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1. PXM 345 MR2023 (SVS400)

1.1 7-Zip 16.02

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```
<program> Copyright (C) <year> <name of author>
This program 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, your program's commands might be different; for a GUI interface, you would use an "about box".

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1.3 apmd 3.2.2-14.diff

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Version 2.1, February 1999

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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 "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.

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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

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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.

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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 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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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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1.4.3.17 *GPL-3.0+-with-Autoconf-Exception*

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Version 3, 29 June 2007

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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.

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1.8 bridge-utils 1.6

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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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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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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.

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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.

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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.

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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.

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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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However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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David Turner, Robert Wilhelm, and Werner Lemberg

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1.26.3.15 Zlib

zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.2, October 3rd, 2004

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1.26.3.16 X11

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1.27 gcc-runtime 9.3.0

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1.28 glib-2.0 2.62.6

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product=glib&keywords=l18n+l10n&component=general\n" POT-Creation-Date: 2011-09-04 23:56-0400\n" PO-Revision-Date: 2007-03-03 19:00+0300\n" Last-Translator: Fanomezana Rajaonarisoa <fano@isvttec.com>\n" Language-Team: MALAGASY <i18n-malagasy-gnome@gnome.org>\n" Language: mg\n" MIME-Version: 1.0\n" Content-Type: text/plain; charset=utf-8\n" Content-Transfer-Encoding: 8bit\n"

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<meirkr@mksoft.co.il>, 2002. Gil 'Dolfin' Osher <dolfin@rpg.org.il>, 2002. Gil Osher

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Sedak <robert.sedak@sk.t-com.hr>, msgid "" msgstr "" Project-Id-Version: glib 0\n" Report-

Msgid-Bugs-To: "

http://bugzilla.gnome.org/enter_bug.cgi?product=glib&keywords=I18N+L10N&component=general\n" POT-Creation-Date: 2012-07-14 18:53-0400\n" PO-Revision-Date: 2011-10-23

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"ProductName", "GLib" VALUE "ProductVersion", "@GLIB_VERSION@" END END BLOCK

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1.29 glibc 2.31

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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.

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.

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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.

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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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- 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.

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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 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.

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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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(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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Version 2.1, February 1999

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use

free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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1.35 init-ifupdown 1.0

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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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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.

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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.

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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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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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GCC RUNTIME LIBRARY EXCEPTION

Version 3.1, 31 March 2009

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This code is described in an Intel White-Paper:

"Fast SHA-256 Implementations on Intel Architecture Processors"

To find it, surf to http://www.intel.com/p/en_US/embedded and search for that title.

The code herein is based on the one from:

Bruce Schneier: Applied Cryptography. John Wiley & Sons, 1996.

ISBN 0-471-11709-9.

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1.47 libjpeg-turbo 2.0.4

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```
zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.2, October 3rd, 2004
```

```
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=====

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1.48 libmnl 1.0.4

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1.48.2.1 **LGPL-2.1+**

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1.49 libpcap 1.9.1

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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1.56 Linux Kernel 5.10.35

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Linus Torvalds

1.56.3.63 LGPL-2.1+

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Version 2.1, February 1999

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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.

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- 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.

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Linus Torvalds

1.56.3.65 LGPL-2.1

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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 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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1.56.3.66 *LGPL-2.0+ WITH Linux-syscall-note*

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Version 2, June 1991

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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.)

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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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.

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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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1.56.3.68 LGPL-2.0+

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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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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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1.58 Meinberg NTP for Windows 4.2.8p15

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1.60 modutils-initscripts 1.0

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1.69.3.17 IJG

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1.71 opkg-utils 0.4.2

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1.73.3.8 MPL-1.1

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Tint	Apache 2.0
UKey2	Apache 2.0
URI Template Parser	Apache 2.0
UnRAR source for decompressing .RAR and other files.	Non-standard
V8 JavaScript Engine	BSD
Vulkan API headers	Apache 2.0
VulkanMemoryAllocator	MIT
WDS	LGPL 2.1
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WebP image encoder/decoder	BSD
WebRTC	BSD
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Dear ImGui - stb

Single-file public domain (or MIT licensed) libraries for C/C++
Used in tests to demonstrate and verify the integration of an external GUI library.
The sources can be found in `qt5/qt3d/src/3rdparty/imgui/imstb_rectpack.h, imstb_textedit.h, imstb_truetype.h`.
Project Homepage
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URL List:

Project Homepage: <https://github.com/nothings/stb/>

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Used in tests to demonstrate and verify the integration of an external GUI library.

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qt5/qt3d/src/3rdparty/ImGui/imstb_rectpack.h, imstb_textedit.h, imstb_truetype.h.

Project Homepage

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Component URL: <https://doc.qt.io/qt-5/qt3d-attribution-imgui.html>

Dear ImGui, version v1.66b

Dear ImGui

Used in tests to demonstrate and verify the integration of an external GUI library.

The sources can be found in `tqtc-qt5/qt3d/src/3rdparty/imgui`.

Project Homepage, upstream version: v1.66b

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URL List:

ImGui: [qt3d-attribution-ImGui.html#ImGui](https://doc.qt.io/qt-5/qt3d-attribution-ImGui.html#ImGui)
Project Homepage: <https://github.com/ocornut/imgui>
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Component URL: <https://doc.qt.io/qt-5/qt3d-attribution-assimp.html>

Open Asset Import Library, version 5.0.1

assimp (Open Asset Import Library) is a portable open source library to import various well-known 3D model formats in a uniform manner.

Used for importing assets for use with Qt 3D

The sources can be found in `tqtc-qt5/qt3d/src/3rdparty/assimp`.

Project Homepage, upstream version: 5.0.1

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URL List:

Project Homepage: <http://www.assimp.org/>

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Component URL: <https://doc.qt.io/qt-5/qtbluetooth-attribution-bluez.html>

BlueZ

SDP Search via BlueZ

On Linux, Qt Bluetooth uses a separate executable, `sdpscanner`, to integrate with the official Linux Bluetooth protocol stack (BlueZ). The usage is limited to service discovery via SDP. The Qt Bluetooth library itself does NOT link against BlueZ. Communication between `sdpscanner` and QtBluetooth happens via `stdin/stdout`. Therefore QtBluetooth and user code linking to it is not considered a derivative work, and does not have to be released under GPL too.

The sources can be found in `tqtc-qt5/qtconnectivity/src/tools/sdpscanner`.

Project Homepage

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URL List:

BlueZ: qtbluetooth-attribution-bluez.html
BlueZ: qtbluetooth-attribution-bluez.html
BlueZ: qtbluetooth-attribution-bluez.html
QtBluetooth: qtbluetooth-qmlmodule.html
QtBluetooth: qtbluetooth-qmlmodule.html
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Component URL: <https://doc.qt.io/qt-5/qtcore-attribution-zlib.html>

Data Compression Library (zlib), version 1.2.13

zlib is a general purpose data compression library.
Optionally used in Qt Core and development tools. Configure with `-system-zlib` to avoid.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/zlib`.

Project Homepage, upstream version: 1.2.13

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Mark Adler
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Easing Equations by Robert Penner

Used in Qt Core (QEasingCurve).

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/easing/easing.cpp`.

Project Homepage

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URL List:

QEasingCurve: [qeasingcurve.html](http://qt-project.org/doc/qt-5/qeasingcurve.html)

Project Homepage: <http://robertpenner.com/easing/>

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Component URL: <https://doc.qt.io/qt-5/qtcore-attribution-doubleconversion.html>

Efficient Binary-Decimal and Decimal-Binary Conversion Routines for IEEE Doubles, version 3.1.5

Used in Qt Core. Configure with `-system-doubleconversion` or `-no-doubleconversion` to avoid.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/double-conversion`.

Project Homepage, upstream version: 3.1.5

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FreeBSD strtoll and strtoull, version 18b29f3fb8abee5d57ed8f4a44f806bec7e0eeff

strtoll() and strtoull() are functions for converting a string to (unsigned) long long integer.

Used in Qt Core.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/freebsd/strtoll.c` and `tqtc-qt5/qtbase/src/3rdparty/freebsd/strtoull.c`.

Project Homepage, upstream version: 18b29f3fb8abee5d57ed8f4a44f806bec7e0eeff

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Project Homepage: <https://github.com/freebsd/freebsd/>
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<https://github.com/freebsd/freebsd/tree/master/lib/libc/stdlib>
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Component URL: <https://doc.qt.io/qt-5/qtcore-attribution-md4.html>

MD4

An OpenSSL-compatible implementation of the RSA Data Security, Inc. MD4 Message-Digest
Algorithm.
Used in Qt Core (QCryptographicHash). Configure with `-DQT_CRYPTOGRAPHICHASH_ONLY_SHA1`
to avoid.
The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/md4`.
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MD5

MD5 message-digest algorithm.

Used in Qt Core (QCryptographicHash). Configure with `-DQT_CRYPTOGRAPHICHASH_ONLY_SHA1` to avoid.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/md5`.

Written by Colin Plumb in 1993, no copyright is claimed.

Ian Jackson <ian@chiark.greenend.org.uk>.

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PCRE2 - Stack-less Just-In-Time Compiler, version 10.42

The PCRE library is a set of functions that implement regular expression pattern matching using the same syntax and semantics as Perl 5.

Optionally used in Qt Core (QRegularExpression). Configure with `-system-pcre` or `-no-pcre` to avoid.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/pcre2/src/sljit`.

Project Homepage, upstream version: 10.42

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URL List:

QRegularExpression: qregularexpression.html
Project Homepage: <http://www.pcre.org/>
10.42: <https://github.com/PCRE2Project/pcre2/releases/download/pcre2-10.42/pcre2-10.42.tar.bz2>
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PCRE2, version 10.42

The PCRE library is a set of functions that implement regular expression pattern matching using the same syntax and semantics as Perl 5. Optionally used in Qt Core (QRegularExpression). Configure with `-system-pcre` or `-no-pcre` to avoid.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/pcre2`.

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THE BASIC LIBRARY FUNCTIONS

Written by: Philip Hazel
Email local part: Philip.Hazel
Email domain: gmail.com

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Email domain: freemail.hu

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QRegularExpression: qregularexpression.html
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QEventDispatcher on macOS

Implementation of QAbstractEventDispatcher for macOS.
Used in Qt Core on macOS.
The sources can be found in `tqtc-qt5/qtbase/src/corelib/kernel/qeventdispatcher_cf_p.h`.
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Secure Hash Algorithm SHA-1

Implements the Secure Hash Algorithms SHA 1
Used in Qt Core (QCryptographicHash).
The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/sha1`.
Project Homepage
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Secure Hash Algorithm SHA-3 - Keccak, version 3.2

SHA-3, originally known as Keccak, is a cryptographic hash function.
Used in Qt Core (QCryptographicHash).
The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/sha3/KeccakF-1600-32-rvk.macros`, `tqtc-qt5/qtbase/src/3rdparty/sha3/KeccakF-1600-32.macros`, `tqtc-qt5/qtbase/src/3rdparty/sha3/KeccakF-1600-64.macros`, `tqtc-qt5/qtbase/src/3rdparty/sha3/KeccakF-1600-interface.h`, `tqtc-qt5/qtbase/src/3rdparty/sha3/KeccakF-1600-opt32.c`, `tqtc-qt5/qtbase/src/3rdparty/sha3/KeccakF-1600-opt64.c`, `tqtc-qt5/qtbase/src/3rdparty/sha3/KeccakF-1600-unrolling.macros`, `tqtc-qt5/qtbase/src/3rdparty/sha3/KeccakNISTInterface.c`, `tqtc-qt5/qtbase/src/3rdparty/sha3/KeccakNISTInterface.h`, `tqtc-qt5/qtbase/src/3rdparty/sha3/KeccakSponge.c`, and `tqtc-qt5/qtbase/src/3rdparty/sha3/KeccakSponge.h`.
upstream version: 3.2
Guido Bertoni, Joan Daemen, Michaël Peeters and Gilles Van Assche.

