compression or decompression struct. The "public" fields or methods for a given kind of object are specified by a commonly known struct. But a module's initialization code can allocate a larger struct that contains the common struct as its first member, plus additional private fields. With appropriate pointer casting, the module's internal functions can access these private fields. (For a simple example, see `jdatadst.c`, which implements the external interface specified by struct `jpeg_destination_mgr`, but adds extra fields.)

(Of course this would all be a lot easier if we were using C++, but we are not yet prepared to assume that everyone has a C++ compiler.)

An important benefit of this scheme is that it is easy to provide multiple versions of any method, each tuned to a particular case. While a lot of

precalculation might be done to select an optimal implementation of a method, the cost per invocation is constant. For example, the upsampling step might have a "generic" method, plus one or more "hardwired" methods for the most popular sampling factors; the hardwired methods would be faster because they'd use straight-line code instead of for-loops. The cost to determine which method to use is paid only once, at startup, and the selection criteria are hidden from the callers of the method.

This plan differs a little bit from usual object-oriented structures, in that only one instance of each object class will exist during execution. The reason for having the class structure is that on different runs we may create different instances (choose to execute different modules). You can think of the term "method" as denoting the common interface presented by a particular set of interchangeable functions, and "object" as denoting a group of related methods, or the total shared interface behavior of a group of modules.

\*\*\* Overall control structure \*\*\*

We previously mentioned the need for overall control logic in the compression and decompression libraries. In IJG implementations prior to v5, overall control was mostly provided by "pipeline control" modules, which proved to be large, unwieldy, and hard to understand. To improve the situation, the control logic has been subdivided into multiple modules. The control modules consist of:

1. Master control for module selection and initialization. This has two responsibilities:

1A. Startup initialization at the beginning of image processing.

The individual processing modules to be used in this run are selected and given initialization calls.

1B. Per-pass control. This determines how many passes will be performed and calls each active processing module to configure itself

appropriately at the beginning of each pass. End-of-pass processing, where necessary, is also invoked from the master control module.

Method selection is partially distributed, in that a particular processing module may contain several possible implementations of a particular method, which it will select among when given its initialization call. The master control code need only be concerned with decisions that affect more than one module.

2. Data buffering control. A separate control module exists for each inter-processing-step data buffer. This module is responsible for invoking the processing steps that write or read that data buffer.

Each buffer controller sees the world as follows:

```
input data => processing step A => buffer => processing step B => output data
      |           |           |
      ----- controller -----
```

The controller knows the dataflow requirements of steps A and B: how much data they want to accept in one chunk and how much they output in one chunk. Its function is to manage its buffer and call A and B at the proper times.

A data buffer control module may itself be viewed as a processing step by a higher-level control module; thus the control modules form a binary tree with elementary processing steps at the leaves of the tree.

The control modules are objects. A considerable amount of flexibility can be had by replacing implementations of a control module. For example:

- \* Merging of adjacent steps in the pipeline is done by replacing a control module and its pair of processing-step modules with a single processing-step module. (Hence the possible merges are determined by the tree of control modules.)
- \* In some processing modes, a given interstep buffer need only be a "strip" buffer large enough to accommodate the desired data chunk sizes. In other modes, a full-image buffer is needed and several passes are required. The control module determines which kind of buffer is used and manipulates virtual array buffers as needed. One or both processing steps may be unaware of the multi-pass behavior.

In theory, we might be able to make all of the data buffer controllers interchangeable and provide just one set of implementations for all. In practice, each one contains considerable special-case processing for its particular job. The buffer controller concept should be regarded as an overall system structuring principle, not as a complete description of the task performed by any one controller.

\*\*\* Compression object structure \*\*\*

Here is a sketch of the logical structure of the JPEG compression library:

```
                                |-- Colospace conversion
|-- Preprocessing controller --|
|                                |-- Downsampling
Main controller --|
|                                |-- Forward DCT, quantize
|-- Coefficient controller --|
|                                |-- Entropy encoding
```

This sketch also describes the flow of control (subroutine calls) during

typical image data processing. Each of the components shown in the diagram is an "object" which may have several different implementations available. One or more source code files contain the actual implementation(s) of each object.

The objects shown above are:

- \* Main controller: buffer controller for the subsampled-data buffer, which holds the preprocessed input data. This controller invokes preprocessing to fill the subsampled-data buffer, and JPEG compression to empty it. There is usually no need for a full-image buffer here; a strip buffer is adequate.
- \* Preprocessing controller: buffer controller for the downsampling input data buffer, which lies between colorspace conversion and downsampling. Note that a unified conversion/downsampling module would probably replace this controller entirely.
- \* Colorspace conversion: converts application image data into the desired JPEG color space; also changes the data from pixel-interleaved layout to separate component planes. Processes one pixel row at a time.
- \* Downsampling: performs reduction of chroma components as required. Optionally may perform pixel-level smoothing as well. Processes a "row group" at a time, where a row group is defined as  $V_{max}$  pixel rows of each component before downsampling, and  $V_k$  sample rows afterwards (remember  $V_k$  differs across components). Some downsampling or smoothing algorithms may require context rows above and below the current row group; the preprocessing controller is responsible for supplying these rows via proper buffering. The downsampler is responsible for edge expansion at the right edge (i.e., extending each sample row to a multiple of `block_size` samples); but the preprocessing controller is responsible for vertical edge expansion (i.e., duplicating the bottom sample row as needed to make a multiple of `block_size` rows).
- \* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU assembly, including insertion of dummy DCT blocks when needed at the right or bottom edge. When performing Huffman-code optimization or emitting a multiscan JPEG file, this controller is responsible for buffering the full image. The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the JPEG file is noninterleaved.
- \* Forward DCT and quantization: Perform DCT, quantize, and emit coefficients. Works on one or more DCT blocks at a time. (Note: the coefficients are now emitted in normal array order, which the entropy encoder is expected to convert to zigzag order as necessary. Prior versions of the IJG code did the conversion to zigzag order within the quantization step.)
- \* Entropy encoding: Perform Huffman or arithmetic entropy coding and emit the



coded data to the data destination module. Works on one MCU per call. For progressive JPEG, the same DCT blocks are fed to the entropy coder during each pass, and the coder must emit the appropriate subset of coefficients.

In addition to the above objects, the compression library includes these objects:

- \* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules.
- \* Marker writing: generates JPEG markers (except for RSTn, which is emitted by the entropy encoder when needed).
- \* Data destination manager: writes the output JPEG datastream to its final destination (e.g., a file). The destination manager supplied with the library knows how to write to a stdio stream or to a memory buffer; for other behaviors, the surrounding application may provide its own destination manager.
- \* Memory manager: allocates and releases memory, controls virtual arrays (with backing store management, where required).
- \* Error handler: performs formatting and output of error and trace messages; determines handling of nonfatal errors. The surrounding application may override some or all of this object's methods to change error handling.
- \* Progress monitor: supports output of "percent-done" progress reports. This object represents an optional callback to the surrounding application: if wanted, it must be supplied by the application.

The error handler, destination manager, and progress monitor objects are defined as separate objects in order to simplify application-specific customization of the JPEG library. A surrounding application may override individual methods or supply its own all-new implementation of one of these objects. The object interfaces for these objects are therefore treated as part of the application interface of the library, whereas the other objects are internal to the library.

The error handler and memory manager are shared by JPEG compression and decompression; the progress monitor, if used, may be shared as well.

\*\*\* Decompression object structure \*\*\*

Here is a sketch of the logical structure of the JPEG decompression library:

|-- Entropy decoding

```

|-- Coefficient controller --|
|                               |-- Dequantize, Inverse DCT
Main controller --|
|                               |-- Upsampling
|-- Postprocessing controller --| |-- Colorspace conversion
|                               |-- Color quantization
|                               |-- Color precision reduction

```

As before, this diagram also represents typical control flow. The objects shown are:

\* **Main controller:** buffer controller for the subsampled-data buffer, which holds the output of JPEG decompression proper. This controller's primary task is to feed the postprocessing procedure. Some upsampling algorithms may require context rows above and below the current row group; when this is true, the main controller is responsible for managing its buffer so as to make context rows available. In the current design, the main buffer is always a strip buffer; a full-image buffer is never required.

\* **Coefficient controller:** buffer controller for the DCT-coefficient data. This controller handles MCU disassembly, including deletion of any dummy DCT blocks at the right or bottom edge. When reading a multiscan JPEG file, this controller is responsible for buffering the full image. (Buffering DCT coefficients, rather than samples, is necessary to support progressive JPEG.) The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the source JPEG file is noninterleaved.

\* **Entropy decoding:** Read coded data from the data source module and perform Huffman or arithmetic entropy decoding. Works on one MCU per call. For progressive JPEG decoding, the coefficient controller supplies the prior coefficients of each MCU (initially all zeroes), which the entropy decoder modifies in each scan.

\* **Dequantization and inverse DCT:** like it says. Note that the coefficients buffered by the coefficient controller have NOT been dequantized; we merge dequantization and inverse DCT into a single step for speed reasons. When scaled-down output is asked for, simplified DCT algorithms may be used that need fewer coefficients and emit fewer samples per DCT block, not the full 8x8. Works on one DCT block at a time.

\* **Postprocessing controller:** buffer controller for the color quantization input buffer, when quantization is in use. (Without quantization, this controller just calls the upsampler.) For two-pass quantization, this controller is responsible for buffering the full-image data.

\* **Upsampling:** restores chroma components to full size. (May support more general output rescaling, too. Note that if undersized DCT outputs have

been emitted by the DCT module, this module must adjust so that properly sized outputs are created.) Works on one row group at a time. This module also calls the color conversion module, so its top level is effectively a buffer controller for the upsampling->color conversion buffer. However, in all but the highest-quality operating modes, upsampling and color conversion are likely to be merged into a single step.

- \* Colorspace conversion: convert from JPEG color space to output color space, and change data layout from separate component planes to pixel-interleaved. Works on one pixel row at a time.

- \* Color quantization: reduce the data to colormapped form, using either an externally specified colormap or an internally generated one. This module is not used for full-color output. Works on one pixel row at a time; may require two passes to generate a color map. Note that the output will always be a single component representing colormap indexes. In the current design, the output values are JSAMPLEs, so an 8-bit compilation cannot quantize to more than 256 colors. This is unlikely to be a problem in practice.

- \* Color reduction: this module handles color precision reduction, e.g., generating 15-bit color (5 bits/primary) from JPEG's 24-bit output. Not quite clear yet how this should be handled... should we merge it with colorspace conversion???

Note that some high-speed operating modes might condense the entire postprocessing sequence to a single module (upsample, color convert, and quantize in one step).

In addition to the above objects, the decompression library includes these objects:

- \* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules. This is subdivided into input and output control: `jdinput.c` controls only input-side processing, while `jdmaster.c` handles overall initialization and output-side control.

- \* Marker reading: decodes JPEG markers (except for RSTn).

- \* Data source manager: supplies the input JPEG datastream. The source manager supplied with the library knows how to read from a `stdio` stream or from a memory buffer; for other behaviors, the surrounding application may provide its own source manager.

- \* Memory manager: same as for compression library.

- \* Error handler: same as for compression library.

\* Progress monitor: same as for compression library.

As with compression, the data source manager, error handler, and progress monitor are candidates for replacement by a surrounding application.

\*\*\* Decompression input and output separation \*\*\*

To support efficient incremental display of progressive JPEG files, the decompressor is divided into two sections that can run independently:

1. Data input includes marker parsing, entropy decoding, and input into the coefficient controller's DCT coefficient buffer. Note that this processing is relatively cheap and fast.
2. Data output reads from the DCT coefficient buffer and performs the IDCT and all postprocessing steps.

For a progressive JPEG file, the data input processing is allowed to get arbitrarily far ahead of the data output processing. (This occurs only if the application calls `jpeg_consume_input()`; otherwise input and output run in lockstep, since the input section is called only when the output section needs more data.) In this way the application can avoid making extra display passes when data is arriving faster than the display pass can run. Furthermore, it is possible to abort an output pass without losing anything, since the coefficient buffer is read-only as far as the output section is concerned. See `libjpeg.txt` for more detail.

A full-image coefficient array is only created if the JPEG file has multiple scans (or if the application specifies buffered-image mode anyway). When reading a single-scan file, the coefficient controller normally creates only a one-MCU buffer, so input and output processing must run in lockstep in this case. `jpeg_consume_input()` is effectively a no-op in this situation.

The main impact of dividing the decompressor in this fashion is that we must be very careful with shared variables in the `cinfo` data structure. Each variable that can change during the course of decompression must be classified as belonging to data input or data output, and each section must look only at its own variables. For example, the data output section may not depend on any of the variables that describe the current scan in the JPEG file, because these may change as the data input section advances into a new scan.

The progress monitor is (somewhat arbitrarily) defined to treat input of the file as one pass when buffered-image mode is not used, and to ignore data input work completely when buffered-image mode is used. Note that the library has no reliable way to predict the number of passes when dealing with a progressive JPEG file, nor can it predict the number of output passes

in buffered-image mode. So the work estimate is inherently bogus anyway.

No comparable division is currently made in the compression library, because there isn't any real need for it.

\*\*\* Data formats \*\*\*

Arrays of pixel sample values use the following data structure:

```
typedef something JSAMPLE; a pixel component value, 0..MAXJSAMPLE
typedef JSAMPLE *JSAMPROW; ptr to a row of samples
typedef JSAMPROW *JSAMPARRAY; ptr to a list of rows
typedef JSAMPARRAY *JSAMPIMAGE; ptr to a list of color-component arrays
```

The basic element type JSAMPLE will typically be one of unsigned char, (signed) char, or short. Short will be used if samples wider than 8 bits are to be supported (this is a compile-time option). Otherwise, unsigned char is used if possible. If the compiler only supports signed chars, then it is necessary to mask off the value when reading. Thus, all reads of JSAMPLE values must be coded as "GETJSAMPLE(value)", where the macro will be defined as "((value) & 0xFF)" on signed-char machines and "((int) (value))" elsewhere.

With these conventions, JSAMPLE values can be assumed to be  $\geq 0$ . This helps simplify correct rounding during downsampling, etc. The JPEG standard's specification that sample values run from -128..127 is accommodated by subtracting 128 from the sample value in the DCT step. Similarly, during decompression the output of the IDCT step will be immediately shifted back to 0..255. (NB: different values are required when 12-bit samples are in use. The code is written in terms of MAXJSAMPLE and CENTERJSAMPLE, which will be defined as 255 and 128 respectively in an 8-bit implementation, and as 4095 and 2048 in a 12-bit implementation.)

We use a pointer per row, rather than a two-dimensional JSAMPLE array. This choice costs only a small amount of memory and has several benefits:

- \* Code using the data structure doesn't need to know the allocated width of the rows. This simplifies edge expansion/compression, since we can work in an array that's wider than the logical picture width.
- \* Indexing doesn't require multiplication; this is a performance win on many machines.
- \* Arrays with more than 64K total elements can be supported even on machines where malloc() cannot allocate chunks larger than 64K.
- \* The rows forming a component array may be allocated at different times without extra copying. This trick allows some speedups in smoothing steps that need access to the previous and next rows.

Note that each color component is stored in a separate array; we don't use the traditional layout in which the components of a pixel are stored together.

This simplifies coding of modules that work on each component independently, because they don't need to know how many components there are. Furthermore, we can read or write each component to a temporary file independently, which is helpful when dealing with noninterleaved JPEG files.

In general, a specific sample value is accessed by code such as

```
GETJSAMPLE(image[colorcomponent][row][col])
```

where col is measured from the image left edge, but row is measured from the first sample row currently in memory. Either of the first two indexings can be precomputed by copying the relevant pointer.

Since most image-processing applications prefer to work on images in which the components of a pixel are stored together, the data passed to or from the surrounding application uses the traditional convention: a single pixel is represented by N consecutive JSAMPLE values, and an image row is an array of (# of color components)\*(image width) JSAMPLEs. One or more rows of data can be represented by a pointer of type JSAMPARRAY in this scheme. This scheme is converted to component-wise storage inside the JPEG library. (Applications that want to skip JPEG preprocessing or postprocessing will have to contend with component-wise storage.)

Arrays of DCT-coefficient values use the following data structure:

```
typedef short JCOEF; a 16-bit signed integer
typedef JCOEF JBLOCK[DCTSIZE2]; an 8x8 block of coefficients
typedef JBLOCK *JBLOCKROW; ptr to one horizontal row of 8x8 blocks
typedef JBLOCKROW *JBLOCKARRAY; ptr to a list of such rows
typedef JBLOCKARRAY *JBLOCKIMAGE; ptr to a list of color component arrays
```

The underlying type is at least a 16-bit signed integer; while "short" is big enough on all machines of interest, on some machines it is preferable to use "int" for speed reasons, despite the storage cost. Coefficients are grouped into 8x8 blocks (but we always use #defines DCTSIZE and DCTSIZE2 rather than "8" and "64").

