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Secure Hash Algorithm SHA-1

<https://doc.qt.io/qt-5/qtcore-attribution-sha3-keccak.html>

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The code in this library is an extension of Bala Vatti's clipping algorithm:

"A generic solution to polygon clipping"

Communications of the ACM, Vol 35, Issue 7 (July 1992) pp 56-63.

<http://portal.acm.org/citation.cfm?id=129906>

Computer graphics and geometric modeling: implementation and algorithms

By Max K. Agoston

Springer; 1 edition (January 4, 2005)

<http://books.google.com/books?q=vatti+clipping+agoston>

See also:

"Polygon Offsetting by Computing Winding Numbers"

Paper no. DETC2005-85513 pp. 565-575

ASME 2005 International Design Engineering Technical Conferences and Computers and Information in Engineering Conference (IDETC/CIE2005)

September 24-28, 2005 , Long Beach, California, USA

<http://www.me.berkeley.edu/~mcmains/pubs/DAC05OffsetPolygon.pdf>

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Qt Script

[JavaScriptCore, version Snapshot from 2011-01-27](#)

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--- end of FTL.TXT ---

[GVR Android SDK](https://doc.qt.io/qt-5/qtwebengine-3rdparty-gvr-android-sdk.html)

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dynamic_annotations

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- ./test/schur_real.cpp
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- ./test/smallvectors.cpp
- ./test/redux.cpp
- ./test/special_numbers.cpp
- ./test/adjoint.cpp
- ./test/resize.cpp
- ./test/mixingtypes.cpp
- ./test/product_trmv.cpp
- ./test/sparse_solvers.cpp
- ./test/cholesky.cpp
- ./test/geo_quaternion.cpp
- ./test/miscmatrices.cpp
- ./test/stddeque.cpp
- ./test/integer_types.cpp
- ./test/product_large.cpp
- ./test/eigensolver_generic.cpp
- ./test/householder.cpp
- ./test/geo_orthomethods.cpp
- ./test/array_for_matrix.cpp
- ./test/sparseLM.cpp
- ./test/upperbidiagonalization.cpp

```
./test/nomalloc.cpp
./test/packetmath.cpp
./test/jacobisvd.cpp
./test/geo_transformations.cpp
./test/swap.cpp
./test/eigensolver_selfadjoint.cpp
./test/inverse.cpp
./test/product_selfadjoint.cpp
./test/product_trsolve.cpp
./test/product_extra.cpp
./test/sparse_solver.h
./test/mapstride.cpp
./test/mapped_matrix.cpp
./test/geo_eulerangles.cpp
./test/eigen2support.cpp
./test/denseLM.cpp
./test/stdvector.cpp
./test/nesting_ops.cpp
./test/sparse_permutations.cpp
./test/zerosized.cpp
./test/exceptions.cpp
./test/vectorwiseop.cpp
./test/cwiseop.cpp
./test/basicstuff.cpp
./test/product_trmm.cpp
./test/linearstructure.cpp
./test/sparse_product.cpp
./test/stdvector_overload.cpp
./test/stable_norm.cpp
./test/umeyama.cpp
./test/unalignedcount.cpp
./test/triangular.cpp
./test/product_mmtr.cpp
./test/sparse_basic.cpp
```

```
./test/sparse_vector.cpp
./test/meta.cpp
./test/real_qz.cpp
./test/ref.cpp
./test/eigensolver_complex.cpp
./test/cholmod_support.cpp
./test/conjugate_gradient.cpp
./test/sparse.h
./test/simplicial_cholesky.cpp
./test/bicgstab.cpp
./test/dynalloc.cpp
./test/product_notemporary.cpp
./test/geo_hyperplane.cpp
./test/lu.cpp
./test/qr.cpp
./test/hessenberg.cpp
./test/sizeof.cpp
./test/main.h
./test/selfadjoint.cpp
./test/permutationmatrices.cpp
./test/superlu_support.cpp
./test/qtvector.cpp
./test/geo_homogeneous.cpp
./test/determinant.cpp
./test/array_reverse.cpp
./test/unalignedassert.cpp
./test/stdlist.cpp
./test/product_symm.cpp
./test/corners.cpp
./test/dontalign.cpp
./test/visitor.cpp
./test/geo_alignedbox.cpp
./test/diagonalmatrices.cpp
./test/product_small.cpp
```

```
./test/eigensolver_generalized_real.cpp
./test/umfpack_support.cpp
./test/first_aligned.cpp
./test/qr_fullpivoting.cpp
./test/array_replicate.cpp
./test/geo_parametrizedline.cpp
./test/eigen2/eigen2_unalignedassert.cpp
./test/eigen2/eigen2_prec_inverse_4x4.cpp
./test/eigen2/eigen2_alignedbox.cpp
./test/eigen2/eigen2_sparse_product.cpp
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./test/eigen2/eigen2_mixingtypes.cpp
./test/eigen2/eigen2_qr.cpp