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Secure Hash Algorithm SHA-3 - brg_endian, version [https://github.com/BrianGladman/sha/commit 4b9e13ead2c5b5e41ca27c65de4dd69ae0bac228](https://github.com/BrianGladman/sha/commit/4b9e13ead2c5b5e41ca27c65de4dd69ae0bac228)

SHA-3, originally known as Keccak, is a cryptographic hash function.
Used in Qt Core (QCryptographicHash).
The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/sha3/brg_endian.h`.
upstream version: [https://github.com/BrianGladman/sha/commit 4b9e13ead2c5b5e41ca27c65de4dd69ae0bac228](https://github.com/BrianGladman/sha/commit/4b9e13ead2c5b5e41ca27c65de4dd69ae0bac228)
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Secure Hash Algorithms SHA-384 and SHA-512

Implements the Secure Hash Algorithms SHA 384 and SHA-512
Used in Qt Core (QCryptographicHash and QMessageAuthenticationCode)
The sources can be found in qt5/qtbase/src/3rdparty/rfc6234.
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Text Codec: EUC-JP

The EUC-JP text codec provides conversion to and from EUC-JP, the main legacy encoding for Unix machines in Japan.

Used in Qt Core if ICU is not used. Configure with `-icu` to avoid.

The sources can be found in `tqtc-qt5/qtbase/src/corelib/codecs/qeucjpcodec.cpp`.

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Text Codec: EUC-KR

The EUC-KR text codec provides conversion to and from EUC-KR, KR, the main legacy encoding for Unix machines in Korea.
Used in Qt Core if ICU is not used. Configure with `-icu` to avoid.
The sources can be found in `tqtc-qt5/qtbase/src/corelib/codecs/geuckrcodec.cpp`.
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Text Codec: GBK

The GBK codec provides conversion to and from the Chinese GB18030/GBK/GB2312 encoding. Used in Qt Core if ICU is not used. Configure with `-icu` to avoid.
The sources can be found in `tqtc-qt5/qtbase/src/corelib/codecs/qgb18030codec.cpp`.
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Text Codec: ISO 2022-JP (JIS)

The ISO 2022-JP (JIS) text codec provides conversion to and from ISO 2022-JP. Used in Qt Core if ICU is not used. Configure with `-icu` to avoid.
The sources can be found in `tqtc-qt5/qtbase/src/corelib/codecs/qjiscodec.cpp`.
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Text Codec: TSCII

The TSCII text codec provides conversion to and from the Tamil TSCII encoding. Used in Qt Core.

The sources can be found in `tqtc-qt5/qtbase/src/corelib/codecs/qtsciicodec.cpp`.

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Text Codecs: Big5, Big5-HKSCS

The Big5 codecs (QBig5Codec, QBig5hkscsCodec) provide conversion to and from the Big5 encodings.

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- Avoid privacy-damaging "supercookies" being set for high-level domain name suffixes
- Highlight the most important part of a domain name in the user interface
- Accurately sort history entries by site

Used in Qt Core to avoid setting "supercookies" in the cookie jar supported by Qt (by the `QNetworkCookieJar` class).

The sources can be found in `tqtc-qt5/qtbase/src/corelib/io/qurltlds_p.h`.

Project Homepage, upstream version: 4e6c53ca9c667b74a7d332d1512d2c362af91516, fetched on 2023-07-31

The list was originally provided by Jo Hermans <jo.hermans@gmail.com>.

It is now maintained on github (<https://github.com/publicsuffix/list>).

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TinyCBOR, version 0.6+patches

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Unicode Character Database (UCD), version 26

The Unicode Character Database (UCD) is a set of files that define the Unicode character properties and internal mappings. Qt Core uses data obtained from UCD files for working with characters and strings. The sources can be found in `tqtc-qt5/qtbase/src/corelib/text/qunicodetables_p.h` and `tqtc-qt5/qtbase/src/corelib/text/qunicodetables.cpp`.

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Unicode Common Locale Data Repository (CLDR), version v39

The Unicode CLDR provides key building blocks for software to support the world's languages, with the largest and most extensive standard repository of locale data available.

Used in Qt Core (QTimeZone, QLocale).

The sources can be found in `tqtc-qt5/qtbase/src/corelib/text/qlocale_data_p.h`, `tqtc-qt5/qtbase/src/corelib/time/qtimezoneprivate_data_p.h`, `tqtc-qt5/qtbase/src/corelib/time/qhijricalendar_data_p.h`, `tqtc-qt5/qtbase/src/corelib/time/qjalalicalendar_data_p.h`, and `tqtc-qt5/qtbase/src/corelib/time/qromancalendar_data_p.h`.

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forkfd

Used on most Unix platforms in Qt Core.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/forkfd/forkfd.c`, `tqtc-`

`qt5/qtbase/src/3rdparty/forkfd/forkfd.h`, and `tqtc-`

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libdbus-1 headers, version dbus-1.13.12

D-Bus is a message bus system, a simple way for applications to talk to one another. Qt D-Bus uses constants and typedefs from libdbus-1 headers.

The sources can be found in `tqtc-qt5/qtbase/src/dbus/dbus_minimal_p.h`.

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ANGLE Library, version chromium/3280

The ANGLE library translates OpenGL ES API calls to hardware-supported APIs.
Used on Windows to implement OpenGL ES on top of DirectX. Configure with `-no-opengl`,
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The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/angle`.

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ANGLE: Array Bounds Clamper for WebKit

Implements clamping of array indexing expressions during shader translation.
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ANGLE: Khronos Headers

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ANGLE: Murmurhash

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ANGLE: Systeminfo

Used on Windows to implement OpenGL ES on top of DirectX. Configure with `-no-opengl`, or `-opengl desktop` to exclude.
The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/angle/src/third_party/systeminfo`.
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ANGLE: `trace_event`

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Adobe Glyph List For New Fonts, version 1.7

Provides standardized names for glyphs.
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Anti-aliasing rasterizer from FreeType 2

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Bitstream Vera Font, version 1.10

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Used for WebAssembly platform.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/wasm/Vera.ttf`.

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Cocoa Platform Plugin

Allows Qt to integrate into Apple's Cocoa API.
Code used in the Qt Platform Abstraction (QPA) for macOS.

The sources can be found in tqtc-qt5/qtbase/src/plugins/platforms/cocoa/qcocoaapplication.h, tqtc-qt5/qtbase/src/plugins/platforms/cocoa/qcocoaapplication.mm, tqtc-qt5/qtbase/src/plugins/platforms/cocoa/qcocoaapplicationdelegate.h, tqtc-qt5/qtbase/src/plugins/platforms/cocoa/qcocoaapplicationdelegate.mm, tqtc-qt5/qtbase/src/plugins/platforms/cocoa/qcocoaeventdispatcher.h, tqtc-qt5/qtbase/src/plugins/platforms/cocoa/qcocoaeventdispatcher.mm, tqtc-qt5/qtbase/src/plugins/platforms/cocoa/qcocoaintrospection.h, tqtc-qt5/qtbase/src/plugins/platforms/cocoa/qcocoaintrospection.mm, and tqtc-qt5/qtbase/src/plugins/platforms/cocoa/qcocoasystemtrayicon.mm.
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DejaVu Fonts, version 2.37

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Used for WebAssembly platform.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/wasm/DejaVuSans.ttf`, and `tqtc-qt5/qtbase/src/3rdparty/wasm/DejaVuSansMono.ttf`.

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HarfBuzz

Optionally used in Qt GUI. Configure with `-system-harfbuzz` to force the use of the system library, or `-no-harfbuzz` to disable the use of HarfBuzz entirely.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/harfbuzz`.

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HarfBuzz-NG, version 8.1.1

HarfBuzz is an OpenType text shaping engine.

Optionally used in Qt GUI. Configure with `-system-harfbuzz` to force the use of the system library, or `-qt-harfbuzz` to link statically to the library that is bundled with your Qt version.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/harfbuzz-ng`.

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IAccessible2 IDL Specification, version 1.3.0

IAccessible2 is a new accessibility API which complements Microsoft's earlier work on MSAA

Optionally used in the Windows platform plugin. Configure with -no-accessibility to avoid.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/iaccessible2`.

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LibJPEG-turbo, version 3.0.0

The Independent JPEG Group's JPEG software
Used in the qjpeg image plugin. Configure with `-system-libjpeg` or `-no-libjpeg` to
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LibPNG, version 1.6.40

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URL List:

QTextDocument: [qtextdocument.html](http://qtproject.org/doc/qt-5/qtextdocument.html)

Project Homepage: <https://github.com/mity/md4c>

0.4.8: <https://github.com/mity/md4c/releases/tag/release-0.4.8>

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Component URL: <https://doc.qt.io/qt-5/qtgui-attribution-android-native-style.html>

Native Style for Android

Used in Android platform plugin.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/android`.

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Component URL: <https://doc.qt.io/qt-5/qtgui-attribution-opengl-es2-headers.html>

OpenGL ES 2 Headers, version Revision 27673

OpenGL ES 2 header generated from the Khronos OpenGL / OpenGL ES XML API Registry.
Used on Windows and Linux in the OpenGL related headers of Qt GUI.
The sources can be found in `tqtc-qt5/qtbase/src/gui/opengl/qopengles2ext.h`.
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OpenGL Headers, version Revision 27684

OpenGL header generated from the Khronos OpenGL / OpenGL ES XML API Registry.
Used on Windows and Linux in the OpenGL related headers of Qt GUI.

The sources can be found in `tqtc-qt5/qtbase/src/gui/opengl/qopenglexth.h`.
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Component URL: <https://doc.qt.io/qt-5/qtgui-attribution-pixman.html>

Pixman, version 0.17.12

pixman is a library that provides low-level pixel manipulation features such as image compositing and trapezoid rasterization.
Used in Qt GUI on ARM NEON.
The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/pixman`.
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Component URL: <https://doc.qt.io/qt-5/qtgui-attribution-smooth-scaling-algorithm.html>

Smooth Scaling Algorithm

Normal smoothscale method, based on Imlib2's smoothscale.

Used in Qt Gui (QImage::transformed() functions).

The sources can be found in `tqtc-qt5/qtbase/src/gui/painting/qimagescale.cpp`.

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`qimagetransform.cpp` was contributed by Daniel M. Duley based on code from Imlib2.

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Component URL: <https://doc.qt.io/qt-5/qtgui-attribution-vulkan-xml-spec.html>

Vulkan API Registry, version 1.0.39

Vulkan XML API Registry.
Used to dynamically generate the sources for the QVulkan(Device)Functions classes.
The sources can be found in qt5/qtbase/src/gui/vulkan/vk.xml.
Project Homepage, upstream version: 1.0.39
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Component URL: <https://doc.qt.io/qt-5/qtgui-attribution-vulkanmemoryallocator.html>

Vulkan Memory Allocator, version 2.2.0

Vulkan Memory Allocator

Memory management for the Vulkan backend of QRhi.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/VulkanMemoryAllocator`.

Project Homepage, upstream version: 2.2.0

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URL List:

VulkanMemoryAllocator: `qtgui-attribution-`

`vulkanmemoryallocator.html#vulkanmemoryallocator`

Project Homepage: <https://github.com/GPUOpen-LibrariesAndSDKs/VulkanMemoryAllocator>

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Component URL: <https://doc.qt.io/qt-5/qtgui-attribution-webgradients.html>

WebGradients

WebGradients is a free collection of 180 linear gradients.

Used in Qt GUI to provide presets for `QGradient`.

The sources can be found in `tqtc-qt5/qtbase/src/gui/painting/webgradients.css`.

Project Homepage

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URL List:

WebGradients: [qtgui-attribution-webgradients.html](https://webgradients.com/qtgui-attribution-webgradients.html)

QGradient: [qgradient.html](https://webgradients.com/qgradient.html)

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Component URL: <https://doc.qt.io/qt-5/qtgui-attribution-wintab.html>

Wintab API

Wintab is a de facto API for pointing devices on Windows.

Used in the Qt platform plugin for Windows. Configure with `-no-feature-tabletevent` to avoid.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/wintab`.

