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* java.sun.security.ssl

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Software component consisting of the following files:
- jni.h
- jni_md.h

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Software component consisting of the following files:
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- atalk.h
- bitsperlong.h
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- bitsperlong.h
- bitsperlong.h
- bitsperlong.h
- blkpg.h
- bpf_common.h
- byteorder.h
- capability.h
- cdrom.h
- ch9.h
- dcpp.h
- errno-base.h
- errno.h
- errno.h
- errno.h
- errno.h
- errno.h
- fallback.h
- fb.h
- fd.h
- filter.h
- fs.h
- functionfs.h
- futex.h
- hdreg.h
- hwcap.h
- ifaddr.h
- if_bonding.h
- if_ether.h
- if_link.h
- if_packet.h
- in6.h
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- input.h
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- ipv6.h
- iprqn.h
- kd.h
- kernel.h
- libc-compat.h
- limits.h
- little_endian.h
- loop.h
- magic.h
- major.h
Software component consisting of the following files:
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Software component consisting of the following files:
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- i2c.h
- icmp.h
- if.h
- if_alg.h
- joystick.h
- mtd-abi.h
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- auto_fs4.h
- bfin_sport.h
- byteorder.h
- cachectl.h
- cld.h
- coff.h
- connector.h
- cxi.h
- cycx_cfm.h
- elf-fdpic.h
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- emu10k1.h
- eventpoll.h
- exynos_drm.h
- fcntl.h
- fixed_code.h
- g_printer.h
- gigasat_dev.h
- hash_info.h
- hsdp.h
- hsdpm.h
- hid.h
- hiddev.h
- hsr_netlink.h
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- i2c.h
- i2o-dev.h
- i8k.h
- icmp.h
- if.h
- if_alg.h
- if_arcnet.h
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- if_bridge.h
- if_cablemodem.h
- ifEther.h
- if_fc.h
- if_fddi.h
- if_frad.h
- if_hippi.h
- if_plip.h
- if_pppol2tp.h
- if_pppox.h
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- if_tun.h
- if_vlan.h
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- igmp.h
- in.h
- in6.h
- ioctl.h
- ip.h
- ipcbuf.h
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- ipmi_msgdefs.h
- ipv6_route.h
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- ani.h
- antsel.h
- ar5008_initvals.h
- ar5523.h
- ar5523_hw.h
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- ar9002_initvals.h
- ar9003_phy.h
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- ar9003_phy.h
- ar9003_rtt.h
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- ar9330_1p2_initvals.h
- ar9340_initvals.h
- ar9462_2p0_initvals.h
- ar9462_2p1_initvals.h
- ar9485_initvals.h
- ar953x_initvals.h
- ar955x_1p0_initvals.h
- ar9565_1p0_initvals.h
- ar9565_1p1_initvals.h
- ar9580_1p0_initvals.h
- ath.h
- ath9k.h
- ath9k_platform.h
- bcdc.h
- bmi.h
- bmi.h
- boot_loader.h
- brcm_hw_ids.h
- brcmfmac-sdio.h
- brcms_trace_events.h
- brcmu_d11.h
- brcmu_utils.h
- brcmu_wifi.h
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- btcoex.h
- calib.h
- ce.h
- cfg80211.h
- channel.h
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- chipcommon.h
- common-beacon.h
- common-debug.h
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- cordic.h
- core.h
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- crc8.c
- crc8.h
- d11.h
- debug.h
- debug.h
- debug.h
- debug.h
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- defs.h
- dfs.h
- dfs_debug.h
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- dhd.h
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- hif.h
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- s_copysign.c
- s_copysignf.c
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- s_lib_version.c
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- s_modff.c
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bitmap glyph transformation, many freetype and glitz fixes Luke-Jr <luke-jr@utopios.org> Build fix for cross-
compiling Kjartan Maraas <kramaas@gnome.org> Several fixes for sparse, lots of debug help for multi-thread bugs
Nis Martensen <nis.martensen@web.de> Bug fix for sub paths Jordi Mas <jordi@ximian.com> Build fix for
cairo_show_text Nicholas Miehl <nmiel@gmail.com> Fixes for linking bugs on AMD64 Eugeniy Meshcheryakov
<eugen@debian.org> PS/PDF font subsetting improvements Zakharov Mikhail <zmy20000@yahoo.com> Build fix
for HP-UX Christopher (Monty) Montgomery <xiphmont@gmail.com> Performancce fix (subimage.complex), multi-
thread testing Tim Mooney <enchanter@users.sourceforge.net> Fix test suite to compile with Solaris compiler Jeff
Muizelaar <jeff@infidigm.net> Patient, painful, pixman code merge. Many fixes for intricacies of dashing. Yevgen
Muntyan <muntyan@tamu.edu> win32 build fix Ravi Nanjundappa <rnav.ni@ samsung.com> Static analysis fixes,
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XCB backend fix Bill Spitzak <spitzak@d2.com> Build fix to find Xrender.h without xrender.pc, downscaling support
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<pmw@avila.aip.de> OS/2/quartz maintenance Dan Williams <dcbw@redhat.com> Implement MMX function to help OLPC
Chris Wilson <chris@chris-wilson.co.uk> Large-scale robustness improvements, (warn_unused_result and malloc failure
injection) Carl Worth <cworth@isi.edu> Original library, support for paths, images Richard D. Worth
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* `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
- libavx2
- 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
- lib lensfun