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./test/eigen2/eigen2_geometry_with_eigen2_prefix.cpp
./test/eigen2/eigen2_smallvectors.cpp
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./test/eigen2/eigen2_adjoint.cpp
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./test/eigen2/eigen2_newstdvector.cpp
./test/eigen2/eigen2_submatrices.cpp
./test/eigen2/sparse.h
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./test/eigen2/eigen2_swap.cpp
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./test/eigen2/eigen2_sparse_vector.cpp
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./test/product_syrk.cpp
./test/commainitializer.cpp
./test/conservative_resize.cpp
./test/qr_colpivoting.cpp
./test/nullary.cpp
./test/bandmatrix.cpp
./test/pastix_support.cpp
./test/product.h
./test/block.cpp
./test/vectorization_logic.cpp
./test/jacobi.cpp
```



```
./test/diagonal.cpp
./test/schur_complex.cpp
./test/sizeoverflow.cpp
./bench/BenchTimer.h
./bench/benchFFT.cpp
./bench/eig33.cpp
./bench/spbench/spbenchsolver.h
./bench/spbench/spbenchstyle.h
./lapack/complex_double.cpp
./lapack/cholesky.cpp
./lapack/lapack_common.h
./lapack/eigenvalues.cpp
./lapack/single.cpp
./lapack/lu.cpp
./lapack/complex_single.cpp
./lapack/double.cpp
./demos/mix_eigen_and_c/binary_library.cpp
./demos/mix_eigen_and_c/binary_library.h
./demos/mix_eigen_and_c/example.c
./demos/mandelbrot/mandelbrot.cpp
./demos/mandelbrot/mandelbrot.h
./demos/opengl/icosphere.cpp
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./demos/opengl/camera.cpp
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./demos/opengl/camera.h
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./demos/opengl/gpuhelper.h
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./demos/opengl/gpuhelper.cpp
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./unsupported/test/minres.cpp
./unsupported/test/openglsupport.cpp
```

```
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./unsupported/test/dgmres.cpp
./unsupported/test/matrix_square_root.cpp
./unsupported/test/bdcsvd.cpp
./unsupported/test/matrix_exponential.cpp
./unsupported/test/forward_adolc.cpp
./unsupported/test/polynomialsolver.cpp
./unsupported/test/matrix_function.cpp
./unsupported/test/sparse_extra.cpp
./unsupported/test/matrix_functions.h
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./unsupported/test/FFTW.cpp
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./unsupported/test/autodiff.cpp
./unsupported/test/gmres.cpp
./unsupported/test/BVH.cpp
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./unsupported/test/matrix_power.cpp
./unsupported/test/kronecker_product.cpp
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./unsupported/Eigen/IterativeSolvers
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./unsupported/Eigen/src/IterativeSolvers/IncompleteLU.h
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./unsupported/Eigen/src/IterativeSolvers/Scaling.h
./unsupported/Eigen/src/IterativeSolvers/MINRES.h
./unsupported/Eigen/src/SparseExtra/RandomSetter.h
./unsupported/Eigen/src/SparseExtra/MatrixMarketIterator.h
./unsupported/Eigen/src/SparseExtra/DynamicSparseMatrix.h
./unsupported/Eigen/src/SparseExtra/MarketIO.h
./unsupported/Eigen/src/SparseExtra/BlockOfDynamicSparseMatrix.
```

```
h
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.h
./unsupported/Eigen/src/NonLinearOptimization/LevenbergMarquard
t.h
./unsupported/Eigen/src/NonLinearOptimization/HybridNonLinearSo
lver.h
./unsupported/Eigen/src/BVH/BVAlgorithms.h
./unsupported/Eigen/src/BVH/KdBVH.h
./unsupported/Eigen/src/AutoDiff/AutoDiffScalar.h
./unsupported/Eigen/src/AutoDiff/AutoDiffJacobian.h
./unsupported/Eigen/src/AutoDiff/AutoDiffVector.h
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./Eigen/src/Core/arch/NEON/PacketMath.h
./Eigen/src/Core/arch/NEON/Complex.h
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./doc/UsingIntelMKL.dox

./Eigen/src/Eigenvalues/ComplexSchur_MKL.h

./Eigen/src/Eigenvalues/ComplexSchur_MKL.h

./Eigen/src/Eigenvalues/SelfAdjointEigenSolver_MKL.h