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X Server helper

Code from X11's region.h, Region.c, poly.h, and PolyReg.c
Used in Qt GUI (QRegion).
The sources can be found in `tqtc-qt5/qtbase/src/gui/painting/qregion.cpp`.
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QRegion: [qregion.html](#)

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XCB-XInput

XInput 2 extension for XCB (The X protocol C-language Binding) library.
Used in XCB platform plugin if xcb-xinput was not present on the system during Qt configuration or `-bundled-xcb-xinput` switch was used. To force using xcb-xinput from the system, pass `-no-bundled-xcb-xinput`.

The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/xcb`.

Project Homepage

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Component URL: <https://doc.qt.io/qt-5/qtgui-attribution-icc-srgb-color-profile.html>

sRGB color profile icc file

An ICC color profile for PDF/A-1b compatible PDF files.
Used in Qt Gui (Embedded into PDF/A-1b files generated by QPrinter/QPdfWriter).
The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/icc/sRGB2014.icc`.
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For the file `sRGB2014.icc`:

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Component URL: <https://doc.qt.io/qt-5/qtimageformats-attribution-libtiff.html>

TIFF Software Distribution (libtiff), version 4.5.1

Used in the qtiff image plugin if no system libtiff is found.
The sources can be found in `tqtc-qt5/qtimageformats/src/3rdparty/libtiff`.
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Component URL: <https://doc.qt.io/qt-5/qtimageformats-attribution-libwebp.html>

WebP (libwebp), version 1.3.1

WebP is a new image format that provides lossless and lossy compression for images on the web.

Used in the qwebp image plugin if no system libwebp is found.

The sources can be found in `tqtc-qt5/qtimageformats/src/3rdparty/libwebp`.

Project Homepage, upstream version: 1.3.1

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Boost, version 1.65.1

Boost provides free peer-reviewed portable C++ source libraries.
Used in the Mapbox GL plugin of Qt Location.
The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/boost`.

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CSS Color Parser

C++ parser for CSS color strings.
Used in the Mapbox GL plugin of Qt Location.
The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/src/csscolorparser`.
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C++ port by Mapbox, Konstantin Käfer <mail@kkaefer.com>, 2014-2017.

<https://github.com/deanm/css-color-parser-js>
<https://github.com/kkaefer/css-color-parser-cpp>

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Clip2Tri Polygon Triangulation Library

Clip2Tri can be used together with Clipper for robust triangulation.

Used in the QML plugin of Qt Location.

The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/clip2tri`.

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Clip2Tri: [qtlocation-attribution-clip2tri.html#clip2tri](https://doc.qt.io/qtlocation-attribution-clip2tri.html#clip2tri)

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Clipper Polygon Clipping Library, version 6.4.0

The Clipper library performs line & polygon clipping - intersection, union, difference & exclusive-or, and line & polygon offsetting.

Used in the QML plugin of Qt Location.

The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/clipper`.

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Attributions:

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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Earcut Polygon Triangulation Library

A C++ port of earcut.js, a fast, header-only polygon triangulation library.
Used in the QML plugin of Qt Location.
The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/earcut`.
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Earcut, version 0.12.4

A fast polygon triangulation library.

Used in the Mapbox GL plugin of Qt Location.

The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/earcut`.

Project Homepage, upstream version: 0.12.4

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Mapbox GL Native

A library for embedding interactive and customizable vector maps.
Used in the Mapbox GL plugin of Qt Location.
The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native`.
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Optional

A single-header header-only library for representing optional (nullable) objects for C++14 (and C++11 to some extent) and passing them by value.

Used in the Mapbox GL plugin of Qt Location.

The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/optional`.

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Component URL: <https://doc.qt.io/qt-5/qtlocation-attribution-poly2tri.html>

Poly2Tri Polygon Triangulation Library

Poly2Tri is a sweepline constrained Delaunay Polygon Triangulation Library.
Used in the QML plugin of Qt Location.
The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/poly2tri`.
Project Homepage
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<http://code.google.com/p/poly2tri/>

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Component URL: <https://doc.qt.io/qt-5/qtlocation-attribution-mapboxgl-rapidjson.html>

RapidJSON, version 1.1.0

A fast JSON parser/generator for C++ with both SAX/DOM style API.
Used in the Mapbox GL plugin of Qt Location.
The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/rapidjson`.
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Component URL: <https://doc.qt.io/qt-5/qtlocation-attribution-mapboxgl-vectortile.html>

Vector Tile Library, version 1.0.2

C++14 library for decoding Mapbox Vector Tiles.

Used in the Mapbox GL plugin of Qt Location.

The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/vector-tile`.

Project Homepage, upstream version: 1.0.2

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Component URL: <https://doc.qt.io/qt-5/qtlocation-attribution-mapboxgl-wagyu.html>

Wagyu Geometry Processing Library, version 0.4.3

A library for basic geometric operations.

Used in the Mapbox GL plugin of Qt Location.

The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/wagyu`.

Project Homepage, upstream version: 0.4.3

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Author : Angus Johnson

Version : 6.4.0

Date : 2 July 2015

Website : <http://www.angusj.com>

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Component URL: <https://doc.qt.io/qt-5/qtlocation-attribution-mapboxgl-parsedate.html>

cURL Parse Date

Parser for date formats.

Used in the Mapbox GL plugin of Qt Location.

The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/src/parsedate`.

Project Homepage

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Component URL: <https://doc.qt.io/qt-5/qtlocation-attribution-mapboxgl-geojson.html>

geojson-cpp, version 0.4.2

A C++14 library for converting GeoJSON into geometry.hpp representation. Used in the Mapbox GL plugin of Qt Location.

The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/geojson`.