The contents of a coefficient block may be in either "natural" or zigzagged order, and may be true values or divided by the quantization coefficients, depending on where the block is in the processing pipeline. In the current library, coefficient blocks are kept in natural order everywhere; the entropy codecs zigzag or deziczag the data as it is written or read. The blocks contain quantized coefficients everywhere outside the DCT/IDCT subsystems. (This latter decision may need to be revisited to support variable quantization a la JPEG Part 3.)

Notice that the allocation unit is now a row of 8x8 coefficient blocks, corresponding to block\_size rows of samples. Otherwise the structure

is much the same as for samples, and for the same reasons.

On machines where malloc() can't handle a request bigger than 64Kb, this data structure limits us to rows of less than 512 JBLOCKSs, or a picture width of 4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW) must be declared as "far" pointers, but the upper levels can be "near" (implying that the pointer lists are allocated in the DS segment).

We use a #define symbol FAR, which expands to the "far" keyword when compiling on 80x86 machines and to nothing elsewhere.

\*\*\* Suspendable processing \*\*\*

In some applications it is desirable to use the JPEG library as an incremental, memory-to-memory filter. In this situation the data source or destination may be a limited-size buffer, and we can't rely on being able to empty or refill the buffer at arbitrary times. Instead the application would like to have control return from the library at buffer overflow/underrun, and then resume compression or decompression at a later time.

This scenario is supported for simple cases. (For anything more complex, we recommend that the application "bite the bullet" and develop real multitasking capability.) The libjpeg.txt file goes into more detail about the usage and limitations of this capability; here we address the implications for library structure.

The essence of the problem is that the entropy codec (coder or decoder) must be prepared to stop at arbitrary times. In turn, the controllers that call the entropy codec must be able to stop before having produced or consumed all the data that they normally would handle in one call. That part is reasonably straightforward: we make the controller call interfaces include "progress counters" which indicate the number of data chunks successfully processed, and we require callers to test the counter rather than just assume all of the data was processed.

Rather than trying to restart at an arbitrary point, the current Huffman codecs are designed to restart at the beginning of the current MCU after a suspension due to buffer overflow/underrun. At the start of each call, the codec's internal state is loaded from permanent storage (in the JPEG object structures) into local variables. On successful completion of the MCU, the permanent state is updated. (This copying is not very expensive, and may even lead to *improved* performance if the local variables can be registerized.) If a suspension occurs, the codec simply returns without updating the state, thus effectively reverting to the start of the MCU. Note that this implies leaving some data unprocessed in the source/destination buffer (ie, the

compressed partial MCU). The data source/destination module interfaces are specified so as to make this possible. This also implies that the data buffer must be large enough to hold a worst-case compressed MCU; a couple thousand bytes should be enough.

In a successive-approximation AC refinement scan, the progressive Huffman decoder has to be able to undo assignments of newly nonzero coefficients if it suspends before the MCU is complete, since decoding requires distinguishing previously-zero and previously-nonzero coefficients. This is a bit tedious but probably won't have much effect on performance. Other variants of Huffman decoding need not worry about this, since they will just store the same values again if forced to repeat the MCU.

This approach would probably not work for an arithmetic codec, since its modifiable state is quite large and couldn't be copied cheaply. Instead it would have to suspend and resume exactly at the point of the buffer end.

The JPEG marker reader is designed to cope with suspension at an arbitrary point. It does so by backing up to the start of the marker parameter segment, so the data buffer must be big enough to hold the largest marker of interest. Again, a couple KB should be adequate. (A special "skip" convention is used to bypass COM and APPn markers, so these can be larger than the buffer size without causing problems; otherwise a 64K buffer would be needed in the worst case.)

The JPEG marker writer currently does *\*not\** cope with suspension. We feel that this is not necessary; it is much easier simply to require the application to ensure there is enough buffer space before starting. (An empty 2K buffer is more than sufficient for the header markers; and ensuring there are a dozen or two bytes available before calling `jpeg_finish_compress()` will suffice for the trailer.) This would not work for writing multi-scan JPEG files, but we simply do not intend to support that capability with suspension.

\*\*\* Memory manager services \*\*\*

The JPEG library's memory manager controls allocation and deallocation of memory, and it manages large "virtual" data arrays on machines where the operating system does not provide virtual memory. Note that the same memory manager serves both compression and decompression operations.

In all cases, allocated objects are tied to a particular compression or decompression master record, and they will be released when that master record is destroyed.

The memory manager does not provide explicit deallocation of objects. Instead, objects are created in "pools" of free storage, and a whole pool



can be freed at once. This approach helps prevent storage-leak bugs, and it speeds up operations whenever malloc/free are slow (as they often are). The pools can be regarded as lifetime identifiers for objects. Two pools/lifetimes are defined:

- \* JPOOL\_PERMANENT lasts until master record is destroyed
- \* JPOOL\_IMAGE lasts until done with image (JPEG datastream)

Permanent lifetime is used for parameters and tables that should be carried across from one datastream to another; this includes all application-visible parameters. Image lifetime is used for everything else. (A third lifetime, JPOOL\_PASS = one processing pass, was originally planned. However it was dropped as not being worthwhile. The actual usage patterns are such that the peak memory usage would be about the same anyway; and having per-pass storage substantially complicates the virtual memory allocation rules --- see below.)

The memory manager deals with three kinds of object:

1. "Small" objects. Typically these require no more than 10K-20K total.
2. "Large" objects. These may require tens to hundreds of K depending on image size. Semantically they behave the same as small objects, but we distinguish them for two reasons:
  - \* On MS-DOS machines, large objects are referenced by FAR pointers, small objects by NEAR pointers.
  - \* Pool allocation heuristics may differ for large and small objects.Note that individual "large" objects cannot exceed the size allowed by type size\_t, which may be 64K or less on some machines.
3. "Virtual" objects. These are large 2-D arrays of JSAMPLEs or JBLOCKs (typically large enough for the entire image being processed). The memory manager provides stripwise access to these arrays. On machines without virtual memory, the rest of the array may be swapped out to a temporary file.

(Note: JSAMPARRAY and JBLOCKARRAY data structures are a combination of large objects for the data proper and small objects for the row pointers. For convenience and speed, the memory manager provides single routines to create these structures. Similarly, virtual arrays include a small control block and a JSAMPARRAY or JBLOCKARRAY working buffer, all created with one call.)

In the present implementation, virtual arrays are only permitted to have image lifespan. (Permanent lifespan would not be reasonable, and pass lifespan is not very useful since a virtual array's raison d'etre is to store data for multiple passes through the image.) We also expect that only "small" objects will be given permanent lifespan, though this restriction is not required by the memory manager.

In a non-virtual-memory machine, some performance benefit can be gained by making the in-memory buffers for virtual arrays be as large as possible. (For small images, the buffers might fit entirely in memory, so blind swapping would be very wasteful.) The memory manager will adjust the height of the buffers to fit within a prespecified maximum memory usage. In order

to do this in a reasonably optimal fashion, the manager needs to allocate all of the virtual arrays at once. Therefore, there isn't a one-step allocation routine for virtual arrays; instead, there is a "request" routine that simply allocates the control block, and a "realize" routine (called just once) that determines space allocation and creates all of the actual buffers. The realize routine must allow for space occupied by non-virtual large objects. (We don't bother to factor in the space needed for small objects, on the grounds that it isn't worth the trouble.)

To support all this, we establish the following protocol for doing business with the memory manager:

1. Modules must request virtual arrays (which may have only image lifespan) during the initial setup phase, i.e., in their `jinit_xxx` routines.
  2. All "large" objects (including JSAMPARRAYs and JBLOCKARRAYs) must also be allocated during initial setup.
  3. `realize_virt_arrays` will be called at the completion of initial setup.
- The above conventions ensure that sufficient information is available for it to choose a good size for virtual array buffers.

Small objects of any lifespan may be allocated at any time. We expect that the total space used for small objects will be small enough to be negligible in the `realize_virt_arrays` computation.

In a virtual-memory machine, we simply pretend that the available space is infinite, thus causing `realize_virt_arrays` to decide that it can allocate all the virtual arrays as full-size in-memory buffers. The overhead of the virtual-array access protocol is very small when no swapping occurs.

A virtual array can be specified to be "pre-zeroed"; when this flag is set, never-yet-written sections of the array are set to zero before being made available to the caller. If this flag is not set, never-written sections of the array contain garbage. (This feature exists primarily because the equivalent logic would otherwise be needed in `jdcoefct.c` for progressive JPEG mode; we may as well make it available for possible other uses.)

The first write pass on a virtual array is required to occur in top-to-bottom order; read passes, as well as any write passes after the first one, may access the array in any order. This restriction exists partly to simplify the virtual array control logic, and partly because some file systems may not support seeking beyond the current end-of-file in a temporary file. The main implication of this restriction is that rearrangement of rows (such as converting top-to-bottom data order to bottom-to-top) must be handled while reading data out of the virtual array, not while putting it in.

\*\*\* Memory manager internal structure \*\*\*

To isolate system dependencies as much as possible, we have broken the memory manager into two parts. There is a reasonably system-independent

"front end" (jmemmgr.c) and a "back end" that contains only the code likely to change across systems. All of the memory management methods outlined above are implemented by the front end. The back end provides the following routines for use by the front end (none of these routines are known to the rest of the JPEG code):

jpeg\_mem\_init, jpeg\_mem\_term system-dependent initialization/shutdown

jpeg\_get\_small, jpeg\_free\_small interface to malloc and free library routines (or their equivalents)

jpeg\_get\_large, jpeg\_free\_large interface to FAR malloc/free in MSDOS machines; else usually the same as jpeg\_get\_small/jpeg\_free\_small

jpeg\_mem\_available estimate available memory

jpeg\_open\_backing\_store create a backing-store object

read\_backing\_store, manipulate a backing-store object  
write\_backing\_store,  
close\_backing\_store

On some systems there will be more than one type of backing-store object (specifically, in MS-DOS a backing store file might be an area of extended memory as well as a disk file). jpeg\_open\_backing\_store is responsible for choosing how to implement a given object. The read/write/close routines are method pointers in the structure that describes a given object; this lets them be different for different object types.

It may be necessary to ensure that backing store objects are explicitly released upon abnormal program termination. For example, MS-DOS won't free extended memory by itself. To support this, we will expect the main program or surrounding application to arrange to call self\_destruct (typically via jpeg\_destroy) upon abnormal termination. This may require a SIGINT signal handler or equivalent. We don't want to have the back end module install its own signal handler, because that would pre-empt the surrounding application's ability to control signal handling.

The IJG distribution includes several memory manager back end implementations. Usually the same back end should be suitable for all applications on a given system, but it is possible for an application to supply its own back end at need.

\*\*\* Implications of DNL marker \*\*\*

Some JPEG files may use a DNL marker to postpone definition of the image

height (this would be useful for a fax-like scanner's output, for instance). In these files the SOF marker claims the image height is 0, and you only find out the true image height at the end of the first scan.

We could read these files as follows:

1. Upon seeing zero image height, replace it by 65535 (the maximum allowed).
2. When the DNL is found, update the image height in the global image descriptor.

This implies that control modules must avoid making copies of the image height, and must re-test for termination after each MCU row. This would be easy enough to do.

In cases where image-size data structures are allocated, this approach will result in very inefficient use of virtual memory or much-larger-than-necessary temporary files. This seems acceptable for something that probably won't be a mainstream usage. People might have to forgo use of memory-hogging options (such as two-pass color quantization or noninterleaved JPEG files) if they want efficient conversion of such files. (One could improve efficiency by demanding a user-supplied upper bound for the height, less than 65536; in most cases it could be much less.)

The standard also permits the SOF marker to overestimate the image height, with a DNL to give the true, smaller height at the end of the first scan.

This would solve the space problems if the overestimate wasn't too great. However, it implies that you don't even know whether DNL will be used.

This leads to a couple of very serious objections:

1. Testing for a DNL marker must occur in the inner loop of the decompressor's Huffman decoder; this implies a speed penalty whether the feature is used or not.
2. There is no way to hide the last-minute change in image height from an application using the decoder. Thus *every* application using the IJG library would suffer a complexity penalty whether it cared about DNL or not.

We currently do not support DNL because of these problems.

A different approach is to insist that DNL-using files be preprocessed by a separate program that reads ahead to the DNL, then goes back and fixes the SOF marker. This is a much simpler solution and is probably far more efficient. Even if one wants piped input, buffering the first scan of the JPEG file needs a lot smaller temp file than is implied by the maximum-height method. For this approach we'd simply treat DNL as a no-op in the decompressor (at most, check that it matches the SOF image height).

We will not worry about making the compressor capable of outputting DNL. Something similar to the first scheme above could be applied if anyone ever wants to make that work.

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/structure.txt

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

/\*

\* jdarith.c

\*

\* Developed 1997-2015 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains portable arithmetic entropy decoding routines for JPEG

\* (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).

\*

\* Both sequential and progressive modes are supported in this single module.

\*

\* Suspension is not currently supported in this module.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdarith.c

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

/\*

\* transupp.c

\*

\* Copyright (C) 1997-2017, Thomas G. Lane, Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains image transformation routines and other utility code

\* used by the jpegtran sample application. These are NOT part of the core

\* JPEG library. But we keep these routines separate from jpegtran.c to

\* ease the task of maintaining jpegtran-like programs that have other user

\* interfaces.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/transupp.c

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

/\*

\* rdswitch.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2003-2015 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*  
\* This file contains routines to process some of cjpeg's more complicated  
\* command-line switches. Switches processed here are:  
\* -qtables file Read quantization tables from text file  
\* -scans file Read scan script from text file  
\* -quality N[,N,...] Set quality ratings  
\* -qslots N[,N,...] Set component quantization table selectors  
\* -sample HxV[,HxV,...] Set component sampling factors  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/rdswitch.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jchuff.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.  
\* Modified 2006-2013 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains Huffman entropy encoding routines.  
\* Both sequential and progressive modes are supported in this single module.

\*

\* Much of the complexity here has to do with supporting output suspension.  
\* If the data destination module demands suspension, we want to be able to  
\* back up to the start of the current MCU. To do this, we copy state  
\* variables into local working storage, and update them back to the  
\* permanent JPEG objects only upon successful completion of an MCU.

\*

\* We do not support output suspension for the progressive JPEG mode, since  
\* the library currently does not allow multiple-scan files to be written  
\* with output suspension.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jchuff.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jccoefct.c

\*

\* Copyright (C) 1994-1997, Thomas G. Lane.  
\* Modified 2003-2011 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.

\*

- \* This file contains the coefficient buffer controller for compression.
- \* This controller is the top level of the JPEG compressor proper.
- \* The coefficient buffer lies between forward-DCT and entropy encoding steps.
- \*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jccoefct.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jdmainct.c

\*

- \* Copyright (C) 1994-1996, Thomas G. Lane.
- \* Modified 2002-2016 by Guido Vollbeding.
- \* This file is part of the Independent JPEG Group's software.
- \* For conditions of distribution and use, see the accompanying README file.
- \*

- \* This file contains the main buffer controller for decompression.
- \* The main buffer lies between the JPEG decompressor proper and the
- \* post-processor; it holds downsampled data in the JPEG colorspace.
- \*
- \* Note that this code is bypassed in raw-data mode, since the application
- \* supplies the equivalent of the main buffer in that case.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdmainct.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jmemname.c

\*

- \* Copyright (C) 1992-1997, Thomas G. Lane.
- \* This file is part of the Independent JPEG Group's software.
- \* For conditions of distribution and use, see the accompanying README file.
- \*

- \* This file provides a generic implementation of the system-dependent
- \* portion of the JPEG memory manager. This implementation assumes that
- \* you must explicitly construct a name for each temp file.
- \* Also, the problem of determining the amount of memory available
- \* is shoved onto the user.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jmemname.c  
No license file was found, but licenses were detected in source scan.