```
./Eigen/src/Eigenvalues/SelfAdjointEigenSolver_MKL.h
./Eigen/src/Eigenvalues/RealSchur_MKL.h
./Eigen/src/Eigenvalues/RealSchur_MKL.h
./Eigen/src/LU/arch/Inverse_SSE.h
./Eigen/src/LU/arch/Inverse_SSE.h
./Eigen/src/LU/PartialPivLU_MKL.h
./Eigen/src/LU/PartialPivLU_MKL.h
./Eigen/src/QR/HouseholderQR_MKL.h
./Eigen/src/QR/HouseholderQR_MKL.h
./Eigen/src/QR/ColPivHouseholderQR_MKL.h
./Eigen/src/QR/ColPivHouseholderQR_MKL.h
./Eigen/src/SVD/JacobiSVD_MKL.h
./Eigen/src/SVD/JacobiSVD_MKL.h
./Eigen/src/PardisoSupport/PardisoSupport.h
./Eigen/src/PardisoSupport/PardisoSupport.h
./Eigen/src/Core/Assign_MKL.h
./Eigen/src/Core/Assign_MKL.h
./Eigen/src/Core/products/SelfadjointMatrixVector_MKL.h
./Eigen/src/Core/products/SelfadjointMatrixVector_MKL.h
./Eigen/src/Core/products/GeneralMatrixVector_MKL.h
./Eigen/src/Core/products/GeneralMatrixVector_MKL.h
./Eigen/src/Core/products/SelfadjointMatrixMatrix_MKL.h
./Eigen/src/Core/products/SelfadjointMatrixMatrix_MKL.h
./Eigen/src/Core/products/TriangularMatrixMatrix_MKL.h
./Eigen/src/Core/products/TriangularMatrixMatrix_MKL.h
./Eigen/src/Core/products/GeneralMatrixMatrix_MKL.h
./Eigen/src/Core/products/GeneralMatrixMatrix_MKL.h
./Eigen/src/Core/products/TriangularMatrixVector_MKL.h
./Eigen/src/Core/products/TriangularMatrixVector_MKL.h
./Eigen/src/Core/products/GeneralMatrixMatrixTriangular_MKL.h
./Eigen/src/Core/products/GeneralMatrixMatrixTriangular_MKL.h
./Eigen/src/Core/products/TriangularSolverMatrix_MKL.h
./Eigen/src/Core/products/TriangularSolverMatrix_MKL.h
./Eigen/src/Core/util/MKL_support.h
```

```
./Eigen/src/Core/util/MKL_support.h
./Eigen/src/Cholesky/LLT_MKL.h
./Eigen/src/Cholesky/LLT_MKL.h

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Following applies to:
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./test/sparselu.cpp

./unsupported/test/mpreal/mpreal.h
./unsupported/Eigen/src/IterativeSolvers/IterationController.h
./unsupported/Eigen/src/IterativeSolvers/ConstrainedConjGrad.h
./unsupported/Eigen/src/Eigenvalues/ArpackSelfAdjointEigenSolver.h
./Eigen/src/OrderingMethods/Amd.h
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freetype2

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--- end of FTL.TXT ---

GL

Mesa Component Licenses

Component License	Location	Primary Author
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Main Mesa code Mesa (MIT)	src/ mesa/	Brian Paul
------------------------------	------------	------------

Device drivers See drivers	src/ mesa/ drivers/ *	See drivers
-------------------------------	-----------------------	-------------

Ext headers SGI Free B	include/ GL/ glxext.h include/ GL/ glxext.h	SGI
---------------------------	--	-----

GLUT Mark's copyright	src/ glut/	Mark Kilgard
--------------------------	------------	--------------

GLEW Modified BSD	src/ glew-1.13.0	Nigel Stewart
----------------------	------------------	---------------

Mesa GLU library	src/ glu/ mesa/	Brian Paul
------------------	-----------------	------------

GNU-LGPL

SGI GLU library src/glu/sgi/ SGI
SGI Free B

demo programs progs/demos/ various
see source files

X demos progs/xdemos/ Brian Paul
see source files

SGI demos progs/samples/ SGI
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java_src/android_libs/protobuf_nano/v2

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jpeg

(extracted from src/README)

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The IJG distribution formerly included code to read and write GIF files.

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libunwind

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libvorbis

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libxcb

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libxml

Libxml2, an XML C Parser

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LodePNG

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mongoose

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objective_c/gtm_session_fetcher

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glennrp at users.sourceforge.net
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utf