Project Homepage, upstream version: 0.4.2

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```
*****
*****
Component URL: https://doc.qt.io/qt-5/qtlocation-attribution-mapboxgl-geojsonvt.html
```

geojson-vt-cpp, version 6.5.1

A library for slicing GeoJSON into vector tiles on the fly.
Used in the Mapbox GL plugin of Qt Location.
The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/geojsonvt`.
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```
*****
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```

geometry.hpp, version 0.9.3

C++ interfaces for geometry types, geometry collections, and features.
Used in the Mapbox GL plugin of Qt Location.

The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/geometry`.
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Component URL: <https://doc.qt.io/qt-5/qtlocation-attribution-geosimplify-js.html>

geosimplify-js polyline simplification library

Based on <https://github.com/mourner/simplify-js>, geosimplify-js fixes the problem that the simple pythagorean measure used in simplify-js changes size if you simply give it longitude/latitude sequences to simplify.
Used in the QML plugin of Qt Location.
The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/geosimplify.js`.
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Qt port of geosimplify.js, <https://github.com/mapbox/geosimplify-js>

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Based on simplify-js by Vladimir Agafonkin - <http://mourner.github.io/simplify-js/>

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kdbush.hpp, version 0.1.1-1

A fast static spatial index for 2D points.
Used in the Mapbox GL plugin of Qt Location.
The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/kdbush`.
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nunicode, version 1.8

nunicode is il8n library implementing Unicode 11.0.

Used in the Mapbox GL plugin of Qt Location.

The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/vendor/nunicode`.

Project Homepage, upstream version: 1.8

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polylabel, version 1.0.3

A fast algorithm for finding polygon pole of inaccessibility.

Used in the Mapbox GL plugin of Qt Location.

The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/polylabel`.

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Component URL: <https://doc.qt.io/qt-5/qtlocation-attribution-mapboxgl-protocolzero.html>

protocolzero, version 1.5.2

Minimalist protocol buffer decoder and encoder in C++.
Used in the Mapbox GL plugin of Qt Location.
The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/protocolzero`.
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shelf-pack-cpp, version 2.1.1

A 2D rectangular bin packing data structure.
Used in the Mapbox GL plugin of Qt Location.
The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/shelf-pack`.
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supercluster.hpp, version 0.2.2

A fast 2D point clustering library for use in interactive maps.
Used in the Mapbox GL plugin of Qt Location.
The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/supercluster`.
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tao_tuple, version 28626e99

The Art of C++ implementation of `std::tuple` and `std::integer_sequence`.

Used in the Mapbox GL plugin of Qt Location.

The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/tao_tuple`.

Project Homepage, upstream version: 28626e99

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unique_resource, version cba309e

General RAI wrapper for exclusive ownership resource management.

Used in the Mapbox GL plugin of Qt Location.

The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/unique_resource`.

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variant, version 1.1.4

A header-only alternative to boost::variant for C++11 and C++14.

Used in the Mapbox GL plugin of Qt Location.

The sources can be found in `tqtc-qt5/qtlocation/src/3rdparty/mapbox-gl-native/deps/variant`.

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Open62541, version 0.3

Open62541 is an open source implementation of the OPC UA protocol.

Used in the Qt OPC UA module to build the test server.

The sources can be found in `tqtc-qt5/qtopcua/tests/open62541-testserver`.

Project Homepage, upstream version: 0.3

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Open62541, version 0.3

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AndroidX Annotation Library

Androidx library that provides NonNull and Nullable.

Used to import NonNull and Nullable.

The sources can be found in `tqtc-qt5/qtpurchasing/src/android/jars/annotation-1.2.0.jar`.

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Public Key Verification

Verifies a given signature on data.

Used on Android in verification of purchases if a public key is set.

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JavaScriptCore Macro Assembler

Used in Qt QML.

The sources can be found in `tqtc-qt5/qtdeclarative/src/3rdparty/masm`.

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assimp (Open Asset Import Library) is a portable open source library to import various well-known 3D model formats in a uniform manner.

Used for importing assets for use with Qt Quick 3D

The sources can be found in `tqtc-qt5/qtquick3d/src/3rdparty/assimp`.

Project Homepage, upstream version: 5.0.1

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Component URL: <https://doc.qt.io/qt-5/qtquickcontrols-attribution-shadow-angular-material.html>

Shadow values from Angular Material

Shadow values for the elevation effect.
Used in the Material Style of Qt Quick Controls 2.
The sources can be found in `tqtc-qt5/qtquickcontrols2/src/imports/controls/material/ElevationEffect.qml`.
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SQLite, version 3.43.0

SQLite is a small C library that implements a self-contained, embeddable, zero-configuration SQL database engine.
Used in Qt SQL Lite plugin. Configure Qt with `-system-sqlite` or `-no-sqlite` to avoid.
The sources can be found in `tqtc-qt5/qtbase/src/3rdparty/sqlite`.
Project Homepage, upstream version: 3.43.0
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XSVG

Some code for arc handling is derived from code from the XSVG project.
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The sources can be found in `tqtc-qt5/qtsvg/src/svg/qtsvghandler.cpp`.
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JavaScriptCore, version Snapshot from 2011-01-27

JavaScriptCore is the built-in JavaScript engine, originally developed for WebKit. Used as JavaScript engine in Qt Script.

The sources can be found in `tqtc-qt5/qtscript/src/3rdparty/javascriptcore`.

Project Homepage, upstream version: Snapshot from 2011-01-27

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Cycle

Allows to access the CPU's cycle counters.

Used in the Qt Test module.

The sources can be found in `tqtc-qt5/qtbase/src/testlib/3rdparty/cycle_p.h`.

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Linux Performance Events, version 3.7

Allows access to the Linux kernel's performance events.

Used on Linux and Android in the Qt Test module. Note that this is a copy of the respective Linux header, and the clarifications of the Linux Syscall Note apply.

The sources can be found in `tqtc-qt5/qtbase/src/testlib/3rdparty/linux_perf_event_p.h`.

Project Homepage, upstream version: 3.7

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Valgrind, version 3.14.0

An instrumentation framework for building dynamic analysis tools.

Used on Linux and MacOS in the Qt Test module.

The sources can be found in `tqtc-qt5/qtbase/src/testlib/3rdparty/valgrind_p.h` and `tqtc-qt5/qtbase/src/testlib/3rdparty/callgrind_p.h`.

Project Homepage, upstream version: 3.14.0

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Lipi Toolkit, version 4.0.0

Lipi Toolkit (LipiTk) is an open source toolkit for online Handwriting Recognition. Optionally used in Qt Virtual Keyboard.
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OpenWnn

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PinyinIME

PinyinIME is an input method engine for Pinyin (the official romanization system for Standard Chinese in mainland China, Malaysia, Singapore, and Taiwan) from the Android Open Source Project.

Optionally used in Qt Virtual Keyboard.

The sources can be found in `tqtc-qt5/qtvirtualkeyboard/src/plugins/pinyin/3rdparty/pinyin`.

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Traditional Chinese IME (tcime)

Traditional Chinese IME (tcime) is an input method engine for traditional Chinese. Optionally used in Qt Virtual Keyboard.

The sources can be found in `tqtc-`

`qt5/qtvirtualkeyboard/src/plugins/tcime/3rdparty/tcime.`

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Wayland EGLStream Controller Protocol, version 1.1.1

Allows clients to request that the compositor creates its EGLStream.
Used in the Qt Wayland Compositor
The sources can be found in `tqtc-qt5/qtwayland/src/3rdparty/protocol/wl-eglstream-controller.xml`.
Project Homepage, upstream version: 1.1.1
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URL List:

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Wayland Fullscreen Shell Protocol, version unstable v1

A Wayland shell for displaying a single surface per output
 Used in the Qt Wayland platform plugin.
 The sources can be found in `tqtc-qt5/qtwayland/src/3rdparty/protocol/fullscreen-shell-unstable-v1.xml`.
 Project Homepage, upstream version: unstable v1
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Wayland IVI Extension Protocol, version 1.9.1

"Wayland IVI Extension" is forked from IVI Layer Management to define a common set of APIs by wayland style protocol and provide reference implementation which can be loaded on Weston.

Used in the Qt Wayland Compositor, and the Qt Wayland platform plugin.
The sources can be found in `tqtc-qt5/qtwayland/src/3rdparty/protocol/ivi-controller.xml` and `tqtc-qt5/qtwayland/src/3rdparty/protocol/ivi-application.xml`.

Project Homepage, upstream version: 1.9.1

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<https://at.projects.genivi.org/wiki/display/WIE/Wayland+IVI+Extension+Home>

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Wayland Linux Dmabuf Unstable V1 Protocol, version unstable v1, version 3

The linux dmabuf protocol is a way to create dmabuf-based wl_buffers
Used in the Qt Wayland Compositor
The sources can be found in `tqtc-qt5/qtwayland/src/3rdparty/protocol/linux-dmabuf-unstable-v1.xml`.
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Wayland Primary Selection Protocol, version 1

The primary selection extension allows copying text by selecting it and pasting it with the middle mouse button.

Used in the Qt Wayland platform plugin

The sources can be found in `tqtc-qt5/qtwayland/src/3rdparty/protocol/wp-primary-selection-unstable-v1.xml`.

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Wayland Protocol, version 1.16.0

Wayland is a protocol for a compositor to talk to its clients.

Used in the Qt Wayland Compositor, and the Qt Wayland platform plugin.

The sources can be found in `tqtc-qt5/qtwayland/src/3rdparty/protocol/wayland.xml`.

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Component URL: <https://doc.qt.io/qt-5/qtwaylandcompositor-attribution-wayland-scaler-protocol.html>

Wayland Scaler Protocol, version 2

The Wayland scaler extension allows a client to scale or crop a surface without modifying the buffer

Used in the Qt Wayland Compositor API

The sources can be found in `tqtc-qt5/qtwayland/src/3rdparty/protocol/scaler.xml`.

Project Homepage, upstream version: 2

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Wayland Tablet Protocol, version unstable v2, version 1

Used in the Qt Wayland platform plugin

The sources can be found in `tqtc-qt5/qtwayland/src/3rdparty/protocol/tablet-unstable-v2.xml`.

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Wayland Text Input Protocol, version unstable v2

Adds support for text input and input methods to applications.
Used in the Qt Wayland Compositor, and the Qt Wayland platform plugin.
The sources can be found in `tqtc-qt5/qtwayland/src/3rdparty/protocol/text-input-unstable-v2.xml`.

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Wayland Viewporter Protocol, version 1

The Wayland viewporter extension allows a client to scale or crop a surface without modifying the buffer

Used in the Qt Wayland Compositor API

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Wayland XDG Output Protocol, version unstable v1, version 3

The XDG Output protocol is an extended way to describe output regions under Wayland Used in the Qt Wayland Compositor API, and the Qt Wayland platform plugin. The sources can be found in `tqtc-qt5/qtwayland/src/3rdparty/protocol/xdg-output-unstable-v1.xml`.

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Wayland XDG Shell Protocol, version 1.18

The XDG-Shell protocol is an extended way to manage surfaces under Wayland compositors.

Used in the Qt Wayland Compositor, and the Qt Wayland platform plugin.

The sources can be found in `tqtc-qt5/qtwayland/src/3rdparty/protocol/xdg-shell-unstable-v5.xml`, `tqtc-qt5/qtwayland/src/3rdparty/protocol/xdg-shell-unstable-v6.xml`, `tqtc-qt5/qtwayland/src/3rdparty/protocol/xdg-shell.xml`, `tqtc-qt5/qtwayland/src/compositor/extensions/pregenerated/3rdparty/qwayland-server-xdg-shell-unstable-v5.cpp`, `tqtc-qt5/qtwayland/src/compositor/extensions/pregenerated/3rdparty/qwayland-server-xdg-shell-unstable-v5_p.h`, `tqtc-qt5/qtwayland/src/compositor/extensions/pregenerated/3rdparty/wayland-xdg-shell-unstable-v5-protocol.c`, `tqtc-qt5/qtwayland/src/compositor/extensions/pregenerated/3rdparty/wayland-xdg-shell-unstable-v5-server-protocol_p.h`, `tqtc-qt5/qtwayland/src/plugins/shellintegration/xdg-shell-v5/pregenerated/3rdparty/qwayland-xdg-shell-unstable-v5.cpp`, `tqtc-qt5/qtwayland/src/plugins/shellintegration/xdg-shell-v5/pregenerated/3rdparty/qwayland-xdg-shell-unstable-v5_p.h`, `tqtc-qt5/qtwayland/src/plugins/shellintegration/xdg-shell-v5/pregenerated/3rdparty/wayland-xdg-shell-unstable-v5-client-protocol_p.h`, and `tqtc-qt5/qtwayland/src/plugins/shellintegration/xdg-shell-v5/pregenerated/3rdparty/wayland-xdg-shell-unstable-v5-protocol.c`.

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Wayland xdg-decoration Protocol, version unstable v1, version 1

The xdg-decoration protocol allows a compositor to announce support for server-side decorations.

Used in the Qt Wayland Compositor API, and the Qt Wayland platform plugin. The sources can be found in `tqtc-qt5/qtwayland/src/3rdparty/protocol/xdg-decoration-unstable-v1.xml`.

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ARCore SDK

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Almost Native Graphics Layer Engine

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FreeType

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2006-Jan-27

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David Turner, Robert Wilhelm, and Werner Lemberg

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./test/smallvectors.cpp
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./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


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./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_gz.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
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./test/product_notemporary.cpp
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./test/eigensolver_generalized_real.cpp
./test/umfpack_support.cpp
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./test/eigen2/eigen2_mixingtypes.cpp
./test/eigen2/eigen2_qr.cpp
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./bench/eig33.cpp
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./lapack/cholesky.cpp
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./lapack/single.cpp
./lapack/lu.cpp
./lapack/complex_single.cpp
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./Eigen/src/Eigen2Support/Geometry/Hyperplane.h
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permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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gradle

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```
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jpeg
*****
(extracted from src/README)
```

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libxcb

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libxml

Libxml2, an XML C Parser

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

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mongoose

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objective_c/gtm_session_fetcher

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openctm

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Headers for the Windows 10 WebAuthn API (webauthn.dll)

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IAccessible2 COM interfaces for accessibility

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Jinja2 Python Template Engine

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Khronos header files

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Khronos reference front-end for GLSL and ESSL

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LevelDB: A Fast Persistent Key-Value Store

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Lottie Web

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BezierEasing - use bezier curve for transition easing function  
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```
Credits: is based on Firefox's nsSMILKeySpline.cpp  
Usage:  
var spline = BezierEasing([ 0.25, 0.1, 0.25, 1.0 ])  
spline.get(x) => returns the easing value | x must be in [0, 1] range
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Oculus SDK for Windows

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Recurrent neural network for audio noise reduction

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bspatch

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dav1d is an AV1 decoder :)

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ffmpeg

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Specifically, the GPL parts of FFmpeg are:

- libpostproc
- optional x86 optimization in the files
- `libavcodec/x86/flac\_dsp\_gpl.asm`
- `libavcodec/x86/idct\_mmx.c`
- `libavfilter/x86/vf\_removegrain.asm`
- the following building and testing tools
- `compat/solaris/make\_sunver.pl`
- `doc/t2h.pm`
- `doc/txi2pod.pl`
- `libswresample/tests/swresample.c`
- `tests/checkasm/\*`
- `tests/tiny\_ssim.c`
- the following filters in libavfilter:
- `signature\_lookup.c`
- `vf\_blackframe.c`
- `vf\_boxblur.c`
- `vf\_colormatrix.c`
- `vf\_cover\_rect.c`
- `vf\_cropdetect.c`
- `vf\_delogo.c`
- `vf\_eq.c`
- `vf\_find\_rect.c`
- `vf\_fspp.c`
- `vf\_histeq.c`
- `vf\_hqdn3d.c`
- `vf\_kerndeint.c`
- `vf\_lensfun.c` (GPL version 3 or later)
- `vf\_mcdeint.c`
- `vf\_mpdecimate.c`
- `vf\_nnedi.c`
- `vf\_owdenoise.c`
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- `vf\_phase.c`
- `vf\_pp.c`
- `vf\_pp7.c`
- `vf\_pullup.c`
- `vf\_repeatfields.c`
- `vf\_sab.c`
- `vf\_signature.c`
- `vf\_smartblur.c`
- `vf\_spp.c`
- `vf\_stereo3d.c`

```
- `vf_super2xsai.c`  
- `vf_tinterlace.c`  
- `vf_uspp.c`  
- `vf_vaguedenoiser.c`  
- `vsrc_mptestsrc.c`
```

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

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

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

External libraries

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

Compatible libraries

The following libraries are under GPL version 2:

```
- avisynth  
- frei0r  
- libcdio  
- libdavs2  
- librubberband  
- libvidstab  
- libx264  
- libx265  
- libxavs  
- libxavs2  
- libxvid
```

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

The following libraries are under LGPL version 3:

```
- gmp  
- libaribb24  
- liblensfun
```

When combining them with FFmpeg, use the configure option `--enable-version3` to upgrade FFmpeg to the LGPL v3.

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

The smbclient library is under the GPL v3, to combine it with FFmpeg, the options `--enable-gpl` and `--enable-version3` have to be passed to configure to upgrade FFmpeg to the GPL v3.

Incompatible libraries

There are certain libraries you can combine with FFmpeg whose licenses are not compatible with the GPL and/or the LGPL. If you wish to enable these libraries, even in circumstances that their license may be incompatible, pass `--enable-nonfree` to configure. This will cause the resulting binary to be unredistributable.

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

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/arm/vp8dsp_armv6.S

VP8 ARMv6 optimisations

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libavcodec/mips/acelp_filters_mips.c

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Author: Nedeljko Babic (nbabic@mips.com)

various filters for ACELP-based codecs optimized for MIPS

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libavcodec/mips/acelp_vectors_mips.c

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adaptive and fixed codebook vector operations for ACELP-based codecs
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libavcodec/mips/amrbdec_mips.c

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libavcodec/mips/celp_filters_mips.c

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various filters for CELP-based codecs optimized for MIPS

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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/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/mpegaditdsp_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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libavcodec/x86/xvididct.asm

XVID MPEG-4 VIDEO CODEC

Conversion from gcc syntax to x264asm syntax with 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>
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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
<http://developer.intel.com/vtune/cbts/strmsimd/922down.htm>
(See more app notes at <http://developer.intel.com/vtune/cbts/strmsimd/appnotes.htm>)
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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Rounding trick Copyright(C) 2000 Michel Lespinasse <walken@zoy.org>

<http://www.eleccard.com/peter/idct.html>
<http://www.linuxvideo.org/mpeg2dec/>

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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libavformat/oggparsetheora.c

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libavutil/avsscanf.c

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libswresample/swresample.h

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libswresample/version.h

Version macros.