/\*

```
* jdsample.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2002-2015 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains upsampling routines.
*
* Upsampling input data is counted in "row groups". A row group
* is defined to be (v_samp_factor * DCT_v_scaled_size / min_DCT_v_scaled_size)
* sample rows of each component. Upsampling will normally produce
* max_v_samp_factor pixel rows from each row group (but this could vary
* if the upsampler is applying a scale factor of its own).
*
* An excellent reference for image resampling is
* Digital Image Warping, George Wolberg, 1990.
* Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.
*/
```

Found in path(s):

```
*/opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdsample.c
No license file was found, but licenses were detected in source scan.
```

```
/*
* jctrans.c
*
* Copyright (C) 1995-1998, Thomas G. Lane.
* Modified 2000-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains library routines for transcoding compression,
* that is, writing raw DCT coefficient arrays to an output JPEG file.
* The routines in jcapimin.c will also be needed by a transcoder.
*/
```

Found in path(s):

```
*/opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jctrans.c
No license file was found, but licenses were detected in source scan.
```

```
/*
* jidctint.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modification developed 2002-2016 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
```



\*  
 \* This file contains a slow-but-accurate integer implementation of the  
 \* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine  
 \* must also perform dequantization of the input coefficients.  
 \*  
 \* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT  
 \* on each row (or vice versa, but it's more convenient to emit a row at  
 \* a time). Direct algorithms are also available, but they are much more  
 \* complex and seem not to be any faster when reduced to code.  
 \*  
 \* This implementation is based on an algorithm described in  
 \* C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT  
 \* Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,  
 \* Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.  
 \* The primary algorithm described there uses 11 multiplies and 29 adds.  
 \* We use their alternate method with 12 multiplies and 32 adds.  
 \* The advantage of this method is that no data path contains more than one  
 \* multiplication; this allows a very simple and accurate implementation in  
 \* scaled fixed-point arithmetic, with a minimal number of shifts.  
 \*  
 \* We also provide IDCT routines with various output sample block sizes for  
 \* direct resolution reduction or enlargement and for direct resolving the  
 \* common 2x1 and 1x2 subsampling cases without additional resampling: NxN  
 \* (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 input DCT block.  
 \*  
 \* For N<8 we simply take the corresponding low-frequency coefficients of  
 \* the 8x8 input DCT block and apply an NxN point IDCT on the sub-block  
 \* to yield the downsampled outputs.  
 \* This can be seen as direct low-pass downsampling from the DCT domain  
 \* point of view rather than the usual spatial domain point of view,  
 \* yielding significant computational savings and results at least  
 \* as good as common bilinear (averaging) spatial downsampling.  
 \*  
 \* For N>8 we apply a partial NxN IDCT on the 8 input coefficients as  
 \* lower frequencies and higher frequencies assumed to be zero.  
 \* It turns out that the computational effort is similar to the 8x8 IDCT  
 \* regarding the output size.  
 \* Furthermore, the scaling and descaling is the same for all IDCT sizes.  
 \*  
 \* CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases  
 \* since there would be too many additional constants to pre-calculate.  
 \*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jidctint.c

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

INSTALLATION INSTRUCTIONS for the Independent JPEG Group's JPEG software

Copyright (C) 1991-2017, Thomas G. Lane, Guido Vollbeding.  
This file is part of the Independent JPEG Group's software.  
For conditions of distribution and use, see the accompanying README file.

This file explains how to configure and install the IJG software. We have tried to make this software extremely portable and flexible, so that it can be adapted to almost any environment. The downside of this decision is that the installation process is complicated. We have provided shortcuts to simplify the task on common systems. But in any case, you will need at least a little familiarity with C programming and program build procedures for your system.

If you are only using this software as part of a larger program, the larger program's installation procedure may take care of configuring the IJG code. For example, Ghostscript's installation script will configure the IJG code. You don't need to read this file if you just want to compile Ghostscript.

If you are on a Unix machine, you may not need to read this file at all.

Try doing

```
./configure
```

```
make
```

```
make test
```

If that doesn't complain, do

```
make install
```

(better do "make -n install" first to see if the makefile will put the files where you want them). Read further if you run into snags or want to customize the code for your system.

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-----

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## BEFORE YOU START

=====

Before installing the software you must unpack the distributed source code. Since you are reading this file, you have probably already succeeded in this task. However, there is a potential for error if you needed to convert the files to the local standard text file format (for example, if you are on MS-DOS you may have converted LF end-of-line to CR/LF). You must apply such conversion to all the files EXCEPT those whose names begin with "test". The test files contain binary data; if you change them in any way then the self-test will give bad results.

Please check the last section of this file to see if there are hints for the specific machine or compiler you are using.

## CONFIGURING THE SOFTWARE

=====

To configure the IJG code for your system, you need to create two files:

- \* jconfig.h: contains values for system-dependent #define symbols.
- \* Makefile: controls the compilation process.

(On a non-Unix machine, you may create "project files" or some other substitute for a Makefile. jconfig.h is needed in any environment.)

We provide three different ways to generate these files:

- \* On a Unix system, you can just run the "configure" script.
- \* We provide sample jconfig files and makefiles for popular machines; if your machine matches one of the samples, just copy the right sample files to jconfig.h and Makefile.
- \* If all else fails, read the instructions below and make your own files.

Configuring the software using the automatic "configure" script

-----

If you are on a Unix machine, you can just type

```
./configure
```

and let the configure script construct appropriate configuration files.

If you're using "csh" on an old version of System V, you might need to type

```
sh configure
```

instead to prevent csh from trying to execute configure itself.

Expect configure to run for a few minutes, particularly on slower machines; it works by compiling a series of test programs.

Configure was created with GNU Autoconf and it follows the usual conventions for GNU configure scripts. It makes a few assumptions that you may want to override. You can do this by providing optional switches to configure:

- \* Configure will build both static and shared libraries, if possible.

If you want to build libjpeg only as a static library, say

```
./configure --disable-shared
```

If you want to build libjpeg only as a shared library, say

```
./configure --disable-static
```

Configure uses GNU libtool to take care of system-dependent shared library building methods.

\* Configure will use gcc (GNU C compiler) if it's available, otherwise cc.

To force a particular compiler to be selected, use the CC option, for example

```
./configure CC='cc'
```

The same method can be used to include any unusual compiler switches.

For example, on HP-UX you probably want to say

```
./configure CC='cc -Aa'
```

to get HP's compiler to run in ANSI mode.

\* The default CFLAGS setting is "-g" for non-gcc compilers, "-g -O2" for gcc.

You can override this by saying, for example,

```
./configure CFLAGS='-O2'
```

if you want to compile without debugging support.

\* Configure will set up the makefile so that "make install" will install files into /usr/local/bin, /usr/local/man, etc. You can specify an installation prefix other than "/usr/local" by giving configure the option "--prefix=PATH".

\* If you don't have a lot of swap space, you may need to enable the IJG software's internal virtual memory mechanism. To do this, give the option "--enable-maxmem=N" where N is the default maxmemory limit in megabytes. This is discussed in more detail under "Selecting a memory manager", below. You probably don't need to worry about this on reasonably-sized Unix machines, unless you plan to process very large images.

Configure has some other features that are useful if you are cross-compiling or working in a network of multiple machine types; but if you need those features, you probably already know how to use them.

Configuring the software using one of the supplied jconfig and makefile files

-----

If you have one of these systems, you can just use the provided configuration files:

Makefile jconfig file System and/or compiler

makefile.manx jconfig.manx Amiga, Manx Aztec C

makefile.sas jconfig.sas Amiga, SAS C

makeproj.mac jconfig.mac Apple Macintosh, Metrowerks CodeWarrior

mak\*jpeg.st jconfig.st Atari ST/STE/TT, Pure C or Turbo C

makefile.bcc jconfig.bcc MS-DOS or OS/2, Borland C  
makefile.dj jconfig.dj MS-DOS, DJGPP (Delorie's port of GNU C)  
makefile.mc6 jconfig.mc6 MS-DOS, Microsoft C (16-bit only)  
makefile.wat jconfig.wat MS-DOS, OS/2, or Windows NT, Watcom C  
makefile.vc jconfig.vc Windows, MS Visual C++  
makefile.vs jconfig.vc Windows, MS Visual C++ 6 Developer Studio  
make\*.vc6  
makefile.vs jconfig.vc Windows, Visual Studio 2017 (v15)  
make\*.v15  
makefile.b32 jconfig.vc Windows, Borland C++ 32-bit (bcc32)  
makefile.mms jconfig.vms Digital VMS, with MMS software  
makefile.vms jconfig.vms Digital VMS, without MMS software

Copy the proper jconfig file to jconfig.h and the makefile to Makefile (or whatever your system uses as the standard makefile name). For more info see the appropriate system-specific hints section near the end of this file.

#### Configuring the software by hand

-----

First, generate a jconfig.h file. If you are moderately familiar with C, the comments in jconfig.txt should be enough information to do this; just copy jconfig.txt to jconfig.h and edit it appropriately. Otherwise, you may prefer to use the ckconfig.c program. You will need to compile and execute ckconfig.c by hand --- we hope you know at least enough to do that. ckconfig.c may not compile the first try (in fact, the whole idea is for it to fail if anything is going to). If you get compile errors, fix them by editing ckconfig.c according to the directions given in ckconfig.c. Once you get it to run, it will write a suitable jconfig.h file, and will also print out some advice about which makefile to use.

You may also want to look at the canned jconfig files, if there is one for a system similar to yours.

Second, select a makefile and copy it to Makefile (or whatever your system uses as the standard makefile name). The most generic makefiles we provide are

makefile.ansi: if your C compiler supports function prototypes  
makefile.unix: if not.

(You have function prototypes if ckconfig.c put "#define HAVE\_PROTOTYPES" in jconfig.h.) You may want to start from one of the other makefiles if there is one for a system similar to yours.

Look over the selected Makefile and adjust options as needed. In particular you may want to change the CC and CFLAGS definitions. For instance, if you are using GCC, set CC=gcc. If you had to use any compiler switches to get ckconfig.c to work, make sure the same switches are in CFLAGS.

If you are on a system that doesn't use makefiles, you'll need to set up project files (or whatever you do use) to compile all the source files and link them into executable files `cjpeg`, `djpeg`, `jpegtran`, `rdjpgcom`, and `wrjpgcom`. See the file lists in any of the makefiles to find out which files go into each program. Note that the provided makefiles all make a "library" file `libjpeg` first, but you don't have to do that if you don't want to; the file lists identify which source files are actually needed for compression, decompression, or both. As a last resort, you can make a batch script that just compiles everything and links it all together; `makefile.vms` is an example of this (it's for VMS systems that have no make-like utility).

Here are comments about some specific configuration decisions you'll need to make:

#### Command line style

-----

These programs can use a Unix-like command line style which supports redirection and piping, like this:

```
cjpeg inputfile >outputfile
cjpeg <inputfile >outputfile
source program | cjpeg >outputfile
```

The simpler "two file" command line style is just

```
cjpeg inputfile outputfile
```

You may prefer the two-file style, particularly if you don't have pipes.

You **MUST** use two-file style on any system that doesn't cope well with binary data fed through `stdin/stdout`; this is true for some MS-DOS compilers, for example. If you're not on a Unix system, it's safest to assume you need two-file style. (But if your compiler provides either the Posix-standard `fdopen()` library routine or a Microsoft-compatible `setmode()` routine, you can safely use the Unix command line style, by defining `USE_FDOPEN` or `USE_SETMODE` respectively.)

To use the two-file style, make `jconfig.h` say `#define TWO_FILE_COMMANDLINE`.

#### Selecting a memory manager

-----

The IJG code is capable of working on images that are too big to fit in main memory; data is swapped out to temporary files as necessary. However, the code to do this is rather system-dependent. We provide five different memory managers:

\* `jmemansi.c` This version uses the ANSI-standard library routine `tmpfile()`, which not all non-ANSI systems have. On some systems `tmpfile()` may put the temporary file in a non-optimal

location; if you don't like what it does, use `jmemname.c`.

\* `jmemname.c` This version creates named temporary files. For anything except a Unix machine, you'll need to configure the `select_file_name()` routine appropriately; see the comments near the head of `jmemname.c`. If you use this version, define `NEED_SIGNAL_CATCHER` in `jconfig.h` to make sure the temp files are removed if the program is aborted.

\* `jmemnobs.c` (That stands for No Backing Store :-).) This will compile on almost any system, but it assumes you have enough main memory or virtual memory to hold the biggest images you work with.

\* `jmemdos.c` This should be used with most 16-bit MS-DOS compilers. See the system-specific notes about MS-DOS for more info. IMPORTANT: if you use this, define `USE_MSDOS_MEMMGR` in `jconfig.h`, and include the assembly file `jmemdosa.asm` in the programs. The supplied makefiles and `jconfig` files for 16-bit MS-DOS compilers already do both.

\* `jmemmac.c` Custom version for Apple Macintosh; see the system-specific notes for Macintosh for more info.

To use a particular memory manager, change the `SYSDEPMEM` variable in your makefile to equal the corresponding object file name (for example, `jmemansi.o` or `jmemansi.obj` for `jmemansi.c`).

If you have plenty of (real or virtual) main memory, just use `jmemnobs.c`.

"Plenty" means about ten bytes for every pixel in the largest images you plan to process, so a lot of systems don't meet this criterion.

If yours doesn't, try `jmemansi.c` first. If that doesn't compile, you'll have to use `jmemname.c`; be sure to adjust `select_file_name()` for local conditions. You may also need to change `unlink()` to `remove()` in `close_backing_store()`.

Except with `jmemnobs.c` or `jmemmac.c`, you need to adjust the `DEFAULT_MAX_MEM` setting to a reasonable value for your system (either by adding a `#define` for `DEFAULT_MAX_MEM` to `jconfig.h`, or by adding a `-D` switch to the Makefile). This value limits the amount of data space the program will attempt to allocate. Code and static data space isn't counted, so the actual memory needs for `cjpeg` or `djpeg` are typically 100 to 150Kb more than the max-memory setting. Larger max-memory settings reduce the amount of I/O needed to process a large image, but too large a value can result in "insufficient memory" failures. On most Unix machines (and other systems with virtual memory), just set `DEFAULT_MAX_MEM` to several million and forget it. At the other end of the spectrum, for MS-DOS machines you probably can't go much above 300K to 400K. (On MS-DOS the value refers to conventional memory only. Extended/expanded memory is handled separately by `jmemdos.c`.)

## BUILDING THE SOFTWARE

=====

Now you should be able to compile the software. Just say "make" (or whatever's necessary to start the compilation). Have a cup of coffee.

Here are some things that could go wrong:

If your compiler complains about undefined structures, you should be able to shut it up by putting "#define INCOMPLETE\_TYPES\_BROKEN" in jconfig.h.

If you have trouble with missing system include files or inclusion of the wrong ones, read jinclude.h. This shouldn't happen if you used configure or ckconfig.c to set up jconfig.h.

There are a fair number of routines that do not use all of their parameters; some compilers will issue warnings about this, which you can ignore. There are also a few configuration checks that may give "unreachable code" warnings. Any other warning deserves investigation.

If you don't have a getenv() library routine, define NO\_GETENV.

Also see the system-specific hints, below.

## TESTING THE SOFTWARE

=====

As a quick test of functionality we've included a small sample image in several forms:

testorig.jpg Starting point for the djpeg tests.  
testimg.ppm The output of djpeg testorig.jpg  
testimg.bmp The output of djpeg -bmp -colors 256 testorig.jpg  
testimg.jpg The output of cjpeg testimg.ppm  
testprog.jpg Progressive-mode equivalent of testorig.jpg.  
testimgp.jpg The output of cjpeg -progressive -optimize testimg.ppm  
(The first- and second-generation .jpg files aren't identical since the default compression parameters are lossy.) If you can generate duplicates of the testimg\* files then you probably have working programs.

With most of the makefiles, "make test" will perform the necessary comparisons.

If you're using a makefile that doesn't provide the test option, run djpeg and cjpeg by hand and compare the output files to testimg\* with whatever binary file comparison tool you have. The files should be bit-for-bit identical.



If the programs complain "MAX\_ALLOC\_CHUNK is wrong, please fix", then you need to reduce MAX\_ALLOC\_CHUNK to a value that fits in type size\_t. Try adding "#define MAX\_ALLOC\_CHUNK 65520L" to jconfig.h. A less likely configuration error is "ALIGN\_TYPE is wrong, please fix": defining ALIGN\_TYPE as long should take care of that one.

If the cjpeg test run fails with "Missing Huffman code table entry", it's a good bet that you needed to define RIGHT\_SHIFT\_IS\_UNSIGNED. Go back to the configuration step and run ckconfig.c. (This is a good plan for any other test failure, too.)

If you are using Unix (one-file) command line style on a non-Unix system, it's a good idea to check that binary I/O through stdin/stdout actually works. You should get the same results from "djpeg <testorig.jpg >out.ppm" as from "djpeg -outfile out.ppm testorig.jpg". Note that the makefiles all use the latter style and therefore do not exercise stdin/stdout! If this check fails, try recompiling with USE\_SETMODE or USE\_FDOPEN defined. If it still doesn't work, better use two-file style.