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V8 JavaScript Engine

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be
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structure layouts and accessors, and small macros and small
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functions (ten lines or less in length), then the use of the
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file is unrestricted, regardless of whether it is legally a
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work. (Executables containing this object code plus portions
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Otherwise, if the work is a derivative of the Library, you
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Section 6.
Any executables containing that work also fall under Section 6,
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- the following building and testing tools
 - `compat/solaris/make_sunver.pl`
 - `doc/t2h.pm`
 - `doc/texti2pod.pl`
 - `libswresample/swresample-test.c`
 - `tests/checkasm/*`
 - `tests/tiny_ssim.c`
- the following filters in libavfilter:
 - `vf_blackframe.c`

```
- `vf_boxblur.c`  
- `vf_colormatrix.c`  
- `vf_cover_rect.c`  
- `vf_cropdetect.c`  
- `vf_delogo.c`  
- `vf_eq.c`  
- `vf_find_rect.c`  
- `vf_fspp.c`  
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- `vf_hqdn3d.c`  
- `vf_interlace.c`  
- `vf_kerndeint.c`  
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- `vf_mpdecimate.c`  
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- `vf_repeatfields.c`  
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- libx265
- libxavs
- libxvid

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libavcodec/arm/vp8dsp_armv6.S

VP8 ARMv6 optimisations

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libavutil/avsscanf.c

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

```
by Christophe Gisquet <christophe.gisquet@gmail.com>;
```

```
===== SSE2 inverse discrete cosine transform  
=====
```

```
Copyright(C) 2003 Pascal Massimino <skal@planet-d.net>;
```

```
Conversion to gcc syntax with modifications
```

```
by Alexander Strange <astrange@ithinksw.com>;
```

```
Originally from dct/x86_asm/fdct_sse2_skal.asm in Xvid.
```

```
Vertical pass is an implementation of the scheme:
```

```
Loeffler C., Ligtenberg A., and Moschytz C.S.:
```

```
Practical Fast 1D DCT Algorithm with Eleven Multiplications,  
Proc. ICASSP 1989, 988-991.
```

```
Horizontal pass is a double 4x4 vector/matrix multiplication,  
(see also Intel's Application Note 922:
```

```
http://developer.intel.com/vtune/cbts/strmsimd/922down.htm
```

```
Copyright (C) 1999 Intel Corporation)
```

```
More details at http://skal.planet-d.net/coding/dct.html
```

```
=====      MMX and XMM forward discrete cosine transform
=====

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Originally provided by Intel at AP-922
<a href="http://developer.intel.com/vtune/cbts/strmsimd/922down.htm">http://developer.intel.com/vtune/cbts/strmsimd/922down.htm</a>
(See more app notes at
<a href="http://developer.intel.com/vtune/cbts/strmsimd/appnotes.htm">http://developer.intel.com/vtune/cbts/strmsimd/appnotes.htm</a>
but in a limited edition.
New macro implements a column part for precise iDCT
The routine precision now satisfies IEEE standard 1180-1990.

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<p><a href="mailto:walken@zoy.org">walken@zoy.org</a></p>;

<a href="http://www.eleccard.com/peter/idct.html">http://www.eleccard.com/peter/idct.html</a>
<a href="http://www.linuxvideo.org/mpeg2dec/">http://www.linuxvideo.org/mpeg2dec/</a>

These examples contain code fragments for first stage iDCT 8x8
(for rows) and first stage DCT 8x8 (for columns)

conversion to gcc syntax by Michael Niedermayer

=====
=====

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libavcodec/arm/jrevdct_arm.S

C-like prototype :

void j_rev_dct_arm(DCTBLOCK data)

With DCTBLOCK being a pointer to an array of 64 'signed shorts'

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libavcodec/mips/fft_mips.c

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Author: Stanislav Ocovaj (socovaj@mips.com)

Author: Zoran Lukic (zoranl@mips.com)

Optimized MDCT/IMDCT and FFT transforms

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libavcodec/mips/amrwbdec_mips.c

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libavcodec/mips/celp_math_mips.c

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Math operations optimized for MIPS

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libavcodec/mips/mpegaudivdsp_mips_float.c

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Author: Bojan Zivkovic (bojan@mips.com)

MPEG Audio decoder optimized for MIPS floating-point
architecture

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libswresample/version.h

Version macros.

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libavcodec/mips/acelp_filters_mips.c

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various filters for ACELP-based codecs optimized for MIPS

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libavformat/oggparsetheora.c

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adaptive and fixed codebook vector operations for ACELP-based codecs

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libavcodec/mips/celp_filters_mips.c

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libswresample/swresample.h

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libavcodec/jfdctfst.c
libavcodec/jfdctint_template.c
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libavformat/oggdec.c
libavformat/oggdec.h

libavformat/oggparseogm.c
libavformat/oggparsevorbis.c

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We call this license the "Lesser" General Public License because it does 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.

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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

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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

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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

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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.

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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

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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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application

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

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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.)

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

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uses the Library", as object code and/or source code, so that the

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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)

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c) Accompany the work with a written offer, valid for at

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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.

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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.

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

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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.

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.

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[minigbm](#)

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[valgrind](https://doc.qt.io/qt-5/qtwebengine-3rdparty-valgrind.html)

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[woff2](#)

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[xdg-user-dirs](#)

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Qt XML Patterns

XML Schema, version 2007/08

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