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libavcodec/jfdctfst.c
libavcodec/jfdctint_template.c
libavcodec/jrevdct.c

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```
libavcodec/fft_fixed_32.c
libavcodec/fft_init_table.c
libavcodec/fft_table.h
libavcodec/mdct_fixed_32.c
libavcodec/mips/aacdec_mips.c
libavcodec/mips/aacdec_mips.h
libavcodec/mips/aacpsdsp_mips.c
libavcodec/mips/aacsbr_mips.c
libavcodec/mips/aacsbr_mips.h
libavcodec/mips/amrwbdec_mips.h
libavcodec/mips/compute_antialias_fixed.h
libavcodec/mips/compute_antialias_float.h
libavcodec/mips/lsp_mips.h
libavcodec/mips/sbrdsp_mips.c
libavutil/fixed_dsp.c
libavutil/fixed_dsp.h
libavutil/mips/float_dsp_mips.c
libavutil/mips/libm_mips.h
libavutil/softfloat_tables.h
```

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libavformat/oggdec.c
libavformat/oggdec.h
libavformat/oggparseogm.c
libavformat/oggparsevorbis.c

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- 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 where to find the accompanying uncombined form of the same work.

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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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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 "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.

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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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.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

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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:

- a) The modified work must itself be a software library.
- 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.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do 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.

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.

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- 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:

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modp base64 decoder

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Component URL: <https://doc.qt.io/qt-5/qtwebengine-3rdparty-xxhash.html>

xxHash

Project Homepage

xxHash Library

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Component URL: <https://doc.qt.io/qt-5/qtwebengine-3rdparty-zlib.html>

zlib

Project Homepage

version 1.2.12, March 27th, 2022

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Component URL: <https://doc.qt.io/qt-5/qtxmlpatterns-attribution-xml-xsd.html>

XML Schema, version 2007/08

The xml.xsd file provided by W3C describes the XML namespace, in a form suitable for import by other schema documents.

Used for implementing validation of the the XML schema.

The sources can be found in qt5-qtxmlpatterns/src/xmlpatterns/schema/schemas/xml.xsd.

Project Homepage, upstream version: 2007/08

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The Android platform does not provide a full implementation of the C++ run-time. Instead, apps that depend on features such as STL, exceptions, or RTTI, must include an additional native run-time library that provides the features they need.

When built with g++, Qt will use the GNU libstdc++ library which is distributed as part of the Google Android NDK. Qt Creator will copy this library into the .APK for any Qt-based Android app. The library will then be loaded by the app on start-up to meet the run-time requirements of Qt. The GNU C++ run-time is licensed under the GNU General Public License version 3 with an exception which grants permission for run-time linking and usage of the library by an application which would otherwise violate the terms of the main license. For more information about this exception, see the official license page.

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Author:
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This differs from Colin Plumb's older public domain implementation in that no exactly 32-bit integer data type is required (any 32-bit or wider unsigned integer data type will do), there's no compile-time endianness configuration, and the function prototypes match OpenSSL's. No code from Colin Plumb's implementation has been reused; this comment merely compares the properties of the two independent implementations.

The primary goals of this implementation are portability and ease of use. It is meant to be fast, but not as fast as possible. Some known optimizations are not included to reduce source code size and avoid compile-time configuration.

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Qt 5.15.15

Qt Core Module

The copy of the The Public Suffix List was updated on 2023-07-31.

Qt GUI Module

HarfBuzz was updated to upstream version 7.2.0.
LibJPEG-turbo was updated to upstream version 3.0.0.
LibPNG was updated to upstream version 1.6.40.
Freetype 2 was updated to upstream version 2.13.1.

Qt Image Formats

TIFF Software Distribution (libtiff) was updated to upstream version 4.5.1.
WebP (libwebp) was updated to upstream version 1.3.1.

Qt SQL Module

SQLite was updated to upstream version 3.41.2.

Qt 5.15.14

Qt Core Module

The copy of the Public Suffix List was updated to the version published on 2023-05-03.

Qt GUI Module

Freetype 2 was updated to upstream version 2.13.0.

Qt SQL Module

SQLite was updated to upstream version 3.41.1.

Qt 5.15.13

Qt Core Module

PCRE2 was updated to version 10.42.

Qt GUI Module

LibJPEG-turbo was updated to upstream version 2.1.5.
LibPNG got updated to upstream version 1.6.39.

Qt Image Formats

TIFF Software Distribution (libtiff) got updated to upstream version 4.5.0.
WebP (libwebp) was updated to upstream version 1.3.0.

Qt SQL Module
SQLite was updated to upstream version 3.40.1.

Qt 5.15.12

Qt Core Module

Data Compression Library (zlib) was updated to version 1.2.13.

Qt GUI Module

LibPNG got updated to upstream version 1.6.38.

Qt 5.15.11

Qt GUI Module

Freetype 2 got updated to upstream version 2.12.1.
LibJPEG-turbo was updated to upstream version 2.1.4.

Qt Image Formats

TIFF Software Distribution (libtiff) got updated to upstream version 4.4.0.
WebP (libwebp) was updated to upstream version 1.2.4.

Qt SQL Module
SQLite was updated to upstream version 3.39.2.

Qt 5.15.10

Qt Core Module
PCRE2 was updated to version 10.40.

Qt 5.15.9

Qt Core Module

The copy of the The Public Suffix List was updated on 2022-02-17.
Data Compression Library (zlib) was updated to version 1.2.12.

Qt GUI Module
LibJPEG-turbo was updated to upstream version 2.1.3.

Qt Image Formats
WebP (libwebp) was updated to upstream version 1.2.2.

Qt SQL Module

SQLite was updated to upstream version 3.37.2.

Qt 5.15.8

Qt Core Module

Gradle wrapper was updated to version 7.2.0

PCRE2 was updated to version 10.39

PCRE2 - Stack-less Just-In-Time Compiler was updated to version 10.39

Qt 3D Module

Open Asset Import Library was updated to version 5.0.1.

Qt 5.15.7

Qt Core Module

PCRE2 got updated to upstream version 10.38.

Qt GUI Module

LibJPEG-turbo got updated to upstream version 2.1.1.

Qt Image Formats

WebP (libwebp) got updated to upstream version 1.2.1.

Qt SQL Module

SQLite got updated to upstream version 3.36.0.

Qt 5.15.6

Qt Core Module

Unicode Common Locale Data Repository (CLDR) got updated to upstream version v39.

Qt GUI Module

Freetype 2 got updated to upstream version 2.10.4.

MD4C got updated to upstream version 0.4.8.

Qt Image Formats

TIFF Software Distribution (libtiff) got updated to upstream version 4.3.0.

Qt 5.15.5

Qt Core Module

PCRE2 got updated to upstream version 10.37.

Qt GUI Module

LibJPEG-turbo got updated to upstream version 2.1.0. Also, the copyright information got updated.

Qt SQL Module

SQLite got updated to upstream version 3.35.5.

Qt 5.15.4

Qt GUI Module

LibJPEG-turbo got updated to upstream version 2.0.6. Also, the copyright information got updated.

Qt Image Formats

TIFF Software Distribution (libtiff) got updated to upstream version 4.2.0.
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Qt SQL Module
SQLite got updated to upstream version 3.35.2.

Qt 5.15.3

Qt Core Module

PCRE2 got updated to upstream version 10.36.
The copy of the The Public Suffix List got updated on 2021-01-21.
Unicode Common Locale Data Repository (CLDR) got updated to upstream version v38.

Qt GUI Module
MD4C got updated to upstream version 0.4.6.

Qt SQL Module
SQLite got updated to upstream version 3.34.0.

Qt WebEngine Module

The Chromium version has been updated to 87.0.4280.144.
Chromium received backported security fixes from Chromium up to version 88.0.4324.150.

Qt 5.15.2

Qt 3D Module

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SQLite got updated to upstream version 3.30.0.

Qt GUI Module
Wintab API license updated to LCS-Telegraphics License

Qt 5.15.1

Qt Core Module

PCRE2 - Stack-less Just-In-Time Compiler got updated to upstream version 10.35.

Qt GUI Module

Usage of ANGLE: Khronos Headers under MIT License is now documented.
LibJPEG-turbo got updated to upstream version 2.0.5.

Qt SQL Module

SQLite got updated to upstream version 3.32.3.

Qt 5.15.0

Qt 3D Module

imgui version v1.66b was added under MIT License.

Qt Core Module

UCD got updated to upstream revision 26.
The copy of the The Public Suffix List got updated on 2020-03-13.

Qt DBUS Module

libdbus-1 headers got updated to upstream version 1.13.12

Qt GUI Module

LibJPEG-turbo got updated to upstream version 2.0.4.
Usage of XCB-XInput under MIT License is now documented.

section2 Qt Image Formats

WebP (libwebp) got updated to upstream version 1.1.0.

Qt Location Module

Use of geosimplify.js is now documented.

Qt Quick3D Module

Usage of Open Asset Import Library got updated to upstream version 5.0.1.

Qt Wayland Compositor

Wayland Tablet Protocol unstable v2, version 1 was added under the MIT License.
Wayland xdg-decoration Protocol was updated to unstable v1, version 2
Wayland XDG Shell Protocol was updated to version 1.18
Wayland Text Input Protocol was updated to unstable version v2
Wayland Linux Dmabuf Unstable V1 Protocol was updated to unstable v1, version 3
Wayland EGLStream Controller Protocol was updated to version 1.1.1

Qt WebEngine Module

Updated Chromium to 80.0.3987

Qt 5.14.2

Qt GUI Module

MD4C got updated to upstream version 0.4.3.

Qt SQL Module

SQLite got updated to upstream version 3.31.1.

Qt 5.14.1

Qt Core Module

PCRE2 got updated to upstream version 10.34.

PCRE2 - Stack-less Just-In-Time Compiler got updated to upstream version 10.34.

Qt QML Module

LLVM: ADT was removed from 3rd party sources and we are not bundling that library anymore.

Qt 5.14.0

Qt Core Module

Unicode Common Locale Data Repository (CLDR) got updated to upstream version v36.

Efficient Binary-Decimal and Decimal-Binary Conversion Routines for IEEE Doubles got updated to upstream version 3.1.5.

The copy of the The Public Suffix List got updated on 2019-10-23.

Qt GUI Module

Freetype 2 got updated to upstream version 2.10.1.

LibJPEG-turbo got updated to upstream version 2.0.3.

MD4C version 0.3.4 was added under MIT License.

Vulkan Memory Allocator version 2.2.0 was added under MIT License.

Qt Image Formats

libtiff got updated to upstream version 4.1.0.

Qt QML Module

LLVM: ADT was added under University of Illinois/NCSA Open Source License.

Qt SQL Module

SQLite got updated to upstream version 3.30.1.

Qt Wayland Compositor

The compositor module is no longer available under the GPLv2 and LGPLv3 licenses, but is still available under GPLv3 and commercial licenses.

The xdg-output-unstable-v1 protocol version 2 was added under the MIT License.

The idle-inhibit-unstable-v1 protocol version 1 was added under the MIT License.

Qt Wayland QPA plugin

The primary-selection-unstable-v1 protocol version 1 was added under the MIT License.

Qt WebEngine Module

Updated Chromium to 77.0.3865

Qt 5.13.2

Qt GUI Module

X Server helper was added under X11 License and Historical Permission Notice and Disclaimer license.

Adobe Glyph List For New Fonts version 1.7 was added under BSD 3-Clause "New" or "Revised" License.

Qt SQL Module

SQLite got updated to upstream version 3.29.0.

Qt 5.13.1

Qt Core Module

Unicode Common Locale Data Repository (CLDR) got updated to upstream version v35.1

Qt Image Formats

WebP (libwebp) got updated to upstream version 1.0.3.

Qt 5.13.0

Qt Core Module

The copy of the The Public Suffix List got updated on 2019-02-20. The upstream license is now MPL 2.0.

PCRE2 got updated to upstream version 10.33.

PCRE2 - Stack-less Just-In-Time Compiler got updated to upstream version 10.33.

Qt SQL Module

SQLite got updated to upstream version 3.28.0.

Qt GUI Module

LibJPEG-turbo got updated to upstream version 2.0.2.

LibPNG got updated to upstream version 1.6.37.

Qt DBUS Module

The libdbus-1 headers got updated to upstream version 1.12.12.

Qt Wayland

The fullscreen-shell-unstable-v1 version 1 was added under the MIT License.

The linux-dmabuf-unstable-v1 protocol version 3 was added under the MIT License.