If you chose a memory manager other than jmemnobs.c, you should test that temporary-file usage works. Try "djpeg -bmp -colors 256 -max 0 testorig.jpg" and make sure its output matches testing.bmp. If you have any really large images handy, try compressing them with -optimize and/or decompressing with -colors 256 to make sure your DEFAULT\_MAX\_MEM setting is not too large.

NOTE: this is far from an exhaustive test of the JPEG software; some modules, such as 1-pass color quantization, are not exercised at all. It's just a quick test to give you some confidence that you haven't missed something major.

## INSTALLING THE SOFTWARE

=====

Once you're done with the above steps, you can install the software by copying the executable files (cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom) to wherever you normally install programs. On Unix systems, you'll also want to put the man pages (cjpeg.1, djpeg.1, jpegtran.1, rdjpgcom.1, wrjpgcom.1) in the man-page directory. The pre-fab makefiles don't support this step since there's such a wide variety of installation procedures on different systems.

If you generated a Makefile with the "configure" script, you can just say  
make install  
to install the programs and their man pages into the standard places.  
(You'll probably need to be root to do this.) We recommend first saying  
make -n install

to see where configure thought the files should go. You may need to edit the Makefile, particularly if your system's conventions for man page filenames don't match what configure expects.

If you want to install the IJG library itself, for use in compiling other programs besides ours, then you need to put the four include files `jpeglib.h` `jerror.h` `jconfig.h` `jmorecfg.h` into your include-file directory, and put the library file `libjpeg.a` (extension may vary depending on system) wherever library files go. If you generated a Makefile with "configure", it will do what it thinks is the right thing if you say

```
make install-lib
```

## OPTIONAL STUFF

=====

Progress monitor:

If you like, you can `#define PROGRESS_REPORT` (in `jconfig.h`) to enable display of percent-done progress reports. The routine provided in `cdjpeg.c` merely prints percentages to `stderr`, but you can customize it to do something fancier.

Utah RLE file format support:

We distribute the software with support for RLE image files (Utah Raster Toolkit format) disabled, because the RLE support won't compile without the Utah library. If you have URT version 3.1 or later, you can enable RLE support as follows:

1. `#define RLE_SUPPORTED` in `jconfig.h`.
2. Add a `-I` option to `CFLAGS` in the Makefile for the directory containing the URT `.h` files (typically the "include" subdirectory of the URT distribution).
3. Add `-L... -lrle` to `LDLIBS` in the Makefile, where `...` specifies the directory containing the URT "librle.a" file (typically the "lib" subdirectory of the URT distribution).

Support for 9-bit to 12-bit deep pixel data:

The IJG code currently allows 8, 9, 10, 11, or 12 bits sample data precision. (For color, this means 8 to 12 bits per channel, of course.) If you need to work with deeper than 8-bit data, you can compile the IJG code for 9-bit to 12-bit operation.

To do so:

1. In `jmorecfg.h`, define `BITS_IN_JSAMPLE` as 9, 10, 11, or 12 rather than 8.
2. In `jconfig.h`, undefine `BMP_SUPPORTED`, `RLE_SUPPORTED`, and `TARGA_SUPPORTED`, because the code for those formats doesn't handle deeper than 8-bit data

and won't even compile. (The PPM code does work, as explained below. The GIF code works too; it scales 8-bit GIF data to and from 12-bit depth automatically.)

3. Compile. Don't expect "make test" to pass, since the supplied test files are for 8-bit data.

Currently, 9-bit to 12-bit support does not work on 16-bit-int machines.

Run-time selection and conversion of data precision are currently not supported and may be added later.

Exception: The transcoding part (jpegtran) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.

The PPM reader (rdppm.c) can read deeper than 8-bit data from either text-format or binary-format PPM and PGM files. Binary-format PPM/PGM files which have a maxval greater than 255 are assumed to use 2 bytes per sample, MSB first (big-endian order). As of early 1995, 2-byte binary format is not officially supported by the PBMPLUS library, but it is expected that a future release of PBMPLUS will support it. Note that the PPM reader will read files of any maxval regardless of the BITS\_IN\_JSAMPLE setting; incoming data is automatically rescaled to maxval=MAXJSAMPLE as appropriate for the cjpeg bit depth.

The PPM writer (wrppm.c) will normally write 2-byte binary PPM or PGM format, maxval=MAXJSAMPLE, when compiled with BITS\_IN\_JSAMPLE>8. Since this format is not yet widely supported, you can disable it by compiling wrppm.c with PPM\_NORAWWORD defined; then the data is scaled down to 8 bits to make a standard 1-byte/sample PPM or PGM file. (Yes, this means still another copy of djpeg to keep around. But hopefully you won't need it for very long. Poskanzer's supposed to get that new PBMPLUS release out Real Soon Now.)

Of course, if you are working with 9-bit to 12-bit data, you probably have it stored in some other, nonstandard format. In that case you'll probably want to write your own I/O modules to read and write your format.

Note:

The standard Huffman tables are only valid for 8-bit data precision. If you selected more than 8-bit data precision, cjpeg uses arithmetic coding by default. The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to supply different default Huffman tables.

Removing code:

If you need to make a smaller version of the JPEG software, some optional functions can be removed at compile time. See the xxx\_SUPPORTED #defines in jconfig.h and jmorecfg.h. If at all possible, we recommend that you leave in

decoder support for all valid JPEG files, to ensure that you can read anyone's output. Taking out support for image file formats that you don't use is the most painless way to make the programs smaller. Another possibility is to remove some of the DCT methods: in particular, the "IFAST" method may not be enough faster than the others to be worth keeping on your machine. (If you do remove ISLOW or IFAST, be sure to redefine JDCT\_DEFAULT or JDCT\_FASTEST to a supported method, by adding a #define in jconfig.h.)

## OPTIMIZATION

=====

Unless you own a Cray, you'll probably be interested in making the JPEG software go as fast as possible. This section covers some machine-dependent optimizations you may want to try. We suggest that before trying any of this, you first get the basic installation to pass the self-test step. Repeat the self-test after any optimization to make sure that you haven't broken anything.

The integer DCT routines perform a lot of multiplications. These multiplications must yield 32-bit results, but none of their input values are more than 16 bits wide. On many machines, notably the 680x0 and 80x86 CPUs, a 16x16=>32 bit multiply instruction is faster than a full 32x32=>32 bit multiply. Unfortunately there is no portable way to specify such a multiplication in C, but some compilers can generate one when you use the right combination of casts. See the MULTIPLYxxx macro definitions in jdct.h. If your compiler makes "int" be 32 bits and "short" be 16 bits, defining SHORTxSHORT\_32 is fairly likely to work. When experimenting with alternate definitions, be sure to test not only whether the code still works (use the self-test), but also whether it is actually faster --- on some compilers, alternate definitions may compute the right answer, yet be slower than the default. Timing cjpeg on a large PGM (grayscale) input file is the best way to check this, as the DCT will be the largest fraction of the runtime in that mode. (Note: some of the distributed compiler-specific jconfig files already contain #define switches to select appropriate MULTIPLYxxx definitions.)

If your machine has sufficiently fast floating point hardware, you may find that the float DCT method is faster than the integer DCT methods, even after tweaking the integer multiply macros. In that case you may want to make the float DCT be the default method. (The only objection to this is that float DCT results may vary slightly across machines.) To do that, add "#define JDCT\_DEFAULT JDCT\_FLOAT" to jconfig.h. Even if you don't change the default, you should redefine JDCT\_FASTEST, which is the method selected by djpeg's -fast switch. Don't forget to update the documentation files (usage.txt and/or cjpeg.1, djpeg.1) to agree with what you've done.

If access to "short" arrays is slow on your machine, it may be a win to

define type JCOEF as int rather than short. This will cost a good deal of memory though, particularly in some multi-pass modes, so don't do it unless you have memory to burn and short is REALLY slow.

If your compiler can compile function calls in-line, make sure the `INLINE` macro in `jmorcfcg.h` is defined as the keyword that marks a function inline-able. Some compilers have a switch that tells the compiler to inline any function it thinks is profitable (e.g., `-finline-functions` for `gcc`). Enabling such a switch is likely to make the compiled code bigger but faster.

In general, it's worth trying the maximum optimization level of your compiler, and experimenting with any optional optimizations such as loop unrolling. (Unfortunately, far too many compilers have optimizer bugs ... be prepared to back off if the code fails self-test.) If you do any experimentation along these lines, please report the optimal settings to `jpeg-info@jpegclub.org` so we can mention them in future releases. Be sure to specify your machine and compiler version.

#### HINTS FOR SPECIFIC SYSTEMS

=====

We welcome reports on changes needed for systems not mentioned here. Submit 'em to `jpeg-info@jpegclub.org`. Also, if `configure` or `ckconfig.c` is wrong about how to configure the JPEG software for your system, please let us know.

Acorn RISC OS:

(Thanks to Simon Middleton for these hints on compiling with Desktop C.)

After renaming the files according to Acorn conventions, take a copy of `makefile.ansi`, change all occurrences of `'libjpeg.a'` to `'libjpeg.o'` and change these definitions as indicated:

```
CFLAGS= -throwback -IC: -Wn
LDLIBS=C:o.Stubs
SYSDPEMEM=jmemansi.o
LN=Link
AR=LibFile -c -o
```

Also add a new line `'c.o:; $(cc) $< $(cflags) -c -o $@'`. Remove the lines `'$(RM) libjpeg.o'` and `'$(AR2) libjpeg.o'` and the `'jconfig.h'` dependency section.

Copy `jconfig.txt` to `jconfig.h`. Edit `jconfig.h` to define `TWO_FILE_COMMANDLINE` and `CHAR_IS_UNSIGNED`.

Run the `makefile` using `!AMU` not `!Make`. If you want to use the `'clean'` and

'test' makefile entries then you will have to fiddle with the syntax a bit and rename the test files.

Amiga:

SAS C 6.50 reportedly is too buggy to compile the IJG code properly. A patch to update to 6.51 is available from SAS or AmiNet FTP sites.

The supplied config files are set up to use jmemname.c as the memory manager, with temporary files being created on the device named by "JPEGTMP:".

Atari ST/STE/TT:

Copy the project files makcjpeg.st, makdjpeg.st, maktjpeg.st, and makljpeg.st to cjpeg.prj, djpeg.prj, jpegtran.prj, and libjpeg.prj respectively. The project files should work as-is with Pure C. For Turbo C, change library filenames "pc..." to "tc..." in each project file. Note that libjpeg.prj selects jmemansi.c as the recommended memory manager. You'll probably want to adjust the DEFAULT\_MAX\_MEM setting --- you want it to be a couple hundred K less than your normal free memory. Put "#define DEFAULT\_MAX\_MEM nnnn" into jconfig.h to do this.

To use the 68881/68882 coprocessor for the floating point DCT, add the compiler option "-8" to the project files and replace pcfltlb.lib with pc881lib.lib in cjpeg.prj and djpeg.prj. Or if you don't have a coprocessor, you may prefer to remove the float DCT code by undefining DCT\_FLOAT\_SUPPORTED in jmorecfg.h (since without a coprocessor, the float code will be too slow to be useful). In that case, you can delete pcfltlb.lib from the project files.

Note that you must make libjpeg.lib before making cjpeg.ttp, djpeg.ttp, or jpegtran.ttp. You'll have to perform the self-test by hand.

We haven't bothered to include project files for rdjpgcom and wrjpgcom. Those source files should just be compiled by themselves; they don't depend on the JPEG library. You can use the default.prj project file of the Pure C distribution to make the programs.

There is a bug in some older versions of the Turbo C library which causes the space used by temporary files created with "tmpfile()" not to be freed after an abnormal program exit. If you check your disk afterwards, you will find cluster chains that are allocated but not used by a file. This should not happen in cjpeg/djpeg/jpegtran, since we enable a signal catcher to explicitly close temp files before exiting. But if you use the JPEG library with your own code, be sure to supply a signal catcher, or else use a different

system-dependent memory manager.

Cray:

Should you be so fortunate as to be running JPEG on a Cray YMP, there is a compiler bug in old versions of Cray's Standard C (prior to 3.1). If you still have an old compiler, you'll need to insert a line reading

```
"#pragma novector" just before the loop
```

```
for (i = 1; i <= (int) htbl->bits[i]; i++)
```

```
    huffsize[p++] = (char) i;
```

in `fix_huff_tbl` (in V5beta1, line 204 of `jchuff.c` and line 176 of `jdhuff.c`).

[This bug may or may not still occur with the current IJG code, but it's probably a dead issue anyway...]

HP-UX:

If you have HP-UX 7.05 or later with the "software development" C compiler, you should run the compiler in ANSI mode. If using the configure script, say

```
./configure CC='cc -Aa'
```

(or `-Ae` if you prefer). If configuring by hand, use `makefile.ansi` and add `"-Aa"` to the `CFLAGS` line in the makefile.

If you have a pre-7.05 system, or if you are using the non-ANSI C compiler delivered with a minimum HP-UX system, then you must use `makefile.unix` (and do NOT add `-Aa`); or just run `configure` without the `CC` option.

On HP 9000 series 800 machines, the HP C compiler is buggy in revisions prior to A.08.07. If you get complaints about "not a typedef name", you'll have to use `makefile.unix`, or run `configure` without the `CC` option.

Macintosh, generic comments:

The supplied user-interface files (`cjpeg.c`, `djpeg.c`, etc) are set up to provide a Unix-style command line interface. You can use this interface on the Mac by means of the `ccommand()` library routine provided by Metrowerks CodeWarrior or Think C. This is only appropriate for testing the library, however; to make a user-friendly equivalent of `cjpeg/djpeg` you'd really want to develop a Mac-style user interface. There isn't a complete example available at the moment, but there are some helpful starting points:

1. Sam Bushell's free "To JPEG" applet provides drag-and-drop conversion to JPEG under System 7 and later. This only illustrates how to use the compression half of the library, but it does a very nice job of that part.

The CodeWarrior source code is available from <http://www.pobox.com/~jsam>.

2. Jim Brunner prepared a Mac-style user interface for both compression and

decompression. Unfortunately, it hasn't been updated since IJG v4, and the library's API has changed considerably since then. Still it may be of some help, particularly as a guide to compiling the IJG code under Think C. Jim's code is available from the Info-Mac archives, at [sumex-aim.stanford.edu](http://sumex-aim.stanford.edu) or mirrors thereof; see file `/info-mac/dev/src/jpeg-convert-c.hqx`.

`jmemmac.c` is the recommended memory manager back end for Macintosh. It uses `NewPtr/DisposePtr` instead of `malloc/free`, and has a Mac-specific implementation of `jpeg_mem_available()`. It also creates temporary files that follow Mac conventions. (That part of the code relies on System-7-or-later OS functions. See the comments in `jmemmac.c` if you need to run it on System 6.) NOTE that `USE_MAC_MEMMGR` must be defined in `jconfig.h` to use `jmemmac.c`.

You can also use `jmemnobs.c`, if you don't care about handling images larger than available memory. If you use any memory manager back end other than `jmemmac.c`, we recommend replacing "malloc" and "free" by "NewPtr" and "DisposePtr", because Mac C libraries often have peculiar implementations of `malloc/free`. (For instance, `free()` may not return the freed space to the Mac Memory Manager. This is undesirable for the IJG code because `jmemmgr.c` already clumps space requests.)

Macintosh, Metrowerks CodeWarrior:

The Unix-command-line-style interface can be used by defining `USE_CCOMMAND`. You'll also need to define `TWO_FILE_COMMANDLINE` to avoid `stdin/stdout`. This means that when using the `cjpeg/djpeg` programs, you'll have to type the input and output file names in the "Arguments" text-edit box, rather than using the file radio buttons. (Perhaps `USE_FDOPEN` or `USE_SETMODE` would eliminate the problem, but I haven't heard from anyone who's tried it.)

On 680x0 Macs, Metrowerks defines type "double" as a 10-byte IEEE extended float. `jmemmgr.c` won't like this: it wants `sizeof(ALIGN_TYPE)` to be a power of 2. Add `#define ALIGN_TYPE long` to `jconfig.h` to eliminate the complaint.

The supplied configuration file `jconfig.mac` can be used for your `jconfig.h`; it includes all the recommended symbol definitions. If you have AppleScript installed, you can run the supplied script `makeproj.mac` to create CodeWarrior project files for the library and the testbed applications, then build the library and applications. (Thanks to Dan Sears and Don Agro for this nifty hack, which saves us from trying to maintain CodeWarrior project files as part of the IJG distribution...)

Macintosh, Think C:

The documentation in Jim Brunner's "JPEG Convert" source code (see above) includes detailed build instructions for Think C; it's probably somewhat



out of date for the current release, but may be helpful.