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

The VMAF, mbedtlsLS, 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 mvclient 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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********************************************************************************
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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
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Originally from dct/x86_asm/fdct_sse2 skal.asm in Xvid.
Vertical pass is an implementation of the scheme:
Loeffler C., Lichtenberg A., and Moschytz C.S.:
Practical Fast 1D DCT Algorithm with Eleven Multiplications,
Horizontal pass is a double 4x4 vector/matrix multiplication,
(see also Intel's Application Note 922:
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libavcodec/fft_init_table.c
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libavcodec/mdct_fixed_32.c
libavcodec/mips/aacdec_mips.c
libavcodec/mips/aacdec_mips.h
libavcodec/mips/aacpsdsp_mips.c
libavcodec/mips/aacsbbr_mips.c
libavcodec/mips/aacsbbr_mips.h
libavcodec/mips/ammwbdec_mips.h
libavcodec/mips/comp_compute_antialias_fixed.h
libavcodec/mips/comp_compute_antialias_float.h
libavcodec/mips/lsp_mips.h
libavcodec/mips/sbrdsp_mips.c
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MODULE_PARM_DESC(internal, "Enable output on internal LCD Display."); module_param(external, bool, 0);
MODULE_PARM_DESC(external, "Enable output on external CRT."); module_param(libretro, bool, 0);
MODULE_PARM_DESC(libretro, "Force Libretro 100/110 800x680 LCD."); module_param(nostretch, bool, 0);
MODULE_PARM_DESC(nostretch, "Disable stretching of modes smaller than LCD."); module_param(nopciburst, bool, 0);
MODULE_PARM_DESC(nopciburst, "Disable PCI burst mode."); module_param(mode_option, charp, 0);
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Portions of the code there were obviously based on the Linux kernel at git: https://github.com/raspberrypi/linux.git
rpi-3.6.y commit f5b930b "Main bcm2708 linux port" signed-off-by Dom Coble.

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voltagefactor[1]=1.25/2628;

voltagefactor[3]=2.6/2628;

double(temp)*0.582-58.16;

double(temp)*0.924-127.33;

+2.5V

+5V

de 1.25=2102.4

(2628/1.25=2102.4)

(2628/6.30=417.14)

voltagefactor[1]=1.25/2628;

voltagefactor[3]=2.6/2628;

double(temp)*0.582-58.16;

double(temp)*0.924-127.33;

+2.5V

+5V

(2628/1.25=2102.4)

(2628/6.30=417.14)

+12V

in[i]=data[i]+2]*25.0+133]*voltagefactor[i]; That is volts = (25*regVal+133)\*factor regVal = (volts/factor-133)/25

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should be done through the VFS and not via ioctl(s). A problem here could be that audio-frames are 2352 bytes long, so either the audio-file-system should ask for 75264 bytes at once (the least common multiple of 512 and 2352), or the drivers should bend their backs to cope with this incoherence (to which I would be opposed). Furthermore, it is very difficult for the hardware to find the exact frame boundaries, since there are no synchronization headers in audio frames. Once these issues are resolved, this code should be standardized in vcdromc.

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This is Herman.

Based on patches posted by Rask Ingemann Lambertsen and Rene Herman. Based on OSS Sound Blaster driver.

This is very ugly hardware which uses one 8-bit DMA channel and second 16-bit DMA channel. Unfortunately 8-bit DMA channel can't transfer 16-bit samples and 16-bit DMA channels can't transfer 8-bit samples. This make full duplex more complicated than can be... People, don't buy these soundcards for full 16-bit duplex!! Note that 16-bit wide is assigned to first direction which made request. With full duplex - playback is preferred with abstract layer.