The wayland protocol got updated to version 1.16.0.

The wl-scaler protocol version 2 was added under the MIT License.

The wp-viewporter protocol version 1 was added under the MIT License.

Qt 5.12.9

Qt SQL Module

SQLite got updated to upstream version 3.32.1.

Qt 5.12.6

Qt SQL Module

SQLite got updated to upstream version 3.29.0.

Qt 5.12.5

Qt GUI Module

Use of Adobe Glyph List For New Fonts under the BSD-3-Clause license is now documented.

Qt Image Formats

WebP (libwebp) got updated to upstream version 1.0.3.

Qt 5.12.4

Qt GUI Module

LibPNG got updated to upstream version 1.6.37.

Qt Core Module

PCRE2 got updated to upstream version 10.33

PCRE2 - Stack-less Just-In-Time Compiler got updated to upstream version 10.33

Unicode Common Locale Data Repository (CLDR) got updated to upstream version v35.1

Qt SQL Module

SQLite got updated to upstream version 3.28.0.

Qt 5.12.3

Qt GUI Module

The license of Wintab API was now classified as 'Custom' instead of 'Public Domain'.

Qt SQL Module

SQLite got updated to upstream version 3.27.1.

Qt 5.12.2

Qt GUI Module

Freetype 2 got updated to upstream version 2.9.1.

LibPNG got updated to upstream version 1.6.36. libpng License 2 added at same time.

Qt Image Formats

WebP (libwebp) got updated to upstream version 1.0.2.

Qt 5.12.1

Qt Core Module

The version information for FreeBSD got updated.

The version information for Secure Hash Algorithm SHA-3 - Keccak got updated.

UCD got updated to upstream version 20.

Qt GUI Module

xkbcommon was removed from 3rd party sources and we are not bundling that library any more.

Qt Image Formats

WebP (libwebp) got updated to upstream version 1.0.1. libtiff got updated to upstream version 4.0.10.

Qt SQL Module

SQLite got updated to upstream version 3.26.0.

Qt Virtual Keyboard Module

The version information for Lipi Toolkit got updated.

Qt Wayland Compositor Module

The usage of Wayland EGLStream Controller Protocol under MIT license is now documented.

Qt 5.12.0

Qt 3D Module

Use of Miramar Skybox Textures is now documented.

Qt Core Module

Efficient Binary-Decimal and Decimal-Binary Conversion Routines for IEEE Doubles got updated to upstream version 3.1.1.

PCRE2 got updated to upstream version 10.32.

Use of PCRE2 - Stack-less Just-In-Time Compiler under the BSD 2-clause "Simplified" license is now documented.

Secure Hash Algorithm SHA-3 - brg_endian got updated to version

<https://github.com/BrianGladman/sha/> commit 4b9e13ead2c5b5e41ca27c65de4dd69ae0bac228.

License got updated to BSD 2-clause "Simplified" license.

Use of TinyCBOR under the MIT license is now documented.

Unicode Common Locale Data Repository (CLDR) got updated to upstream version v34.

Qt GUI Module

The version information for Freetype 2 got updated.

The Qt usage documentation for HarfBuzz got updated.

The Qt usage documentation for HarfBuzz-NG got updated.

The version information for IAccessible2 IDL Specification got updated.

LibJPEG-turbo got updated to upstream version 2.0.0.

LibPNG got updated to upstream version 1.6.35.

Use of Bitstream Vera Font under the vera_font{Bitstream Vera Font} license is now documented.

DejaVu Fonts got updated to upstream version 2.37 and their use under the Bitstream DejaVu Font license is now documented.

Use of WebGradients under the MIT license is now documented.

Qt DBUS Module

libdbus-1 headers got updated to upstream version 1.12.

Qt Image Formats

JasPer got removed.

MNG reference library got removed.

Qt Location Module

Use of Tango Weather Icon Pack by Darkobra is now documented.

Use of Tango Icons is now documented.

Qt Test Module

Valgrind got updated to upstream version 3.14.0.

Qt Wayland Compositor Module

Use of Wayland xdg-decoration Protocol under the MIT license is now documented.
Use of Wayland XDG Output Protocol under the MIT license is now documented.

Qt WebEngine Module

Chromium and third-party components bundled with it were updated to version 69.0.3497.

Qt 5.11.2

Qt Core Module

PCRE2 got updated to upstream version 10.31.

Qt GUI Module

The copyright information for HarfBuzz got updated.

The copyright information for Anti-aliasing rasterizer from FreeType 2 got updated.

Qt Location Module

The copyright information and description of Clipper Polygon Clipping Library got updated.

Qt SQL Module

SQLite got updated to upstream version 3.24.0.

Qt WebEngine Module

Chromium received backported security fixes from Chromium up to version 68.0.3440.75.
The WebEngine StyleSheet Browser Example, WebEngine Widgets Simple Browser Example, WebEngine Quick Nano Browser, and WebEngine Cookie Browser Example use images from the Tango Icon Library. This is now documented.
Marked (WebEngine RecipeBrowser example) got updated to upstream version 0.4.0.

Qt 5.11.1

Qt 3D Module

The use of the nasa-jpl{Jet Propulsion Laboratory Photojournal} in the module is actually limited to the planets-qml example. The attribution has therefore been removed from the module's documentation.

Qt Documentation

Use of the Titillium Web Font in the Coffee demo is now documented.

Qt Image Formats

WebP (libwebp) got updated to version 1.0.0.

Qt 5.11.0

Qt 3D Module

The Open Asset Import Library got updated to upstream version 4.1.0.
Examples use some assets from Substance Share that are available under the Creative Commons Attribution 4.0 license. This is now documented.

Qt Core Module

Parts of QTemporaryFile got removed from documentation. The corresponding code got removed already in Qt 5.10.0.

The copy of the The Public Suffix List got updated on 2018-01-04.

The concluded license for the Unicode Common Locale Data Repository (CLDR) changed to Unicode License Agreement - Data Files and Software (2016). In Qt 5.10 documentation, the component was labelled as Unicode CLDR (Unicode Common Locale Data Repository). The use of the Unicode Character Database (UCD) under the Unicode License Agreement - Data Files and Software (2016). is now documented.

Qt D-Bus Module

Qt D-Bus uses code from libdbus-1 headers that are available under the Academic Free License v2.1, or GNU General Public License v2.0 or later. This is now documented.

Qt GUI Module

HarfBuzz-NG got updated to upstream version 1.7.4.
LibJPEG-turbo got updated to upstream version 1.5.3.

Qt Image Formats

TIFF Software Distribution (libtiff) got updated to upstream version 4.0.9.
WebP (libwebp) got updated to upstream version 0.6.1.

Qt Quick Controls 2 Module

Use of Shadow values from Angular Material under MIT License in the Material Style is now documented.

Qt SQL Module

SQLite got updated to upstream version 3.23.1.

Qt Test Module

The concluded license of Linux Performance Events changed to GNU General Public License v2.0 only with Linux Syscall Note.

Qt WebEngine Module

(Components of) Bazel got added under the Apache License 2.0.
Breakpad, An open-source multi-platform crash reporting system got added under a New BSD, Apple PSL 2.0 and Apache 2.0 license.
BoringSSL got updated.
CRC32C got added under a New BSD license.
Error Prone got removed.
Fiat-Crypto: Synthesizing Correct-by-Construction Code for Cryptographic Primitives got added under a MIT license.
OpenVR SDK got added under a BSD 3-Clause license.
Perfetto got added under a Apache 2 license.
The library to input, validate, and display addresses got removed.
content_shell_fonts got added under SIL OPEN FONT LICENSE, GPL v2, Bitstream Vera Fonts Copyright.
libcxx got removed.
libcxxabi got removed.
libunwind got removed.
libva got removed.
libxslt got added under a MIT license.
open-vcdiff got removed.

Qt XML Patterns Module

Use of XML Schema under W3C Software Notice and Document License (2015-05-13) is now documented.

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URL List:

Third Party Modules: [licenses-used-in-qt.html](#)
: #qt-5-15-15
: #qt-core-module
The Public Suffix List: [qtcore-attribution-psl.html#psl](#)
: #qt-gui-module
HarfBuzz: [qtgui-attribution-harfbuzz.html#harfbuzz](#)
LibJPEG-turbo: [qtgui-attribution-libjpeg.html#libjpeg](#)
LibPNG: [qtgui-attribution-libpng.html#libpng](#)
Freetype 2: [qt-embedded-fonts.html#freetype](#)
: #qt-image-formats
TIFF Software Distribution (libtiff): [qtimageformats-attribution-libtiff.html#libtiff](#)
WebP (libwebp): [qtimageformats-attribution-libwebp.html#libwebp](#)
: #qt-sql-module
SQLite: [qtsql-attribution-sqlite.html#sqlite](#)
: #qt-5-15-14
: #qt-core-module
Public Suffix List: [qtcore-attribution-psl.html#psl](#)
: #qt-gui-module
Freetype 2: [qt-embedded-fonts.html#freetype](#)
: #qt-sql-module
SQLite: [qtsql-attribution-sqlite.html#sqlite](#)
: #qt-5-15-13
: #qt-core-module
PCRE2: [qtcore-attribution-pcre2.html#pcre2](#)
: #qt-gui-module
LibJPEG-turbo: [qtgui-attribution-libjpeg.html#libjpeg](#)
LibPNG: [qtgui-attribution-libpng.html#libpng](#)
: #qt-image-formats
TIFF Software Distribution (libtiff): [qtimageformats-attribution-libtiff.html#libtiff](#)
WebP (libwebp): [qtimageformats-attribution-libwebp.html#libwebp](#)
: #qt-sql-module
SQLite: [qtsql-attribution-sqlite.html#sqlite](#)
: #qt-5-15-12
: #qt-core-module
Data Compression Library (zlib): [qtcore-attribution-zlib.html#zlib](#)
: #qt-gui-module
LibPNG: [qtgui-attribution-libpng.html#libpng](#)
: #qt-5-15-11
: #qt-gui-module
Freetype 2: [qt-embedded-fonts.html#freetype](#)
LibJPEG-turbo: [qtgui-attribution-libjpeg.html#libjpeg](#)
: #qt-image-formats
TIFF Software Distribution (libtiff): [qtimageformats-attribution-libtiff.html#libtiff](#)
WebP (libwebp): [qtimageformats-attribution-libwebp.html#libwebp](#)
: #qt-sql-module
SQLite: [qtsql-attribution-sqlite.html#sqlite](#)
: #qt-5-15-10
: #qt-core-module
PCRE2: [qtcore-attribution-pcre2.html#pcre2](#)
: #qt-5-15-9
: #qt-core-module
The Public Suffix List: [qtcore-attribution-psl.html#psl](#)
Data Compression Library (zlib): [qtcore-attribution-zlib.html#zlib](#)
: #qt-gui-module
LibJPEG-turbo: [qtgui-attribution-libjpeg.html#libjpeg](#)
: #qt-image-formats

WebP (libwebp): qtimageformats-attribution-libwebp.html#libwebp
: #qt-sql-module
SQLite: qtsql-attribution-sqlite.html#sqlite
: #qt-5-15-8
: #qt-core-module
Gradle wrapper: qtcore-attribution-android-gradle-wrapper.html#android-gradle-wrapper
PCRE2: qtcore-attribution-pcre2.html#pcre2
PCRE2 - Stack-less Just-In-Time Compiler: qtcore-attribution-pcre2-sljit.html#pcre2-sljit
: #qt-3d-module
Open Asset Import Library: qt3d-attribution-assimp.html#assimp
: #qt-5-15-7
: #qt-core-module
PCRE2: qtcore-attribution-pcre2.html#pcre2
: #qt-gui-module
LibJPEG-turbo: qtgui-attribution-libjpeg.html#libjpeg
: #qt-image-formats
WebP (libwebp): qtimageformats-attribution-libwebp.html#libwebp
: #qt-sql-module
SQLite: qtsql-attribution-sqlite.html#sqlite
: #qt-5-15-6
: #qt-core-module
Unicode Common Locale Data Repository (CLDR): qtcore-attribution-unicode-cldr.html#unicode-cldr
: #qt-gui-module
Freetype 2: qt-embedded-fonts.html#freetype
MD4C: qtgui-attribution-md4c.html#md4c
: #qt-image-formats
TIFF Software Distribution (libtiff): qtimageformats-attribution-libtiff.html#libtiff
: #qt-5-15-5
: #qt-core-module
PCRE2: qtcore-attribution-pcre2.html#pcre2
: #qt-gui-module
LibJPEG-turbo: qtgui-attribution-libjpeg.html#libjpeg
: #qt-sql-module
SQLite: qtsql-attribution-sqlite.html#sqlite
: #qt-5-15-4
: #qt-gui-module
LibJPEG-turbo: qtgui-attribution-libjpeg.html#libjpeg
: #qt-image-formats
TIFF Software Distribution (libtiff): qtimageformats-attribution-libtiff.html#libtiff
WebP (libwebp): qtimageformats-attribution-libwebp.html#libwebp
: #qt-sql-module
SQLite: qtsql-attribution-sqlite.html#sqlite
: #qt-5-15-3
: #qt-core-module
PCRE2: qtcore-attribution-pcre2.html#pcre2
The Public Suffix List: qtcore-attribution-psl.html#psl
Unicode Common Locale Data Repository (CLDR): qtcore-attribution-unicode-cldr.html#unicode-cldr
: #qt-gui-module
MD4C: qtgui-attribution-md4c.html#md4c
: #qt-sql-module
SQLite: qtsql-attribution-sqlite.html#sqlite
: #qt-webengine-module
: #qt-5-15-2
: #qt-3d-module
Dear ImGui - ProggyClean.ttf: qt3d-attribution-ImGui-proggyclean.html
Dear ImGui - stb: qt3d-attribution-ImGui-proggyclean.html
: #qt-sql-module
SQLite: qtsql-attribution-sqlite.html#sqlite
: #qt-gui-module
Wintab API: qtgui-attribution-wintab.html
: #qt-5-15-1
: #qt-core-module
PCRE2 - Stack-less Just-In-Time Compiler: qtcore-attribution-pcre2-sljit.html#pcre2-sljit
: #qt-gui-module

ANGLE: Khronos Headers: qtgui-attribution-angle-khronos.html
LibJPEG-turbo: qtgui-attribution-libjpeg.html#libjpeg
: #qt-sql-module
SQLite: qtsql-attribution-sqlite.html#sqlite
: #qt-5-15-0
: #qt-3d-module
: #qt-core-module
UCD: qtc core-attribution-unicode-character-database.html#unicode-character-database
The Public Suffix List: qtc core-attribution-psl.html#psl
: #qt-dbus-module
libdbus-1 headers: qtdbus-attribution-libdbus-1-headers.html#libdbus-1-headers
: #qt-gui-module
LibJPEG-turbo: qtgui-attribution-libjpeg.html#libjpeg
XCB-XInput: qtgui-attribution-xcb-xinput.html#xcb-xinput
WebP (libwebp): qtimageformats-attribution-libwebp.html#libwebp
: #qt-location-module
geosimplify.js: qtlocation-attribution-geosimplify-js.html
: #qt-quick3d-module