If you want to build the minimal command line version, proceed as follows. You'll have to prepare project files for the programs; we don't include any in the distribution since they are not text files. Use the file lists in any of the supplied makefiles as a guide. Also add the ANSI and Unix C libraries in a separate segment. You may need to divide the JPEG files into more than one segment; we recommend dividing compression and decompression modules. Define `USE_CCOMMAND` in `jconfig.h` so that the `ccommand()` routine is called. You must also define `TWO_FILE_COMMANDLINE` because `stdin/stdout` don't handle binary data correctly.

On 680x0 Macs, Think C defines type "double" as a 12-byte IEEE extended float. `jmemmgr.c` won't like this: it wants `sizeof(ALIGN_TYPE)` to be a power of 2. Add `#define ALIGN_TYPE long` to `jconfig.h` to eliminate the complaint.

`jconfig.mac` should work as a `jconfig.h` configuration file for Think C, but the `makeproj.mac` AppleScript script is specific to CodeWarrior. Sorry.

MIPS R3000:

MIPS's `cc` version 1.31 has a rather nasty optimization bug. Don't use `-O` if you have that compiler version. (Use `"cc -V"` to check the version.) Note that the R3000 chip is found in workstations from DEC and others.

MS-DOS, generic comments for 16-bit compilers:

The IJG code is designed to work well in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile `cjpeg` or `djpeg` by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model, and you should avoid "huge" model if at all possible. Be sure that `NEED_FAR_POINTERS` is defined in `jconfig.h` if you use a small-data memory model; be sure it is NOT defined if you use a large-data model. (The supplied makefiles and `jconfig` files for Borland and Microsoft C compile in medium model and define `NEED_FAR_POINTERS`.)

The DOS-specific memory manager, `jmemdos.c`, should be used if possible. It needs some assembly-code routines which are in `jmemdosa.asm`; make sure your makefile assembles that file and includes it in the library. If you don't have a suitable assembler, you can get pre-assembled object files for `jmemdosa` by FTP from `ftp.uu.net:/graphics/jpeg/jdosaobj.zip`. (DOS-oriented distributions of the IJG source code often include these object files.)

When using `jmemdos.c`, `jconfig.h` must define `USE_MSDOS_MEMMGR` and must set `MAX_ALLOC_CHUNK` to less than 64K (65520L is a typical value). If your C library's far-heap `malloc()` can't allocate blocks that large, reduce `MAX_ALLOC_CHUNK` to whatever it can handle.

If you can't use `jmemdos.c` for some reason --- for example, because you don't have an assembler to assemble `jmemdosa.asm` --- you'll have to fall back to `jmemansi.c` or `jmemname.c`. You'll probably still need to set `MAX_ALLOC_CHUNK` in `jconfig.h`, because most DOS C libraries won't `malloc()` more than 64K at a time. **IMPORTANT:** if you use `jmemansi.c` or `jmemname.c`, you will have to compile in a large-data memory model in order to get the right `stdio` library. Too bad.

`wrjpgcom` needs to be compiled in large model, because it `malloc()`s a 64KB work area to hold the comment text. If your C library's `malloc` can't handle that, reduce `MAX_COM_LENGTH` as necessary in `wrjpgcom.c`.

Most MS-DOS compilers treat `stdin/stdout` as text files, so you must use two-file command line style. But if your compiler has either `fdopen()` or `setmode()`, you can use one-file style if you like. To do this, define `USE_SETMODE` or `USE_FDOPEN` so that `stdin/stdout` will be set to binary mode. (`USE_SETMODE` seems to work with more DOS compilers than `USE_FDOPEN`.) You should test that I/O through `stdin/stdout` produces the same results as I/O to explicitly named files... the "make test" procedures in the supplied makefiles do NOT use `stdin/stdout`.

MS-DOS, generic comments for 32-bit compilers:

None of the above comments about memory models apply if you are using a 32-bit flat-memory-space environment, such as DJGPP or Watcom C. (And you should use one if you have it, as performance will be much better than 8086-compatible code!) For flat-memory-space compilers, do NOT define `NEED_FAR_POINTERS`, and do NOT use `jmemdos.c`. Use `jmemnobs.c` if the environment supplies adequate virtual memory, otherwise use `jmemansi.c` or `jmemname.c`.

You'll still need to be careful about binary I/O through `stdin/stdout`. See the last paragraph of the previous section.

MS-DOS, Borland C:

Be sure to convert all the source files to DOS text format (CR/LF newlines). Although Borland C will often work OK with unmodified Unix (LF newlines) source files, sometimes it will give bogus compile errors.

"Illegal character '#'" is the most common such error. (This is true with Borland C 3.1, but perhaps is fixed in newer releases.)

If you want one-file command line style, just undefine TWO\_FILE\_COMMANDLINE. jconfig.bcc already includes #define USE\_SETMODE to make this work. (fdopen does not work correctly.)

MS-DOS, Microsoft C:

makefile.mc6 works with Microsoft C, DOS Visual C++, etc. It should only be used if you want to build a 16-bit (small or medium memory model) program.

If you want one-file command line style, just undefine TWO\_FILE\_COMMANDLINE. jconfig.mc6 already includes #define USE\_SETMODE to make this work. (fdopen does not work correctly.)

Note that this makefile assumes that the working copy of itself is called "makefile". If you want to call it something else, say "makefile.mak", be sure to adjust the dependency line that reads "\$(RFILE) : makefile". Otherwise the make will fail because it doesn't know how to create "makefile". Worse, some releases of Microsoft's make utilities give an incorrect error message in this situation.

Old versions of MS C fail with an "out of macro expansion space" error because they can't cope with the macro TRACEMS8 (defined in jerror.h). If this happens to you, the easiest solution is to change TRACEMS8 to expand to nothing. You'll lose the ability to dump out JPEG coefficient tables with djpeg -debug -debug, but at least you can compile.

Original MS C 6.0 is very buggy; it compiles incorrect code unless you turn off optimization entirely (remove -O from CFLAGS). 6.00A is better, but it still generates bad code if you enable loop optimizations (-Ol or -Ox).

MS C 8.0 crashes when compiling jquant1.c with optimization switch /Oo ... which is on by default. To work around this bug, compile that one file with /Oo-.

Microsoft Windows (all versions), generic comments:

Some Windows system include files define typedef boolean as "unsigned char". The IJG code also defines typedef boolean, but we make it an "enum" by default. This doesn't affect the IJG programs because we don't import those Windows include files. But if you use the JPEG library in your own program, and some of your program's files import one definition of boolean while some import the other, you can get all sorts of mysterious problems. A good preventive step is to make the IJG library use "unsigned char" for boolean. To do that, add something like this to your jconfig.h file:

```
/* Define "boolean" as unsigned char, not enum, per Windows custom */
```

```

#ifndef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#ifndef FALSE /* in case these macros already exist */
#define FALSE 0 /* values of boolean */
#endif
#ifndef TRUE
#define TRUE 1
#endif
#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */
(This is already in jconfig.vc, by the way.)

```

windef.h contains the declarations

```

#define far
#define FAR far

```

Since jmorecfg.h tries to define FAR as empty, you may get a compiler warning if you include both jpeglib.h and windef.h (which windows.h includes). To suppress the warning, you can put "#ifndef FAR"/"#endif" around the line "#define FAR" in jmorecfg.h.

(Something like this is already in jmorecfg.h, by the way.)

When using the library in a Windows application, you will almost certainly want to modify or replace the error handler module jerror.c, since our default error handler does a couple of inappropriate things:

1. it tries to write error and warning messages on stderr;
2. in event of a fatal error, it exits by calling exit().

A simple stopgap solution for problem 1 is to replace the line

```
fprintf(stderr, "%s\n", buffer);
```

(in output\_message in jerror.c) with

```
MessageBox(GetActiveWindow(),buffer,"JPEG Error",MB_OK|MB_ICONERROR);
```

It's highly recommended that you at least do that much, since otherwise error messages will disappear into nowhere. (Beginning with IJG v6b, this code is already present in jerror.c; just define USE\_WINDOWS\_MESSAGEBOX in jconfig.h to enable it.)

The proper solution for problem 2 is to return control to your calling application after a library error. This can be done with the setjmp/longjmp technique discussed in libjpeg.txt and illustrated in example.c. (NOTE: some older Windows C compilers provide versions of setjmp/longjmp that don't actually work under Windows. You may need to use the Windows system functions Catch and Throw instead.)

The recommended memory manager under Windows is jmemnobs.c; in other words, let Windows do any virtual memory management needed. You should NOT use jmemdos.c nor jmemdosa.asm under Windows.

For Windows 3.1, we recommend compiling in medium or large memory model;

for newer Windows versions, use a 32-bit flat memory model. (See the MS-DOS sections above for more info about memory models.) In the 16-bit memory models only, you'll need to put

```
#define MAX_ALLOC_CHUNK 65520L /* Maximum request to malloc() */
```

into `jconfig.h` to limit allocation chunks to 64Kb. (Without that, you'd have to use huge memory model, which slows things down unnecessarily.) `jmemnobs.c` works without modification in large or flat memory models, but to use medium model, you need to modify its `jpeg_get_large` and `jpeg_free_large` routines to allocate far memory. In any case, you might like to replace its calls to `malloc` and `free` with direct calls on Windows memory allocation functions.

You may also want to modify `jdatasrc.c` and `jdatadst.c` to use Windows file operations rather than `fread/fwrite`. This is only necessary if your C compiler doesn't provide a competent implementation of C `stdio` functions.

You might want to tweak the `RGB_xxx` macros in `jmorecfg.h` so that the library will accept or deliver color pixels in BGR sample order, not RGB; BGR order is usually more convenient under Windows. Note that this change will break the sample applications `cjpeg/djpeg`, but the library itself works fine.

Many people want to convert the IJG library into a DLL. This is reasonably straightforward, but watch out for the following:

1. Don't try to compile as a DLL in small or medium memory model; use large model, or even better, 32-bit flat model. Many places in the IJG code assume the address of a local variable is an ordinary (not FAR) pointer; that isn't true in a medium-model DLL.
2. Microsoft C cannot pass file pointers between applications and DLLs. (See Microsoft Knowledge Base, PSS ID Number Q50336.) So `jdatasrc.c` and `jdatadst.c` don't work if you open a file in your application and then pass the pointer to the DLL. One workaround is to make `jdatasrc.c/jdatadst.c` part of your main application rather than part of the DLL.
3. You'll probably need to modify the macros `GLOBAL()` and `EXTERN()` to attach suitable linkage keywords to the exported routine names. Similarly, you'll want to modify `METHODDEF()` and `JMETHOD()` to ensure function pointers are declared in a way that lets application routines be called back through the function pointers. These macros are in `jmorecfg.h`. Typical definitions for a 16-bit DLL are:

```
#define GLOBAL(type) type _far _pascal _loads _export
#define EXTERN(type) extern type _far _pascal _loads
#define METHODDEF(type) static type _far _pascal
#define JMETHOD(type,methodname,arglist) \
    type (_far _pascal *methodname) arglist
```

For a 32-bit DLL you may want something like

```
#define GLOBAL(type) __declspec(dllexport) type
#define EXTERN(type) extern __declspec(dllexport) type
```

Although not all the GLOBAL routines are actually intended to be called by the application, the performance cost of making them all DLL entry points is negligible.

The unmodified IJG library presents a very C-specific application interface, so the resulting DLL is only usable from C or C++ applications. There has been some talk of writing wrapper code that would present a simpler interface usable from other languages, such as Visual Basic. This is on our to-do list but hasn't been very high priority --- any volunteers out there?

Microsoft Windows, Borland C:

The provided jconfig.bcc should work OK in a 32-bit Windows environment, but you'll need to tweak it in a 16-bit environment (you'd need to define NEED\_FAR\_POINTERS and MAX\_ALLOC\_CHUNK). Beware that makefile.bcc will need alteration if you want to use it for Windows --- in particular, you should use jmemnobs.c not jmemdos.c under Windows.

Borland C++ 4.5 fails with an internal compiler error when trying to compile jdmerge.c in 32-bit mode. If enough people complain, perhaps Borland will fix it. In the meantime, the simplest known workaround is to add a redundant definition of the variable range\_limit in h2v1\_merged\_upsample(), at the head of the block that handles odd image width (about line 268 in v6 jdmerge.c):

```
/* If image width is odd, do the last output column separately */
if (cinfo->output_width & 1) {
    register JSAMPLE * range_limit = cinfo->sample_range_limit; /* ADD THIS */
    cb = GETJSAMPLE(*inptr1);
```

Pretty bizarre, especially since the very similar routine h2v2\_merged\_upsample doesn't trigger the bug.

Recent reports suggest that this bug does not occur with "bcc32a" (the Pentium-optimized version of the compiler).

Another report from a user of Borland C 4.5 was that incorrect code (leading to a color shift in processed images) was produced if any of the following optimization switch combinations were used:

```
-Ot -Og
-Ot -Op
-Ot -Om
```

So try backing off on optimization if you see such a problem. (Are there several different releases all numbered "4.5"??)

Microsoft Windows, Microsoft Visual C++:

jconfig.vc should work OK with any Microsoft compiler for a 32-bit memory

model. `makefile.vc` is intended for command-line use. (If you are using the Developer Studio environment, you may prefer the DevStudio project files; see below.)

IJG JPEG 7 adds extern "C" to `jpeglib.h`. This avoids the need to put extern "C" { ... } around `#include "jpeglib.h"` in your C++ application. You can also force VC++ to treat the library as C++ code by renaming all the `*.c` files to `*.cpp` (and adjusting the makefile to match). In this case you also need to define the symbol `DONT_USE_EXTERN_C` in the configuration to prevent `jpeglib.h` from using extern "C".

Microsoft Windows, Microsoft Visual C++ 6 Developer Studio:

We include makefiles that should work as project files in Developer Studio 6.0 or later. There is a library makefile that builds the IJG library as a static Win32 library, and application makefiles that build the sample applications as Win32 console applications. (Even if you only want the library, we recommend building the applications so that you can run the self-test.)

To use:

1. Open the command prompt, change to the main directory and execute the command line  
`NMAKE /f makefile.vs setup-vc6`  
This will move `jconfig.vc` to `jconfig.h` and makefiles to project files. (Note that the renaming is critical!)
2. Open the workspace file `jpeg.dsw`, build the library project. (If you are using Developer Studio more recent than 6.0, you'll probably get a message saying that the project files are being updated.)
3. Open the workspace file `apps.dsw`, build the application projects.
4. To perform the self-test, execute the command line  
`NMAKE /f makefile.vs test-build`
5. Move the application `.exe` files from ``app`\Release` to an appropriate location on your path.

Microsoft Windows, Visual Studio 2017 (v15):

We include makefiles that should work as project files in Visual Studio 2017 (v15) or later. There is a library makefile that builds the IJG library as a static Win32 library, and application makefiles that build the sample applications as Win32 console applications. (Even if you only want the library, we recommend building the applications so that you can run the self-test.)

To use:

1. Open the Developer Command Prompt, change to the main directory and

execute the command line

```
NMAKE /f makefile.vs setup-v15
```

This will move jconfig.vc to jconfig.h and makefiles to project files.

(Note that the renaming is critical!)

2. Open the solution file jpeg.sln, build the library project.

a) If you are using Visual Studio more recent than 2017 (v15), you'll probably get a message saying that the project files are being updated.

b) If necessary, open the project properties and adapt the Windows Target Platform Version in the Configuration Properties, General section; we support the latest version at the time of release.

3. Open the solution file apps.sln, build the application projects.

4. To perform the self-test, execute the command line

```
NMAKE /f makefile.vs test-build
```

5. Move the application .exe files from `app`\Release to an appropriate location on your path.

OS/2, Borland C++:

Watch out for optimization bugs in older Borland compilers; you may need to back off the optimization switch settings. See the comments in makefile.bcc.

SGI:

On some SGI systems, you may need to set "AR2= ar -ts" in the Makefile.

If you are using configure, you can do this by saying

```
./configure RANLIB='ar -ts'
```

This change is not needed on all SGIs. Use it only if the make fails at the stage of linking the completed programs.

On the MIPS R4000 architecture (Indy, etc.), the compiler option "-mips2" reportedly speeds up the float DCT method substantially, enough to make it faster than the default int method (but still slower than the fast int method). If you use -mips2, you may want to alter the default DCT method to be float. To do this, put "#define JDCT\_DEFAULT JDCT\_FLOAT" in jconfig.h.

VMS:

On an Alpha/VMS system with MMS, be sure to use the "/Marco=Alpha=1" qualifier with MMS when building the JPEG package.