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IC958_AES0_CON_EMPHASIS_5015) val |= 1U << 3; val |= (unsigned int)(diga->status[1] & 0x3f) << 4; /* category */
val |= (unsigned int)(diga->status[3] & IC958_AES3_CON_FS) << 12; /* fs */; copyright */ if (val & (1U << 3)) diga->status[0] == IC958_AES0_CON_EMPHASIS_5015; diga->status[1] = (val >> 4) & 0x3f; /* category */ diga->status[3] = (val >> 12) & 0x07; /* fs */
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pci_register_driver(&kahlua_driver);
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1995-98\n*); if (io == -1 || dma == -1 || irq == -1) { printk(KERN_INFO *aedsp16 \ l/O, IRQ and DMA are
mandatory\n*); return -EINVAL; Copyright \n*)}; Copyright string. This works with any SB and compatible. Added
the code to request_region at device init (should go in the main body of voxware). v0.4 (BETA) Better configure.c
patch for aedsp16 configuration (better logic of inclusion of AEDSP16 support) Modified the conditional compilation
to better support more than one sound card of the emulated type (read the NOTES above) Moved the sb init routine
from the attach to the very first probe in sb_card.c. Rearrangements and cleanups Wiped out some unnecessary code
and variables this is kernel code so it is better save some TEXT and DATA Fixed the request_region code. We
must allocate the aedsp16 (sbpro) I/O ports in any case because they are used to access the DSP configuration
registers and we can not allow anyone to get them.
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BusyBox 1.22.1 e2fsprogs/lsattr.c 1312fe7545719eb227ed2569f59d70a6c0c1f39b
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

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Oracle

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

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

--------
Oracle OpenJDK

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

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
are hosted at github and both modified and original are under GPL v2 with
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http://openjdk.java.net/legal/gplv2+ce.html
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OW2

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

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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Version 2.8.6 Wed Aug 29 06:57:58 2012 Doug Lea
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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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      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
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      must be optional: if the application does not supply it, the square root function
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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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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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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 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.

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If distribution of object code is made by offering access to copy 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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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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* by Mark Gates <mgates@nlanr.net>
* and Ajay Tirumalla <tirumala@ncsa.uiuc.edu>
* --------
* input and output numbers, converting with kilo, mega, giga
*/

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Mesa 3-D graphics library
Version: 4.1