Open Asset Import Library: qt3d-attribution-assimp.html#assimp
: #qt-wayland-compositor
Wayland Tablet Protocol: qtwaylandcompositor-attribution-wayland-tablet-protocol.html#wayland-tablet-protocol
Wayland xdg-decoration Protocol: qtwaylandcompositor-attribution-wayland-xdg-decoration-protocol.html#wayland-xdg-decoration-protocol
Wayland XDG Shell Protocol: qtwaylandcompositor-attribution-wayland-xdg-shell-protocol.html#wayland-xdg-shell-protocol
Wayland Text Input Protocol: qtwaylandcompositor-attribution-wayland-text-input-unstable.html#wayland-text-input-unstable
Wayland Linux Dmabuf Unstable V1 Protocol: qtwaylandcompositor-attribution-wayland-linux-dmabuf-unstable-v1.html#wayland-linux-dmabuf-unstable-v1
Wayland EGLStream Controller Protocol: qtwaylandcompositor-attribution-wayland-eglstream-controller.html#wayland-eglstream-controller
: #qt-webengine-module
: #qt-5-14-2
: #qt-gui-module
MD4C: qtgui-attribution-md4c.html#md4c
: #qt-sql-module
SQLite: qtsql-attribution-sqlite.html#sqlite
: #qt-5-14-1
: #qt-core-module
PCRE2: qtc core-attribution-pcre2.html#pcre2
PCRE2 - Stack-less Just-In-Time Compiler: qtc core-attribution-pcre2-sljit.html#pcre2-sljit
: #qt-qml-module
: #qt-5-14-0
: #qt-core-module
Unicode Common Locale Data Repository (CLDR): qtc core-attribution-unicode-cldr.html#unicode-cldr
Efficient Binary-Decimal and Decimal-Binary Conversion Routines for IEEE Doubles: qtc core-attribution-doubleconversion.html#doubleconversion
The Public Suffix List: qtc core-attribution-psl.html#psl
: #qt-gui-module
Freetype 2: qt-embedded-fonts.html#freetype
LibJPEG-turbo: qtgui-attribution-libjpeg.html#libjpeg
MD4C: qtgui-attribution-md4c.html#md4c
Vulkan Memory Allocator: qtgui-attribution-vulkanmemoryallocator.html#vulkanmemoryallocator
: #qt-image-formats
libtiff: qtimageformats-attribution-libtiff.html#libtiff
: #qt-qml-module
: #qt-sql-module
SQLite: qtsql-attribution-sqlite.html#sqlite
: #qt-wayland-compositor
: #qt-wayland-qpa-plugin
: #qt-webengine-module
: #qt-5-13-2
: #qt-gui-module
X Server helper: qtgui-attribution-xserverhelper.html

Adobe Glyph List For New Fonts: qtgui-attribution-aglfn.html#aglfn
: #qt-sql-module
SQLite: qtqml-attribution-sqlite.html#sqlite
: #qt-5-13-1
: #qt-core-module
Unicode Common Locale Data Repository (CLDR): qtcore-attribution-unicode-cldr.html#unicode-cldr
: #qt-image-formats
WebP (libwebp): qtimageformats-attribution-libwebp.html#libwebp
: #qt-5-13-0
: #qt-core-module
The Public Suffix List: qtcore-attribution-psl.html#psl
PCRE2: qtcore-attribution-pcre2.html#pcre2
PCRE2 - Stack-less Just-In-Time Compiler: qtcore-attribution-pcre2-sljit.html#pcre2-sljit
: #qt-sql-module
SQLite: qtqml-attribution-sqlite.html#sqlite
: #qt-gui-module
LibJPEG-turbo: qtgui-attribution-libjpeg.html#libjpeg
LibPNG: qtgui-attribution-libpng.html#libpng
: #qt-dbus-module
libdbus-1 headers: qtdbus-attribution-libdbus-1-headers.html#libdbus-1-headers
: #qt-wayland
: #qt-5-12-9
: #qt-sql-module
SQLite: qtqml-attribution-sqlite.html#sqlite
: #qt-5-12-6
: #qt-sql-module
SQLite: qtqml-attribution-sqlite.html#sqlite
: #qt-5-12-5
: #qt-gui-module
Adobe Glyph List For New Fonts: qtgui-attribution-aglfn.html#aglfn
: #qt-image-formats
WebP (libwebp): qtimageformats-attribution-libwebp.html#libwebp
: #qt-5-12-4
: #qt-gui-module
LibPNG: qtgui-attribution-libpng.html#libpng
: #qt-core-module
PCRE2: qtcore-attribution-pcre2.html#pcre2
PCRE2 - Stack-less Just-In-Time Compiler: qtcore-attribution-pcre2-sljit.html#pcre2-sljit
Unicode Common Locale Data Repository (CLDR): qtcore-attribution-unicode-cldr.html#unicode-cldr
: #qt-sql-module
SQLite: qtqml-attribution-sqlite.html#sqlite
: #qt-5-12-3
: #qt-gui-module
Wintab API: qtgui-attribution-wintab.html#wintab
: #qt-sql-module
SQLite: qtqml-attribution-sqlite.html#sqlite
: #qt-5-12-2
: #qt-gui-module
Freetype 2: qt-embedded-fonts.html#freetype
LibPNG: qtgui-attribution-libpng.html#libpng
: #qt-image-formats
WebP (libwebp): qtimageformats-attribution-libwebp.html#libwebp
: #qt-5-12-1
: #qt-core-module
FreeBSD: qtcore-attribution-freebsd.html#freebsd
Secure Hash Algorithm SHA-3 - Keccak: qtcore-attribution-sha3-keccak.html#sha3-keccak
UCD: qtcore-attribution-unicode-character-database.html#unicode-character-database
: #qt-gui-module
: #qt-image-formats
WebP (libwebp): qtimageformats-attribution-libwebp.html#libwebp
libtiff: qtimageformats-attribution-libtiff.html#libtiff
: #qt-sql-module
SQLite: qtqml-attribution-sqlite.html#sqlite
: #qt-virtual-keyboard-module

Lipi Toolkit: [qtvirtualkeyboard-attribution-lipitk.html#lipitk](#)
: #qt-wayland-compositor-module
Wayland EGLStream Controller Protocol: [qtwaylandcompositor-attribution-wayland-eglstream-controller.html#wayland-eglstream-controller](#)
: #qt-5-12-0
: #qt-3d-module
Miramar Skybox Textures: [qt3d-attribution-miramar-sky.html#miramar-sky](#)
: #qt-core-module
Efficient Binary-Decimal and Decimal-Binary Conversion Routines for IEEE Doubles: [qtccore-attribution-doubleconversion.html#doubleconversion](#)
PCRE2: [qtccore-attribution-pcre2.html#pcre2](#)
PCRE2 - Stack-less Just-In-Time Compiler: [qtccore-attribution-pcre2-sljit.html#pcre2-sljit](#)
Secure Hash Algorithm SHA-3 - brg_endian: [qtccore-attribution-sha3-endian.html#sha3-endian](#)
TinyCBOR: [qtccore-attribution-tinycbor.html#tinycbor](#)
Unicode Common Locale Data Repository (CLDR): [qtccore-attribution-unicode-cldr.html#unicode-cldr](#)
: #qt-gui-module
Freetype 2: [qt-embedded-fonts.html#freetype](#)
HarfBuzz: [qtgui-attribution-harfbuzz.html#harfbuzz](#)
HarfBuzz-NG: [qtgui-attribution-harfbuzz-ng.html#harfbuzz-ng](#)
IAccessible2 IDL Specification: [qtgui-attribution-iaccessible2.html#iaccessible2](#)
LibJPEG-turbo: [qtgui-attribution-libjpeg.html#libjpeg](#)
LibPNG: [qtgui-attribution-libpng.html#libpng](#)
Bitstream Vera Font: [qtgui-attribution-vera-font.html#vera-font](#)
vera_font: [qtgui-attribution-vera-font.html#vera-font](#)
DejaVu Fonts: [qtgui-attribution-dejavvu.html#dejavvu](#)
WebGradients: [qtgui-attribution-webgradients.html#webgradients](#)
: #qt-dbus-module
libdbus-1 headers: [qtdbus-attribution-libdbus-1-headers.html#libdbus-1-headers](#)
: #qt-image-formats
: #qt-location-module
Tango Weather Icon Pack by Darkobra: [qtpositioning-attribution-weatherinfo-tango-weather-pack.html#weatherinfo-tango-weather-pack](#)
Tango Icons: [qtpositioning-attribution-weatherinfo-tango-icons.html#weatherinfo-tango-icons](#)
: #qt-test-module
Valgrind: [qttestlib-attribution-valgrind.html#valgrind](#)
: #qt-wayland-compositor-module
Wayland xdg-decoration Protocol: [qtwaylandcompositor-attribution-wayland-xdg-decoration-protocol.html#wayland-xdg-decoration-protocol](#)
Wayland XDG Output Protocol: [qtwaylandcompositor-attribution-wayland-xdg-output-protocol.html#wayland-xdg-output-protocol](#)
: #qt-webengine-module
: #qt-5-11-2
: #qt-core-module
PCRE2: [qtccore-attribution-pcre2.html#pcre2](#)
: #qt-gui-module
HarfBuzz: [qtgui-attribution-harfbuzz.html#harfbuzz](#)
Anti-aliasing rasterizer from FreeType 2: [qtgui-attribution-grayraster.html#grayraster](#)
: #qt-location-module
Clipper Polygon Clipping Library: [qtlocation-attribution-clipper.html#clipper](#)
: #qt-sql-module
SQLite: [qtsql-attribution-sqlite.html#sqlite](#)
: #qt-webengine-module
WebEngine StyleSheet Browser Example: [qtwebengine-webenginewidgets-stylesheetbrowser-example.html](#)
WebEngine Widgets Simple Browser Example: [qtwebengine-webenginewidgets-simplebrowser-example.html](#)
WebEngine Quick Nano Browser: [qtwebengine-webengine-quicknanobrowser-example.html](#)
WebEngine Cookie Browser Example: [qtwebengine-webenginewidgets-cookiebrowser-example.html](#)
Marked (WebEngine RecipeBrowser example): [qtwebengine-attribution-recipebrowser-marked.html#recipebrowser-marked](#)
: #qt-5-11-1
: #qt-3d-module
: #qt-documentation

Titillium Web Font: [qtdoc-attribution-coffeeexample-titillium.html#coffeeexample-titillium](https://doc.qt.io/qt5/qt-attribution-coffeeexample-titillium.html#coffeeexample-titillium)
: #qt-image-formats
WebP (libwebp): [qtimageformats-attribution-libwebp.html#libwebp](https://doc.qt.io/qt5/qt-imageformats-attribution-libwebp.html#libwebp)
: #qt-5-11-0
: #qt-3d-module
Open Asset Import Library: [qt3d-attribution-assimp.html#assimp](https://doc.qt.io/qt5/qt3d-attribution-assimp.html#assimp)
Substance Share: [qt3d-attribution-substance-share.html#substance-share](https://doc.qt.io/qt5/qt3d-attribution-substance-share.html#substance-share)
: #qt-core-module
QTemporaryFile: [qtemporaryfile.html](https://doc.qt.io/qt5/qtemporaryfile.html)
The Public Suffix List: [qtcore-attribution-psl.html#psl](https://doc.qt.io/qt5/qtcore-attribution-psl.html#psl)
Unicode Common Locale Data Repository (CLDR): [qtcore-attribution-unicode-cldr.html#unicode-cldr](https://doc.qt.io/qt5/qtcore-attribution-unicode-cldr.html#unicode-cldr)
Unicode Character Database (UCD): [qtcore-attribution-unicode-character-database.html#unicode-character-database](https://doc.qt.io/qt5/qtcore-attribution-unicode-character-database.html#unicode-character-database)
: #qt-d-bus-module
libdbus-1 headers: [qtdbus-attribution-libdbus-1-headers.html#libdbus-1-headers](https://doc.qt.io/qt5/qtdbus-attribution-libdbus-1-headers.html#libdbus-1-headers)
: #qt-gui-module
HarfBuzz-NG: [qtgui-attribution-harfbuzz-ng.html#harfbuzz-ng](https://doc.qt.io/qt5/qtgui-attribution-harfbuzz-ng.html#harfbuzz-ng)
LibJPEG-turbo: [qtgui-attribution-libjpeg.html#libjpeg](https://doc.qt.io/qt5/qtgui-attribution-libjpeg.html#libjpeg)
: #qt-image-formats
TIFF Software Distribution (libtiff): [qtimageformats-attribution-libtiff.html#libtiff](https://doc.qt.io/qt5/qtimageformats-attribution-libtiff.html#libtiff)
WebP (libwebp): [qtimageformats-attribution-libwebp.html#libwebp](https://doc.qt.io/qt5/qtimageformats-attribution-libwebp.html#libwebp)
: #qt-quick-controls-2-module
Shadow values from Angular Material: [qtquickcontrols-attribution-shadow-angular-material.html#shadow-angular-material](https://doc.qt.io/qt5/qtquickcontrols-attribution-shadow-angular-material.html#shadow-angular-material)
: #qt-sql-module
SQLite: [qtsql-attribution-sqlite.html#sqlite](https://doc.qt.io/qt5/qtsql-attribution-sqlite.html#sqlite)
: #qt-test-module
Linux Performance Events: [qttestlib-attribution-linuxperf.html#linuxperf](https://doc.qt.io/qt5/qttestlib-attribution-linuxperf.html#linuxperf)
: #qt-webengine-module
Breakpad, An open-source multi-platform crash reporting system: [qtwebengine-3rdparty-breakpad-an-open-source-multi-platform-crash-reporting-system.html](https://doc.qt.io/qt5/qtwebengine-3rdparty-breakpad-an-open-source-multi-platform-crash-reporting-system.html)
BoringSSL: [qtwebengine-3rdparty-boringssl.html](https://doc.qt.io/qt5/qtwebengine-3rdparty-boringssl.html)
CRC32C: [qtwebengine-3rdparty-crc32c.html](https://doc.qt.io/qt5/qtwebengine-3rdparty-crc32c.html)
Fiat-Crypto: Synthesizing Correct-by-Construction Code for Cryptographic Primitives: [qtwebengine-3rdparty-fiat-crypto-synthesizing-correct-by-construction-code-for-cryptographic-primitives.html](https://doc.qt.io/qt5/qtwebengine-3rdparty-fiat-crypto-synthesizing-correct-by-construction-code-for-cryptographic-primitives.html)
Perfetto: [qtwebengine-3rdparty-perfetto.html](https://doc.qt.io/qt5/qtwebengine-3rdparty-perfetto.html)
: #qt-xml-patterns-module
XML Schema: [qtxmlpatterns-attribution-xml-xsd.html#xml-xsd](https://doc.qt.io/qt5/qtxmlpatterns-attribution-xml-xsd.html#xml-xsd)
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Macros for Building with CMake

The following files contain macros that enable users to build Qt-based projects using CMake.

[qtbasesrc/corelib/Qt5CoreMacros.cmake](#)
[qtbasesrc/dbus/Qt5DBusMacros.cmake](#)
[qtbasesrc/widgets/Qt5WidgetsMacros.cmake](#)
[qtoolsrc/linguist/Qt5LinguistToolsMacros.cmake](#)

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Mesa llvmpipe

Mesa is a 3-D graphics library with an API which is very similar to that of OpenGL. The llvmpipe software renderer allows running of OpenGL applications without any hardware / driver support.

Shipped as part of the binary packages for Windows (opengl32sw.dll).

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C11 <threads.h> emulation library

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The Active Qt framework

Active Qt is a helper framework that enables the developer to access and use ActiveX controls and COM objects provided by any ActiveX server. It also makes it possible to make the developer's own Qt applications available as COM servers on Windows. The two Active Qt libraries available are statically linked with the application. To avoid issues with static linking and the GNU Lesser General Public License (LGPL), it is licensed both under the commercial licenses, and the BSD 3-clause "New" or "Revised" License.

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Component URL: <https://doc.qt.io/qt-5/qtopenglextensions.html>

The QtOpenGLExtensions Library

QtOpenGLExtensions is a library that contains auto-generated wrappers for OpenGL extensions from the Khronos registry.

To include the definitions of the module, use the following directive:

```
#include <QtOpenGLExtensions>
```

To link against the module, add this line to your qmake .pro file:

```
QT += openglextensions
```

Because applications do typically use only few extensions, the library is statically linked with the application. To avoid issues with GNU Lesser General Public License (LGPL) in this case, the library is licensed both under the commercial licenses, and the BSD 3-clause "New" or "Revised" License.

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The qtmain Library

qtmain is a helper library that enables the developer to write a cross-platform main() function on Windows. If you do not use qmake, qbs, or other build tools such as CMake, then you need to link against the qtmain library.
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1.82 run-postinsts 1.0

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1.84 shadow-securetty 4.6

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"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

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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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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.

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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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(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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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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- 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.
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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.)

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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 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 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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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.)

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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.

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:

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license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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"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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(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.

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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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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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- 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) 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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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.

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:

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1.89.3.17 *LGPL-2.1 WITH Linux-syscall-note*

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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 from a designated place, then offering equivalent access to copy the source code from the same place

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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.)

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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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.

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Linus Torvalds

1.89.3.32 *GPL-1.0+-with- Linux-syscall-note*

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Appendix: How to Apply These Terms to Your New Programs

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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.

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Version 2.1, February 1999

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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

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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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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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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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.

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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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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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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.

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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.)

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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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.
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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 engineering for debugging such modifications.

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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.

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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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1.93.3.3 LGPL-2.0

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Version 2, June 1991

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Public License, which was designed for utility programs. This license, the GNU Library

General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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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.
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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.)

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.

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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.

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.

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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.)

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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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.

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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Julian Seward, Cambridge, UK.
jseward@bzip.org

1.93.3.10 *Zlib*

zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.2, October 3rd, 2004

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1.93.3.11 *X11*

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1.93.3.16 OFL-1.1

SIL OPEN FONT LICENSE

Version 1.1 - 26 February 2007

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Some code in LZMA SDK is based on public domain code from another developers:

- 1) PPMd var.H (2001): Dmitry Shkarin
- 2) SHA-256: Wei Dai (Crypto++ library)

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Credits:

The parser routines proper are all original material, first written Dec 2000 and Jan 2001 by Larry Doolittle.

The execution engine, the builtins, and much of the underlying support has been adapted from busybox-0.49pre's lash,

which is Copyright (C) 2000 by Lineo, Inc., and written by Erik Andersen <andersen@lineo.com>, <andersee@debian.org>. That, in turn, is based in part on ladsh.c, by Michael K. Johnson and Erik W. Troan, which they placed in the public domain. I don't know how much of the Johnson/Troan code has survived the repeated rewrites. Other credits:
b_addchr() derived from similar w_addchar function in glibc-2.2
setup_redirect(), redirect_opt_num(), and big chunks of main() and many builtins derived from contributions by Erik Andersen
miscellaneous bugfixes from Matt Kraai

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This code implements the MD5 message-digest algorithm. The algorithm is due to Ron Rivest. This code was written by Colin Plumb in 1993, no copyright is claimed. This code is in the public domain; do with it what you wish.

Equivalent code is available from RSA Data Security, Inc. This code has been tested against that, and is equivalent, except that you don't need to include two pages of legalese with every copy.

To compute the message digest of a chunk of bytes, declare an MD5Context structure, pass it to MD5Init, call MD5Update as needed on buffers full of bytes, and then call MD5Final, which will fill a supplied 16-byte array with the digest.

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Dhrystone is an old benchmark in the public domain that gives a rough idea of CPU performance. This enables a 'dhry' command which runs this benchmark within U-Boot and reports the performance. The number of 'Dhrystone MIPS' is also reported.

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1.94 util-linux 2.35.1

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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.

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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.

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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use

free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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2.3 @ngx-translate/http-loader 7.0.0

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2.9 classList.js 1.1.20150312

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2.11 crypto-js 4.1.1

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2.17 ngx-bootstrap 9.0.0

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2.19 ngx-cookie-service 14.0.1

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2.21 rxjs 7.5.7

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2.22 siemens-thrift-nodejs-patch 0.10.0

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2.24 url-polyfill 1.1.12

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2.25 web-animations-js 2.3.2

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3.2 @angular/platform-browser 4.2.4

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3.5 @ngx-translate/core 8.0.0

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3.6 @ngx-translate/http-loader 2.0.1

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3.13 core-js 2.4.1

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4.13 platform.js 1.3.5

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4.22 ractive 0.8.14

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