VAX/VMS v5.5-1 may have problems with the test step of the build procedure reporting differences when it compares the original and test images. If the



error points to the last block of the files, it is most likely bogus and may be safely ignored. It seems to be because the files are Stream\_LF and Backup/Compare has difficulty with the (presumably) null padded files. This problem was not observed on VAX/VMS v6.1 or AXP/VMS v6.1.

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/install.txt  
No license file was found, but licenses were detected in source scan.

/\*

\* jmemdos.c

\*

\* Copyright (C) 1992-1997, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file provides an MS-DOS-compatible implementation of the system-

\* dependent portion of the JPEG memory manager. Temporary data can be

\* stored in extended or expanded memory as well as in regular DOS files.

\*

\* If you use this file, you must be sure that NEED\_FAR\_POINTERS is defined

\* if you compile in a small-data memory model; it should NOT be defined if

\* you use a large-data memory model. This file is not recommended if you

\* are using a flat-memory-space 386 environment such as DJGCC or Watcom C.

\* Also, this code will NOT work if struct fields are aligned on greater than

\* 2-byte boundaries.

\*

\* Based on code contributed by Ge' Weijers.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jmemdos.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jconfig.txt

\*

\* Copyright (C) 1991-1994, Thomas G. Lane.

\* Modified 2009-2013 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file documents the configuration options that are required to

\* customize the JPEG software for a particular system.

\*

\* The actual configuration options for a particular installation are stored

\* in jconfig.h. On many machines, jconfig.h can be generated automatically

\* or copied from one of the "canned" jconfig files that we supply. But if

```

* you need to generate a jconfig.h file by hand, this file tells you how.
*
* DO NOT EDIT THIS FILE --- IT WON'T ACCOMPLISH ANYTHING.
* EDIT A COPY NAMED JCONFIG.H.
*/

/*
* These symbols indicate the properties of your machine or compiler.
* #define the symbol if yes, #undef it if no.
*/

/* Does your compiler support function prototypes?
* (If not, you also need to use ansi2knr, see install.txt)
*/
#define HAVE_PROTOTYPES

/* Does your compiler support the declaration "unsigned char" ?
* How about "unsigned short" ?
*/
#define HAVE_UNSIGNED_CHAR
#define HAVE_UNSIGNED_SHORT

/* Define "void" as "char" if your compiler doesn't know about type void.
* NOTE: be sure to define void such that "void *" represents the most general
* pointer type, e.g., that returned by malloc().
*/
/* #define void char */

/* Define "const" as empty if your compiler doesn't know the "const" keyword.
*/
/* #define const */

/* Define this if an ordinary "char" type is unsigned.
* If you're not sure, leaving it undefined will work at some cost in speed.
* If you defined HAVE_UNSIGNED_CHAR then the speed difference is minimal.
*/
#undef CHAR_IS_UNSIGNED

/* Define this if your system has an ANSI-conforming <stddef.h> file.
*/
#define HAVE_STDDEF_H

/* Define this if your system has an ANSI-conforming <stdlib.h> file.
*/
#define HAVE_STDLIB_H

/* Define this if your system does not have an ANSI/SysV <string.h>,

```

```

* but does have a BSD-style <strings.h>.
*/
#undef NEED_BSD_STRINGS

/* Define this if your system does not provide typedef size_t in any of the
* ANSI-standard places (stddef.h, stdlib.h, or stdio.h), but places it in
* <sys/types.h> instead.
*/
#undef NEED_SYS_TYPES_H

/* For 80x86 machines, you need to define NEED_FAR_POINTERS,
* unless you are using a large-data memory model or 80386 flat-memory mode.
* On less brain-damaged CPUs this symbol must not be defined.
* (Defining this symbol causes large data structures to be referenced through
* "far" pointers and to be allocated with a special version of malloc.)
*/
#undef NEED_FAR_POINTERS

/* Define this if your linker needs global names to be unique in less
* than the first 15 characters.
*/
#undef NEED_SHORT_EXTERNAL_NAMES

/* Although a real ANSI C compiler can deal perfectly well with pointers to
* unspecified structures (see "incomplete types" in the spec), a few pre-ANSI
* and pseudo-ANSI compilers get confused. To keep one of these bozos happy,
* define INCOMPLETE_TYPES_BROKEN. This is not recommended unless you
* actually get "missing structure definition" warnings or errors while
* compiling the JPEG code.
*/
#undef INCOMPLETE_TYPES_BROKEN

/* Define "boolean" as unsigned char, not enum, on Windows systems.
*/
#ifdef _WIN32
#ifndef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#endif
#ifndef FALSE /* in case these macros already exist */
#define FALSE 0 /* values of boolean */
#endif
#ifndef TRUE
#define TRUE 1
#endif
#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */
#endif

```

```

/*
 * The following options affect code selection within the JPEG library,
 * but they don't need to be visible to applications using the library.
 * To minimize application namespace pollution, the symbols won't be
 * defined unless JPEG_INTERNALS has been defined.
 */

#ifdef JPEG_INTERNALS

/* Define this if your compiler implements ">>" on signed values as a logical
 * (unsigned) shift; leave it undefined if ">>" is a signed (arithmetic) shift,
 * which is the normal and rational definition.
 */
#undef RIGHT_SHIFT_IS_UNSIGNED

#endif /* JPEG_INTERNALS */

/*
 * The remaining options do not affect the JPEG library proper,
 * but only the sample applications cjpeg/djpeg (see cjpeg.c, djpeg.c).
 * Other applications can ignore these.
 */

#ifdef JPEG_CJPEG_DJPEG

/* These defines indicate which image (non-JPEG) file formats are allowed. */

#define BMP_SUPPORTED /* BMP image file format */
#define GIF_SUPPORTED /* GIF image file format */
#define PPM_SUPPORTED /* PBMPLUS PPM/PGM image file format */
#undef RLE_SUPPORTED /* Utah RLE image file format */
#define TARGA_SUPPORTED /* Targa image file format */

/* Define this if you want to name both input and output files on the command
 * line, rather than using stdout and optionally stdin. You MUST do this if
 * your system can't cope with binary I/O to stdin/stdout. See comments at
 * head of cjpeg.c or djpeg.c.
 */
#undef TWO_FILE_COMMANDLINE

/* Define this if your system needs explicit cleanup of temporary files.
 * This is crucial under MS-DOS, where the temporary "files" may be areas
 * of extended memory; on most other systems it's not as important.
 */
#undef NEED_SIGNAL_CATCHER

```

```
/* By default, we open image files with fopen(...,"rb") or fopen(...,"wb").
* This is necessary on systems that distinguish text files from binary files,
* and is harmless on most systems that don't. If you have one of the rare
* systems that complains about the "b" spec, define this symbol.
*/
#undef DONT_USE_B_MODE

/* Define this if you want percent-done progress reports from cjpeg/djpeg.
*/
#undef PROGRESS_REPORT

#endif /* JPEG_CJPEG_DJPEG */
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jconfig.txt
No license file was found, but licenses were detected in source scan.
```

```
/*
* jcmaster.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2003-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains master control logic for the JPEG compressor.
* These routines are concerned with parameter validation, initial setup,
* and inter-pass control (determining the number of passes and the work
* to be done in each pass).
*/
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jcmaster.c
No license file was found, but licenses were detected in source scan.
```

```
/*
* rdbmp.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in Microsoft "BMP"
* format (MS Windows 3.x, OS/2 1.x, and OS/2 2.x flavors).
* Currently, only 8-, 24-, and 32-bit images are supported, not 1-bit or
* 4-bit (feeding such low-depth images into JPEG would be silly anyway).
```

\* Also, we don't support RLE-compressed files.  
\*  
\* These routines may need modification for non-Unix environments or  
\* specialized applications. As they stand, they assume input from  
\* an ordinary stdio stream. They further assume that reading begins  
\* at the start of the file; start\_input may need work if the  
\* user interface has already read some data (e.g., to determine that  
\* the file is indeed BMP format).  
\*  
\* This code contributed by James Arthur Boucher.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/rdbmp.c  
No license file was found, but licenses were detected in source scan.

/\*  
\* jdcoefct.c  
\*  
\* Copyright (C) 1994-1997, Thomas G. Lane.  
\* Modified 2002-2011 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains the coefficient buffer controller for decompression.  
\* This controller is the top level of the JPEG decompressor proper.  
\* The coefficient buffer lies between entropy decoding and inverse-DCT steps.  
\*  
\* In buffered-image mode, this controller is the interface between  
\* input-oriented processing and output-oriented processing.  
\* Also, the input side (only) is used when reading a file for transcoding.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdcoefct.c  
No license file was found, but licenses were detected in source scan.

/\*  
\* jidctfst.c  
\*  
\* Copyright (C) 1994-1998, Thomas G. Lane.  
\* Modified 2015-2017 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains a fast, not so accurate integer implementation of the  
\* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine  
\* must also perform dequantization of the input coefficients.

\*  
\* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT  
\* on each row (or vice versa, but it's more convenient to emit a row at  
\* a time). Direct algorithms are also available, but they are much more  
\* complex and seem not to be any faster when reduced to code.  
\*  
\* This implementation is based on Arai, Agui, and Nakajima's algorithm for  
\* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in  
\* Japanese, but the algorithm is described in the Pennebaker & Mitchell  
\* JPEG textbook (see REFERENCES section in file README). The following code  
\* is based directly on figure 4-8 in P&M.  
\* While an 8-point DCT cannot be done in less than 11 multiplies, it is  
\* possible to arrange the computation so that many of the multiplies are  
\* simple scalings of the final outputs. These multiplies can then be  
\* folded into the multiplications or divisions by the JPEG quantization  
\* table entries. The AA&N method leaves only 5 multiplies and 29 adds  
\* to be done in the DCT itself.  
\* The primary disadvantage of this method is that with fixed-point math,  
\* accuracy is lost due to imprecise representation of the scaled  
\* quantization values. The smaller the quantization table entry, the less  
\* precise the scaled value, so this implementation does worse with high-  
\* quality-setting files than with low-quality ones.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jidctfst.c  
No license file was found, but licenses were detected in source scan.

/\*  
\* jcpam.c  
\*  
\* Copyright (C) 1991-1998, Thomas G. Lane.  
\* Modified 2003-2013 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains optional default-setting code for the JPEG compressor.  
\* Applications do not have to use this file, but those that don't use it  
\* must know a lot more about the innards of the JPEG code.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jcpam.c  
No license file was found, but licenses were detected in source scan.

/\*  
\* jpeglib.h  
\*  
\*/

\* Copyright (C) 1991-1998, Thomas G. Lane.  
\* Modified 2002-2017 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file defines the application interface for the JPEG library.  
\* Most applications using the library need only include this file,  
\* and perhaps jerror.h if they want to know the exact error codes.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jpeglib.h  
No license file was found, but licenses were detected in source scan.

/\*

\* wrgif.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.  
\* Modified 2015-2017 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*

\* This file contains routines to write output images in GIF format.

\*

\*\*\*\*\*

\* NOTE: to avoid entanglements with Unisys' patent on LZW compression, \*  
\* this code has been modified to output "uncompressed GIF" files. \*  
\* There is no trace of the LZW algorithm in this file. \*

\*\*\*\*\*

\*

\* These routines may need modification for non-Unix environments or  
\* specialized applications. As they stand, they assume output to  
\* an ordinary stdio stream.

\*/

/\*

\* This code is loosely based on pmtogif from the PBMPLUS distribution  
\* of Feb. 1991. That file contains the following copyright notice:

\* Based on GIFENCOD by David Rowley <mgardi@watdscu.waterloo.edu>.  
\* Lempel-Ziv compression based on "compress" by Spencer W. Thomas et al.  
\* Copyright (C) 1989 by Jef Poskanzer.  
\* Permission to use, copy, modify, and distribute this software and its  
\* documentation for any purpose and without fee is hereby granted, provided  
\* that the above copyright notice appear in all copies and that both that  
\* copyright notice and this permission notice appear in supporting  
\* documentation. This software is provided "as is" without express or  
\* implied warranty.

\*

\* We are also required to state that



\* "The Graphics Interchange Format(c) is the Copyright property of  
\* CompuServe Incorporated. GIF(sm) is a Service Mark property of  
\* CompuServe Incorporated."  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/wrgif.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jdmaster.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* Modified 2002-2017 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains master control logic for the JPEG decompressor.

\* These routines are concerned with selecting the modules to be executed

\* and with determining the number of passes and the work to be done in each

\* pass.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdmaster.c  
No license file was found, but licenses were detected in source scan.

/\*

\* wrppm.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2009-2017 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains routines to write output images in PPM/PGM format.

\* The extended 2-byte-per-sample raw PPM/PGM formats are supported.

\* The PBMPLUS library is NOT required to compile this software

\* (but it is highly useful as a set of PPM image manipulation programs).

\*

\* These routines may need modification for non-Unix environments or

\* specialized applications. As they stand, they assume output to

\* an ordinary stdio stream.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/wrppm.c

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

```
/*
 * jmehmsys.h
 *
 * Copyright (C) 1992-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This include file defines the interface between the system-independent
 * and system-dependent portions of the JPEG memory manager. No other
 * modules need include it. (The system-independent portion is jmemmgr.c;
 * there are several different versions of the system-dependent portion.)
 *
 * This file works as-is for the system-dependent memory managers supplied
 * in the IJG distribution. You may need to modify it if you write a
 * custom memory manager. If system-dependent changes are needed in
 * this file, the best method is to #ifdef them based on a configuration
 * symbol supplied in jconfig.h, as we have done with USE_MSDOS_MEMMGR
 * and USE_MAC_MEMMGR.
 */
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jmehmsys.h
```

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

```
/*
 * jinclude.h
 *
 * Copyright (C) 1991-1994, Thomas G. Lane.
 * Modified 2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file exists to provide a single place to fix any problems with
 * including the wrong system include files. (Common problems are taken
 * care of by the standard jconfig symbols, but on really weird systems
 * you may have to edit this file.)
 *
 * NOTE: this file is NOT intended to be included by applications using the
 * JPEG library. Most applications need only include jpeglib.h.
 */
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jinclude.h
```

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

```
/*
```

```
* jpegint.h
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 1997-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file provides common declarations for the various JPEG modules.
* These declarations are considered internal to the JPEG library; most
* applications using the library shouldn't need to include this file.
*/
```

Found in path(s):

```
*/opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jpegint.h
```

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

```
/*
* jmemnobs.c
*
* Copyright (C) 1992-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file provides a really simple implementation of the system-
* dependent portion of the JPEG memory manager. This implementation
* assumes that no backing-store files are needed: all required space
* can be obtained from malloc().
* This is very portable in the sense that it'll compile on almost anything,
* but you'd better have lots of main memory (or virtual memory) if you want
* to process big images.
* Note that the max_memory_to_use option is ignored by this implementation.
*/
```

Found in path(s):

```
*/opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jmemnobs.c
```

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

```
/*
* wrbmp.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write output images in Microsoft "BMP"
* format (MS Windows 3.x and OS/2 1.x flavors).
* Either 8-bit colormapped or 24-bit full-color format can be written.
```

\* No compression is supported.  
\*  
\* These routines may need modification for non-Unix environments or  
\* specialized applications. As they stand, they assume output to  
\* an ordinary stdio stream.  
\*  
\* This code contributed by James Arthur Boucher.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/wrbmp.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jcmaint.c

/\*

\* Copyright (C) 1994-1996, Thomas G. Lane.  
\* Modified 2003-2012 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains the main buffer controller for compression.  
\* The main buffer lies between the pre-processor and the JPEG  
\* compressor proper; it holds downsampled data in the JPEG colorspace.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jcmaint.c  
No license file was found, but licenses were detected in source scan.

/\*

\* cdjpeg.c

/\*

\* Copyright (C) 1991-1997, Thomas G. Lane.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains common support routines used by the IJG application  
\* programs (cjpeg, djpeg, jpegtran).  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/cdjpeg.c  
No license file was found, but licenses were detected in source scan.

/\*

\* rdtarga.c

/\*

\* Copyright (C) 1991-1996, Thomas G. Lane.  
\* Modified 2017 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains routines to read input images in Targa format.  
\*  
\* These routines may need modification for non-Unix environments or  
\* specialized applications. As they stand, they assume input from  
\* an ordinary stdio stream. They further assume that reading begins  
\* at the start of the file; start\_input may need work if the  
\* user interface has already read some data (e.g., to determine that  
\* the file is indeed Targa format).  
\*  
\* Based on code contributed by Lee Daniel Crocker.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/rdtarga.c

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

/\*

\* jdmarker.c

\*

\* Copyright (C) 1991-1998, Thomas G. Lane.  
\* Modified 2009-2013 by Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains routines to decode JPEG datastream markers.  
\* Most of the complexity arises from our desire to support input  
\* suspension: if not all of the data for a marker is available,  
\* we must exit back to the application. On resumption, we reprocess  
\* the marker.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdmarker.c

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

/\*

\* jversion.h

\*

\* Copyright (C) 1991-2018, Thomas G. Lane, Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains software version identification.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jversion.h

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

/\*

\* jcdctmgr.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2003-2013 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains the forward-DCT management logic.

\* This code selects a particular DCT implementation to be used,

\* and it performs related housekeeping chores including coefficient

\* quantization.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jcdctmgr.c

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

/\*

\* jutils.c

\*

\* Copyright (C) 1991-1996, Thomas G. Lane.

\* Modified 2009-2011 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains tables and miscellaneous utility routines needed

\* for both compression and decompression.

\* Note we prefix all global names with "j" to minimize conflicts with

\* a surrounding application.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jutils.c

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

/\*

\* jdatasrc.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2009-2015 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

```
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains decompression data source routines for the case of
* reading JPEG data from memory or from a file (or any stdio stream).
* While these routines are sufficient for most applications,
* some will want to use a different source manager.
* IMPORTANT: we assume that fread() will correctly transcribe an array of
* JOCTETs from 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
*/
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdatasrc.c
No license file was found, but licenses were detected in source scan.
```

```
/*
* rdppm.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2009-2017 by Bill Allombert, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in PPM/PGM format.
* The extended 2-byte-per-sample raw PPM/PGM formats are supported.
* The PBMPLUS library is NOT required to compile this software
* (but it is highly useful as a set of PPM image manipulation programs).
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed PPM format).
*/
/* Portions of this code are based on the PBMPLUS library, which is:
**
** Copyright (C) 1988 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/
```

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/rdppm.c

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

/\*

\* jdhuft.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* Modified 2006-2016 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains Huffman entropy decoding routines.

\* Both sequential and progressive modes are supported in this single module.

\*

\* Much of the complexity here has to do with supporting input suspension.

\* If the data source module demands suspension, we want to be able to back

\* up to the start of the current MCU. To do this, we copy state variables

\* into local working storage, and update them back to the permanent

\* storage only upon successful completion of an MCU.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdhuft.c

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

/\*

\* jerror.c

\*

\* Copyright (C) 1991-1998, Thomas G. Lane.

\* Modified 2012-2015 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains simple error-reporting and trace-message routines.

\* These are suitable for Unix-like systems and others where writing to

\* stderr is the right thing to do. Many applications will want to replace

\* some or all of these routines.

\*

\* If you define USE\_WINDOWS\_MESSAGEBOX in jconfig.h or in the makefile,

\* you get a Windows-specific hack to display error messages in a dialog box.

\* It ain't much, but it beats dropping error messages into the bit bucket,

\* which is what happens to output to stderr under most Windows C compilers.

\*

\* These routines are used by both the compression and decompression code.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jerror.c



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

The Independent JPEG Group's JPEG software

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

This distribution contains the ninth public release of the Independent JPEG Group's free JPEG software. You are welcome to redistribute this software and to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

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

IJG is not affiliated with the ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16).

DOCUMENTATION ROADMAP  
=====

This file contains the following sections:

OVERVIEW        General description of JPEG and the IJG software.  
LEGAL ISSUES    Copyright, lack of warranty, terms of distribution.  
REFERENCES     Where to learn more about JPEG.  
ARCHIVE LOCATIONS Where to find newer versions of this software.  
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.

coderrules.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.

We welcome the use of this software as a component of commercial products.

No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

## LEGAL ISSUES

=====

In plain English:

1. We don't promise that this software works. (But if you find any bugs, please let us know!)
2. You can use this software for whatever you want. You don't have to pay us.
3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code.

In legalese:

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy.

This software is copyright (C) 1991-2018, Thomas G. Lane, Guido Vollbeding. All Rights Reserved except as specified below.

Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions:

- (1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.
- (2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".
- (3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us.

Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software".

We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltmain.sh). Another support script, install-sh, is copyright by X Consortium but is also freely distributable.

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, 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 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

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The "official" archive site for this software is [www.ijg.org](http://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 archive at [rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/](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](mailto:mail-server@rtfm.mit.edu) with body  
send usenet/news.answers/jpeg-faq/part1  
send usenet/news.answers/jpeg-faq/part2

## ACKNOWLEDGMENTS

=====

Thank to Juergen Bruder for providing me with a copy of the common DCT algorithm article, only to find out that I had come to the same result in a more direct and comprehensible way with a more generative approach.

Thank to Istvan Sebestyen and Joan L. Mitchell for inviting me to the ITU JPEG (Study Group 16) meeting in Geneva, Switzerland.

Thank to Thomas Wiegand and Gary Sullivan for inviting me to the Joint Video Team (MPEG & ITU) meeting in Geneva, Switzerland.

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) meeting in Berlin, Germany.

Thank to John Korejwa and Massimo Ballerini for inviting me to fruitful consultations in Boston, MA and Milan, Italy.

Thank to Hendrik Elstner, Roland Fassauer, Simone Zuck, Guenther Maier-Gerber, Walter Stoeber, Fred Schmitz, and Norbert Braunagel for corresponding business development.

Thank to Nico Zschach and Dirk Stelling of the technical support team at the Digital Images company in Halle for providing me with extra equipment for configuration tests.

Thank to Richard F. Lyon (then of Foveon Inc.) for fruitful communication about JPEG configuration in Sigma Photo Pro software.

Thank to Andrew Finkenstadt for hosting the ijg.org site.

Thank to Thomas G. Lane for the original design and development of this singular software package.

Thank to Lars Goehler, Andreas Heinecke, Sebastian Fuss, Yvonne Roebert, 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 misleading, incorrect and illegal distributions derived from obsolete code bases.

Don't use an obsolete code base!

According to the UCC (Uniform Commercial Code) law, IJG has the lawful and legal right to foreclose on certain standardization bodies and other institutions or corporations that knowingly perform substantial and systematic deceptive acts and practices, fraud, theft, and damaging of the value of the people of this planet without their knowing, willing and intentional consent.

The titles, ownership, and rights of these institutions and all their assets are now duly secured and held in trust for the free people of this planet. People of the planet, on every country, may have a financial interest in the assets of these former principals, agents, and beneficiaries of the foreclosed institutions and corporations.

IJG asserts what is: that each man, woman, and child has unalienable value and rights granted and deposited in them by the Creator and not any one of the people is subordinate to any artificial principality, corporate fiction or the special interest of another without their appropriate knowing, willing and intentional consent made by contract or accommodation agreement. IJG expresses that which already was.

The people have already determined and demanded that public administration entities, national governments, and their supporting judicial systems must be fully transparent, accountable, and liable.

IJG has secured the value for all concerned free people of the planet.

A partial list of foreclosed institutions and corporations ("Hall of Shame") 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](mailto:jpeg-info@jpegclub.org).

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/README



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

```
/*
 * jdpostct.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the decompression postprocessing controller.
 * This controller manages the upsampling, color conversion, and color
 * quantization/reduction steps; specifically, it controls the buffering
 * between upsample/color conversion and color quantization/reduction.
 *
 * If no color quantization/reduction is required, then this module has no
 * work to do, and it just hands off to the upsample/color conversion code.
 * An integrated upsample/convert/quantize process would replace this module
 * entirely.
 */
```

Found in path(s):

```
*/opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdpostct.c
```

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

```
/*
 * jdapimin.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * Modified 2009-2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the decompression half
 * of the JPEG library. These are the "minimum" API routines that may be
 * needed in either the normal full-decompression case or the
 * transcoding-only case.
 *
 * Most of the routines intended to be called directly by an application
 * are in this file or in jdapistd.c. But also see jcomapi.c for routines
 * shared by compression and decompression, and jdtrans.c for the transcoding
 * case.
 */
```

Found in path(s):

```
*/opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdapimin.c
```

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

```
/*
```

```
* wrtle.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write output images in RLE format.
* The Utah Raster Toolkit library is required (version 3.1 or later).
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.
*
* Based on code contributed by Mike Lijewski,
* with updates from Robert Hutchinson.
*/
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/wrtle.c
No license file was found, but licenses were detected in source scan.
```

```
/*
* jfdctfst.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2003-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a fast, not so accurate integer implementation of the
* forward DCT (Discrete Cosine Transform).
*
* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
* on each column. Direct algorithms are also available, but they are
* much more complex and seem not to be any faster when reduced to code.
*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for
* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
* Japanese, but the algorithm is described in the Pennebaker & Mitchell
* JPEG textbook (see REFERENCES section in file README). The following code
* is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
```

- \* The primary disadvantage of this method is that with fixed-point math,
- \* accuracy is lost due to imprecise representation of the scaled
- \* quantization values. The smaller the quantization table entry, the less
- \* precise the scaled value, so this implementation does worse with high-
- \* quality-setting files than with low-quality ones.

\*/

Found in path(s):

- \* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jfdctfst.c

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

/\*

- \* wrjpgcom.c

/\*

- \* Copyright (C) 1994-1997, Thomas G. Lane.

- \* Modified 2015-2017 by Guido Vollbeding.

- \* This file is part of the Independent JPEG Group's software.

- \* For conditions of distribution and use, see the accompanying README file.

/\*

- \* This file contains a very simple stand-alone application that inserts

- \* user-supplied text as a COM (comment) marker in a JFIF file.

- \* This may be useful as an example of the minimum logic needed to parse

- \* JPEG markers.

\*/

Found in path(s):

- \* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/wrjpgcom.c

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

/\*

- \* rdcolmap.c

/\*

- \* Copyright (C) 1994-1996, Thomas G. Lane.

- \* This file is part of the Independent JPEG Group's software.

- \* For conditions of distribution and use, see the accompanying README file.

/\*

- \* This file implements djpeg's "-map file" switch. It reads a source image

- \* and constructs a colormap to be supplied to the JPEG decompressor.

/\*

- \* Currently, these file formats are supported for the map file:

- \* GIF: the contents of the GIF's global colormap are used.

- \* PPM (either text or raw flavor): the entire file is read and

- \* each unique pixel value is entered in the map.

- \* Note that reading a large PPM file will be horrendously slow.

- \* Typically, a PPM-format map file should contain just one pixel

- \* of each desired color. Such a file can be extracted from an

- \* ordinary image PPM file with ppmtomap(1).

/\*

```
* Rescaling a PPM that has a maxval unequal to MAXJSAMPLE is not
* currently implemented.
*/
/* Portions of this code are based on the PBMPLUS library, which is:
**
** Copyright (C) 1988 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/rdcolmap.c
No license file was found, but licenses were detected in source scan.
```

```
/*
* jcapimin.c
*
* Copyright (C) 1994-1998, Thomas G. Lane.
* Modified 2003-2010 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains application interface code for the compression half
* of the JPEG library. These are the "minimum" API routines that may be
* needed in either the normal full-compression case or the transcoding-only
* case.
*
* Most of the routines intended to be called directly by an application
* are in this file or in jcapistd.c. But also see jcparam.c for
* parameter-setup helper routines, jcomapi.c for routines shared by
* compression and decompression, and jctrans.c for the transcoding case.
*/
```

Found in path(s):

```
* /opt/cola/permits/1104792432_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jcapimin.c
No license file was found, but licenses were detected in source scan.
```

```
/*
* jprepct.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
```

\*  
\* This file contains the compression preprocessing controller.  
\* This controller manages the color conversion, downsampling,  
\* and edge expansion steps.  
\*  
\* Most of the complexity here is associated with buffering input rows  
\* as required by the downsampler. See the comments at the head of  
\* jcsample.c for the downsampler's needs.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jcprept.c  
No license file was found, but licenses were detected in source scan.

/\*

\* transupp.h

\*

\* Copyright (C) 1997-2013, Thomas G. Lane, Guido Vollbeding.  
\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*

\* This file contains declarations for image transformation routines and  
\* other utility code used by the jpegtran sample application. These are  
\* NOT part of the core JPEG library. But we keep these routines separate  
\* from jpegtran.c to ease the task of maintaining jpegtran-like programs  
\* that have other user interfaces.

\*

\* NOTE: all the routines declared here have very specific requirements  
\* about when they are to be executed during the reading and writing of the  
\* source and destination files. See the comments in transupp.c, or see  
\* jpegtran.c for an example of correct usage.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/transupp.h  
No license file was found, but licenses were detected in source scan.

; For conditions of distribution and use, see the accompanying README file.

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jmemdosa.asm  
No license file was found, but licenses were detected in source scan.

/\*

\* jmemmgr.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* Modified 2011-2012 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.  
\* For conditions of distribution and use, see the accompanying README file.  
\*  
\* This file contains the JPEG system-independent memory management  
\* routines. This code is usable across a wide variety of machines; most  
\* of the system dependencies have been isolated in a separate file.  
\* The major functions provided here are:  
\* \* pool-based allocation and freeing of memory;  
\* \* policy decisions about how to divide available memory among the  
\* virtual arrays;  
\* \* control logic for swapping virtual arrays between main memory and  
\* backing storage.  
\* The separate system-dependent file provides the actual backing-storage  
\* access code, and it contains the policy decision about how much total  
\* main memory to use.  
\* This file is system-dependent in the sense that some of its functions  
\* are unnecessary in some systems. For example, if there is enough virtual  
\* memory so that backing storage will never be used, much of the virtual  
\* array control logic could be removed. (Of course, if you have that much  
\* memory then you shouldn't care about a little bit of unused code...)  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jmemmgr.c

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

/\*

\* jfdctflt.c

\*

\* Copyright (C) 1994-1996, Thomas G. Lane.

\* Modified 2003-2017 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains a floating-point implementation of the

\* forward DCT (Discrete Cosine Transform).

\*

\* This implementation should be more accurate than either of the integer

\* DCT implementations. However, it may not give the same results on all

\* machines because of differences in roundoff behavior. Speed will depend

\* on the hardware's floating point capacity.

\*

\* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT

\* on each column. Direct algorithms are also available, but they are

\* much more complex and seem not to be any faster when reduced to code.

\*

\* This implementation is based on Arai, Agui, and Nakajima's algorithm for

\* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in

\* Japanese, but the algorithm is described in the Pennebaker & Mitchell  
\* JPEG textbook (see REFERENCES section in file README). The following code  
\* is based directly on figure 4-8 in P&M.  
\* While an 8-point DCT cannot be done in less than 11 multiplies, it is  
\* possible to arrange the computation so that many of the multiplies are  
\* simple scalings of the final outputs. These multiplies can then be  
\* folded into the multiplications or divisions by the JPEG quantization  
\* table entries. The AA&N method leaves only 5 multiplies and 29 adds  
\* to be done in the DCT itself.  
\* The primary disadvantage of this method is that with a fixed-point  
\* implementation, accuracy is lost due to imprecise representation of the  
\* scaled quantization values. However, that problem does not arise if  
\* we use floating point arithmetic.  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jfdctflt.c

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

/\*

\* rdgif.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains routines to read input images in GIF format.

\*

\*\*\*\*\*

\* NOTE: to avoid entanglements with Unisys' patent on LZW compression, \*

\* the ability to read GIF files has been removed from the IJG distribution. \*

\* Sorry about that. \*

\*\*\*\*\*

\*

\* We are required to state that

\* "The Graphics Interchange Format(c) is the Copyright property of

\* CompuServe Incorporated. GIF(sm) is a Service Mark property of

\* CompuServe Incorporated."

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/rdgif.c

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

/\*

\* jcinit.c

\*

\* Copyright (C) 1991-1997, Thomas G. Lane.

- \* Modified 2003-2017 by Guido Vollbeding.
- \* This file is part of the Independent JPEG Group's software.
- \* For conditions of distribution and use, see the accompanying README file.
- \*
- \* This file contains initialization logic for the JPEG compressor.
- \* This routine is in charge of selecting the modules to be executed and
- \* making an initialization call to each one.
- \*
- \* Logically, this code belongs in jcmaster.c. It's split out because
- \* linking this routine implies linking the entire compression library.
- \* For a transcoding-only application, we want to be able to use jcmaster.c
- \* without linking in the whole library.
- \*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jcinit.c  
 No license file was found, but licenses were detected in source scan.

```
/*
 * jdmerge.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2013-2017 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains code for merged upsampling/color conversion.
 *
 * This file combines functions from jdsample.c and jdcolor.c;
 * read those files first to understand what's going on.
 *
 * When the chroma components are to be upsampled by simple replication
 * (ie, box filtering), we can save some work in color conversion by
 * calculating all the output pixels corresponding to a pair of chroma
 * samples at one time. In the conversion equations
 * R = Y + K1 * Cr
 * G = Y + K2 * Cb + K3 * Cr
 * B = Y + K4 * Cb
 * only the Y term varies among the group of pixels corresponding to a pair
 * of chroma samples, so the rest of the terms can be calculated just once.
 * At typical sampling ratios, this eliminates half or three-quarters of the
 * multiplications needed for color conversion.
 *
 * This file currently provides implementations for the following cases:
 * YCC => RGB color conversion only (YCbCr or BG_YCC).
 * Sampling ratios of 2h1v or 2h2v.
 * No scaling needed at upsample time.
 * Corner-aligned (non-CCIR601) sampling alignment.
```



\* Other special cases could be added, but in most applications these are  
\* the only common cases. (For uncommon cases we fall back on the more  
\* general code in jdsample.c and jdcolor.c.)  
\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdmerge.c  
No license file was found, but licenses were detected in source scan.

/\*

\* jmemansi.c

/\*

\* Copyright (C) 1992-1996, Thomas G. Lane.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

/\*

\* This file provides a simple generic implementation of the system-

\* dependent portion of the JPEG memory manager. This implementation

\* assumes that you have the ANSI-standard library routine tmpfile().

\* Also, the problem of determining the amount of memory available

\* is shoved onto the user.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jmemansi.c  
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#### IJG JPEG LIBRARY: FILE LIST

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For conditions of distribution and use, see the accompanying README file.

Here is a road map to the files in the IJG JPEG distribution. The distribution includes the JPEG library proper, plus two application programs ("cjpeg" and "djpeg") which use the library to convert JPEG files to and from some other popular image formats. A third application "jpegtran" uses the library to do lossless conversion between different variants of JPEG. There are also two stand-alone applications, "rdjpgcom" and "wrjpgcom".

#### THE JPEG LIBRARY

=====

Include files:

jpeglib.h JPEG library's exported data and function declarations.  
jconfig.h Configuration declarations. Note: this file is not present in the distribution; it is generated during installation.  
jmorecfg.h Additional configuration declarations; need not be changed for a standard installation.  
jerror.h Declares JPEG library's error and trace message codes.  
jinclude.h Central include file used by all IJG .c files to reference system include files.  
jpegint.h JPEG library's internal data structures.  
jdct.h Private declarations for forward & reverse DCT subsystems.  
jmemsys.h Private declarations for memory management subsystem.  
jversion.h Version information.

Applications using the library should include jpeglib.h (which in turn includes jconfig.h and jmorecfg.h). Optionally, jerror.h may be included if the application needs to reference individual JPEG error codes. The other include files are intended for internal use and would not normally be included by an application program. (cjpeg/djpeg/etc do use jinclude.h, since its function is to improve portability of the whole IJG distribution. Most other applications will directly include the system include files they want, and hence won't need jinclude.h.)

C source code files:

These files contain most of the functions intended to be called directly by an application program:

jpegim.c Application program interface: core routines for compression.  
jpegstd.c Application program interface: standard compression.  
jdecim.c Application program interface: core routines for decompression.  
jdecstd.c Application program interface: standard decompression.  
jcomapi.c Application program interface routines common to compression and decompression.  
jparam.c Compression parameter setting helper routines.  
jtrans.c API and library routines for transcoding compression.  
jdtans.c API and library routines for transcoding decompression.

Compression side of the library:

jcinit.c Initialization: determines which other modules to use.  
jcmaster.c Master control: setup and inter-pass sequencing logic.  
jcmaint.c Main buffer controller (preprocessor => JPEG compressor).  
jcpres.c Preprocessor buffer controller.  
jccoefct.c Buffer controller for DCT coefficient buffer.  
jccolor.c Color space conversion.  
jcsample.c Downsampling.  
jcdctmgr.c DCT manager (DCT implementation selection & control).

jfdctint.c Forward DCT using slow-but-accurate integer method.  
jfdctfst.c Forward DCT using faster, less accurate integer method.  
jfdctflt.c Forward DCT using floating-point arithmetic.  
jchuff.c Huffman entropy coding.  
jcarith.c Arithmetic entropy coding.  
jmarker.c JPEG marker writing.  
jdatadst.c Data destination managers for memory and stdio output.

Decompression side of the library:

jdmaster.c Master control: determines which other modules to use.  
jdinput.c Input controller: controls input processing modules.  
jdmainct.c Main buffer controller (JPEG decompressor => postprocessor).  
jdcoeftc.c Buffer controller for DCT coefficient buffer.  
jdpostct.c Postprocessor buffer controller.  
jdmarker.c JPEG marker reading.  
jdhuff.c Huffman entropy decoding.  
jdarith.c Arithmetic entropy decoding.  
jddctmgr.c IDCT manager (IDCT implementation selection & control).  
jidctint.c Inverse DCT using slow-but-accurate integer method.  
jidctfst.c Inverse DCT using faster, less accurate integer method.  
jidctflt.c Inverse DCT using floating-point arithmetic.  
jdsample.c Upsampling.  
jdcolor.c Color space conversion.  
jdmerge.c Merged upsampling/color conversion (faster, lower quality).  
jquant1.c One-pass color quantization using a fixed-spacing colormap.  
jquant2.c Two-pass color quantization using a custom-generated colormap.  
Also handles one-pass quantization to an externally given map.  
jdatasrc.c Data source managers for memory and stdio input.

Support files for both compression and decompression:

jaricom.c Tables for common use in arithmetic entropy encoding and decoding routines.  
jerror.c Standard error handling routines (application replaceable).  
jmemmgr.c System-independent (more or less) memory management code.  
jutils.c Miscellaneous utility routines.

jmemmgr.c relies on a system-dependent memory management module. The IJG distribution includes the following implementations of the system-dependent module:

jmemnobs.c "No backing store": assumes adequate virtual memory exists.  
jmemansi.c Makes temporary files with ANSI-standard routine tmpfile().  
jmemname.c Makes temporary files with program-generated file names.  
jmemdos.c Custom implementation for MS-DOS (16-bit environment only):  
can use extended and expanded memory as well as temp files.  
jmemmac.c Custom implementation for Apple Macintosh.

Exactly one of the system-dependent modules should be configured into an installed JPEG library (see install.txt for hints about which one to use).  
On unusual systems you may find it worthwhile to make a special system-dependent memory manager.

Non-C source code files:

jmemdosa.asm 80x86 assembly code support for jmemdos.c; used only in MS-DOS-specific configurations of the JPEG library.

## CJPEG/DJPEG/JPEGTRAN

=====

Include files:

cdjpeg.h Declarations shared by cjpeg/djpeg/jpegtran modules.  
cderror.h Additional error and trace message codes for cjpeg et al.  
transupp.h Declarations for jpegtran support routines in transupp.c.

C source code files:

cjpeg.c Main program for cjpeg.  
djpeg.c Main program for djpeg.  
jpegtran.c Main program for jpegtran.  
cdjpeg.c Utility routines used by all three programs.  
rdcolmap.c Code to read a colormap file for djpeg's "-map" switch.  
rdswitch.c Code to process some of cjpeg's more complex switches.  
Also used by jpegtran.  
transupp.c Support code for jpegtran: lossless image manipulations.

Image file reader modules for cjpeg:

rdbmp.c BMP file input.  
rdgif.c GIF file input (now just a stub).  
rdppm.c PPM/PGM file input.  
rdrlc.c Utah RLE file input.  
rdtarga.c Targa file input.

Image file writer modules for djpeg:

wrbmp.c BMP file output.  
wrgif.c GIF file output (a mere shadow of its former self).  
wrppm.c PPM/PGM file output.  
wrrlc.c Utah RLE file output.  
wrtarga.c Targa file output.

## RDJPGCOM/WRJPGCOM

=====

C source code files:

rdjpgcom.c Stand-alone rdjpgcom application.

wrjpgcom.c Stand-alone wrjpgcom application.

These programs do not depend on the IJG library. They do use jconfig.h and jinclude.h, only to improve portability.

## ADDITIONAL FILES

=====

Documentation (see README for a guide to the documentation files):

README Master documentation file.

\*.txt Other documentation files.

\*.1 Documentation in Unix man page format.

change.log Version-to-version change highlights.

example.c Sample code for calling JPEG library.

Configuration/installation files and programs (see install.txt for more info):

configure Unix shell script to perform automatic configuration.

configure.ac Source file for use with Autoconf to generate configure.

ltmain.sh Support scripts for configure (from GNU libtool).

config.guess

config.sub

depcomp

missing

ar-lib

compile

install-sh Install shell script for those Unix systems lacking one.

Makefile.in Makefile input for configure.

Makefile.am Source file for use with Automake to generate Makefile.in.

ckconfig.c Program to generate jconfig.h on non-Unix systems.

jconfig.txt Template for making jconfig.h by hand.

mak\*.\* Sample makefiles for particular systems.

jconfig.\* Sample jconfig.h for particular systems.

libjpeg.map Script to generate shared library with versioned symbols.

libjpeg.pc.in libjpeg.pc pkg-config file input for configure.

aclocal.m4 M4 macro definitions for use with Autoconf.

Test files (see install.txt for test procedure):

test\*.\* Source and comparison files for confidence test.

These are binary image files, NOT text files.

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/filelist.txt

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/\*

\* jdapistd.c

\*

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\* Modified 2002-2013 by Guido Vollbeding.

\* This file is part of the Independent JPEG Group's software.

\* For conditions of distribution and use, see the accompanying README file.

\*

\* This file contains application interface code for the decompression half

\* of the JPEG library. These are the "standard" API routines that are

\* used in the normal full-decompression case. They are not used by a

\* transcoding-only application. Note that if an application links in

\* jpeg\_start\_decompress, it will end up linking in the entire decompressor.

\* We thus must separate this file from jdapimin.c to avoid linking the

\* whole decompression library into a transcoder.

\*/

Found in path(s):

\* /opt/cola/permits/1104792432\_1607505170.95/0/jpeg-9c-tar-gz/jpeg-9c/jdapistd.c

# 1.408 python-levenshtein 0.12.0

## 1.408.1 Available under license :

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Version 2, June 1991

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```
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## 1.414 ncurses 6.0

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6f98212623666681e8d451d956f32078f82f5bdf

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The source package was downloaded from  
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#### Internet Resources

LAN Services AG ([www.lan.ch](http://www.lan.ch))  
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 *
 */
```

Found in path(s):

```
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/ScheduleBuilder.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/impl/matchers/GroupMatcher.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/impl/jdbcjobstore/DailyTimeIntervalTriggerPersistenceDelegate.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/CronExpression.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/DisallowConcurrentExecution.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/CronTrigger.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/impl/matchers/NotMatcher.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/Matcher.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/CalendarIntervalTrigger.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/SimpleTrigger.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/impl/matchers/AndMatcher.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/spi/MutableTrigger.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/JobBuilder.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/TriggerKey.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/DailyTimeIntervalScheduleBuilder.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/JobExecutionException.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/JobKey.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/impl/matchers/EverythingMatcher.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/JobDetail.java
```

\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/triggers/CalendarIntervalTriggerImpl.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/DateBuilder.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/ListenerManager.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/JobExecutionContext.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/CronScheduleBuilder.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/matchers/OrMatcher.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/TriggerBuilder.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/SimpleScheduleBuilder.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/ExecuteInJTATransaction.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/TimeOfDay.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/DailyTimeIntervalTrigger.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/PersistJobDataAfterExecution.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/CalendarIntervalScheduleBuilder.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/matchers/KeyMatcher.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/SchedulerConfigException.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/triggers/CoreTrigger.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/matchers/NameMatcher.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/matchers/StringMatcher.java  
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- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/wrappers/JobWrapper.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/ClusteredJobStore.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/wrappers/WrapperFactory.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/wrappers/DefaultWrapperFactory.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/collections/TimeTriggerSet.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/TerracottaJobStoreExtensions.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/wrappers/TriggerWrapper.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/utils/FindbugsSuppressWarnings.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/wrappers/FiredTrigger.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/commonj/WorkManagerThreadExecutor.java

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- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/utils/PoolingConnectionProvider.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/ee/servlet/QuartzInitializerListener.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/DirectSchedulerFactory.java

\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/utils/DirtyFlagMap.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/StdSchedulerFactory.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/calendar/MonthlyCalendar.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/core/JobRunShell.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/calendar/BaseCalendar.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/ee/servlet/QuartzInitializerServlet.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/spi/JobStore.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/core/QuartzSchedulerThread.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/spi/ThreadPool.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/calendar/WeeklyCalendar.java

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\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/TerracottaJobStore.java

\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/TerracottaToolkitBuilder.java

\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/AbstractTerracottaJobStore.java

\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/PlainTerracottaJobStore.java

\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/collections/ToolkitDSHolder.java

\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/wrappers/JobFacade.java

\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/terracotta/quartz/wrappers/TriggerFacade.java

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Manifest-Version: 1.0

BuildInfo-Revision: unknown

Terracotta-ProjectStatus: Supported

BuildInfo-URL: unknown

BuildInfo-Host: tc-eng-002

BuildInfo-User: jenkins-slave

Terracotta-Description: Enterprise Job Scheduler

BuildInfo-Timestamp: 20170419-154134

Terracotta-Name: quartz

License: Apache Software License, Version 2.0

Found in path(s):

\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/META-INF/MANIFEST.MF

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\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/plugins/interrupt/JobInterruptMonitorPlugin.java

\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/listeners/BroadcastTriggerListener.java

\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/listeners/BroadcastJobListener.java

\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/UpdateLockRowSemaphore.java

\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/listeners/JobChainingJobListener.java

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* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/impl/jdbcjobstore/Semaphore.java
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```
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/terracotta/quartz/collections/TimeTrigger.java
```

```
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/terracotta/quartz/collections/SerializationHelper.java
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- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/SimplePropertiesTriggerProperties.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/CronTriggerPersistenceDelegate.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/SimplePropertiesTriggerPersistenceDelegateSupport.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/SimpleTriggerPersistenceDelegate.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/CalendarIntervalTriggerPersistenceDelegate.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/TriggerPersistenceDelegate.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/SchedulerDetailsSetter.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/TriggerPersistenceDelegate.java

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- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/AttributeRestoringConnectionInvocationHandler.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/StringKeyDirtyFlagMap.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/listeners/JobListenerSupport.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/TablePrefixAware.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/plugins/SchedulerPluginWithUserTransactionSupport.java

```
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/listeners/SchedulerListenerSupport.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/listeners/TriggerListenerSupport.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/ee/jmx/jboss/JBoss4RMIRemoteMBeanScheduler.java
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```
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/impl/jdbcjobstore/LockException.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/impl/JobExecutionContextImpl.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/impl/jdbcjobstore/InvalidConfigurationException.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/ee/jta/UserTransactionHelper.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/spi/SchedulerPlugin.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/utills/C3p0PoolingConnectionProvider.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/TriggerUtils.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/UnableToInterruptJobException.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/utills/Key.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/ee/jta/JTAJobRunShell.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/helpers/VersionPrinter.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/simpl/RAMJobStore.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/Calendar.java
* /opt/cola/permits/1150985854_1617740653.75/0/quartz-2-3-0-sources-4-
jar/org/quartz/JobPersistenceException.java
```



\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/spi/TriggerFiredBundle.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/Utils/HikariCpPoolingConnectionProvider.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/core/SchedulerSignalerImpl.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/SchedulerRepository.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/ee/jta/JTAJobRunShellFactory.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/JobStoreCMT.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/oracle/OracleDelegate.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/Utils/ConnectionProvider.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/simpl/PropertySettingJobFactory.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/simpl/CascadingClassLoadHelper.java  
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\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/FiredTriggerRecord.java  
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\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/StdRowLockSemaphore.java  
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\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/impl/jdbcjobstore/SchedulerStateRecord.java  
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\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/ee/jta/JTAAnnotationAwareJobRunShellFactory.java  
\* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/SchedulerMetaData.java  
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- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/utis/CircularLossyQueue.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/utis/counter/sampled/SampledRateCounter.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/utis/counter/CounterManager.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/utis/counter/sampled/SampledCounter.java
- \* /opt/cola/permits/1150985854\_1617740653.75/0/quartz-2-3-0-sources-4-jar/org/quartz/utis/counter/CounterManagerImpl.java
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## 1.424 tomcat-catalina-ha 8.0.43

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## 1.426 libgcrypt 1.4.5 12.el6\_8

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```
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```
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```

```
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## 1.434 bouncy-castle 1.51

## 1.435 pcre 7.8-7.el6

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#### THE BASIC LIBRARY FUNCTIONS

-----

Written by: Philip Hazel  
Email local part: ph10  
Email domain: cam.ac.uk

University of Cambridge Computing Service,  
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