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888 8 888 .d8' Y888 .8P
888 8 8880o088P '8888'
888 8 888 .8P888.
'88...8' 888 888 '888b
'YbdP' o8880 o888o o88888o
```

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

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

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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.

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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UCDN - Unicode Database and Normalization

UCDN is a Unicode support library. Currently, it provides access to basic character properties contained in the Unicode Character Database and low-level normalization functions (pairwise canonical composition/decomposition and compatibility decomposition). More functionality might be provided in the future, such as additional properties, string normalization and encoding conversion.

UCDN uses standard C89 with no particular dependencies or requirements except for stdint.h, and can be easily integrated into existing projects. However, it can also be used as a standalone library, and a CMake build script is provided for this. The first motivation behind UCDN development was to provide a standalone set of Unicode functions for the HarfBuzz OpenType shaping library. For this purpose, a HarfBuzz-specific wrapper is shipped along with it (hb-ucdn.h).

UCDN is published under the ISC license, please see the license header in the C source code for more information. The makeunicodata.py script
required for parsing Unicode database files is licensed under the PSF license, please see PYTHON-LICENSE for more information.

UCDN was written by Grigori Goronzy <greg@kinoho.net>.

How to Use

Include ucdn.c, ucdn.h and ucdn.db.h in your project. Now, just use the functions as documented in ucdn.h.

In some cases, it might be necessary to regenerate the Unicode database file. The script makeunicodedata.py (Python 3.x required) fetches the appropriate files and dumps the compressed database into ucdn_db.h.

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open:sun:rpc
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* auth.h, Authentication interface.
  * Copyright (C) 1984, Sun Microsystems, Inc.
  * The data structures are completely opaque to the client. The client
  * is required to pass a AUTH * to routines that create rpc
  * "sessions".

* authunix_prot.c
  * XDR for UNIX style authentication parameters for RPC
  * Copyright (C) 1984, Sun Microsystems, Inc.

* auth_none.c
  * Creates a client authentication handle for passing "null"
  * credentials and verifiers to remote systems.
  * Copyright (C) 1984, Sun Microsystems, Inc.

* auth_unix.c, Implements UNIX style authentication parameters.
  * Copyright (C) 1984, Sun Microsystems, Inc.
* The system is very weak. The client uses no encryption for its credentials and only sends null verifiers. The server sends back null verifiers or optionally a verifier that suggests a new shorthand for the credentials.

* `auth_unix.h`, Protocol for UNIX style authentication parameters for RPC
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* `bindresvport.c`
  * Copyright (c) 1987 by Sun Microsystems, Inc.

* `check_bound.c`
  * Copyright (c) 1986 - 1991 by Sun Microsystems, Inc.

* `clnt.h` - Client side remote procedure call interface.
  * Copyright (C) 1984, Sun Microsystems, Inc.

* `clnt_bcast.c`
  * Copyright (c) 1986-1991 by Sun Microsystems Inc.

* `clnt_dg.c`
  * Copyright (c) 1986-1991 by Sun Microsystems Inc.

* `clnt_generic.c`
  * Copyright (c) 1986-1991 by Sun Microsystems Inc.

* `clnt_perror.c`
  * Copyright (C) 1984, Sun Microsystems, Inc.

* `clnt_raw.c`
  * Copyright (C) 1984, Sun Microsystems, Inc.
  * Memory based rpc for simple testing and timing.
  * Interface to create an rpc client and server in the same process.
  * This lets us simulate rpc and get round trip overhead, without any interference from the kernal.

* `clnt_simple.c`
  * Copyright (c) 1986-1991 by Sun Microsystems Inc.

* `clnt_soc.h`
  * Copyright (c) 1984 - 1991 by Sun Microsystems, Inc.

* `clnt_vc.c`

* `clnt_tcp.c`, implements a TCP/IP based, client side RPC.
  * Copyright (C) 1984, Sun Microsystems, Inc.
  * TCP based RPC supports 'batched calls'.
  * A sequence of calls may be batched-up in a send buffer. The rpc call return immediately to the client even though the call was not necessarily sent. The batching occurs if the results' xdr routine is NULL (0) AND the rpc timeout value is zero (see clnt.h, rpc).
  * Clients should NOT casually batch calls that in fact return results; that is, the server side should be aware that a call is batched and not produce any return message. Batched calls that produce many result messages can deadlock (netlock) the client and the server....
  * Now go hang yourself.

* `getrpcport.c`
  * Copyright (c) 1985 by Sun Microsystems, Inc.

* `nettype.h`
  * Copyright (c) 1986 - 1991 by Sun Microsystems, Inc.
* pmap_clnt.c
  * Client interface to pmap rpc service.
  * Copyright (C) 1984, Sun Microsystems, Inc.

* pmap_clnt.h
  * Supplies C routines to get to portmap services.
  * Copyright (C) 1984, Sun Microsystems, Inc.

* pmap_getmaps.c
  * pmap_getmap.c
  * Client interface to pmap rpc service.
  * contains pmap_getmaps, which is only tcp service involved
  * Copyright (C) 1984, Sun Microsystems, Inc.

* pmap_getport.c
  * Client interface to pmap rpc service.
  * Copyright (C) 1984, Sun Microsystems, Inc.

* pmap_prot.c
  * Protocol for the local binder service, or pmap.
  * Copyright (C) 1984, Sun Microsystems, Inc.

* pmap_prot.h
  * Protocol for the local binder service, or pmap.
  * Copyright (C) 1984, Sun Microsystems, Inc.

* pmap_prot2.c
  * Protocol for the local binder service, or pmap.
  * Copyright (C) 1984, Sun Microsystems, Inc.

* pmap_rmt.c
  * Client interface to pmap rpc service.
  * remote call and broadcast service
  * Copyright (C) 1984, Sun Microsystems, Inc.

* pmap_rmt.h
  * Structures and XDR routines for parameters to and replies from
  * the portmapper remote-call-service.
  * Copyright (C) 1986, Sun Microsystems, Inc.

* pmap_svc.c
  * Copyright (c) 1984 - 1991 by Sun Microsystems, Inc.

* raw.h
  * Copyright (c) 1986 - 1991 by Sun Microsystems, Inc.

* rpc.h, Just includes the billions of rpc header files necessary to
  * do remote procedure calling.
  * Copyright (C) 1984, Sun Microsystems, Inc.

* rpcbind.c
  * Copyright (c) 1984 - 1991 by Sun Microsystems, Inc.

* rpcbind.h
  * Copyright (c) 1986 - 1991 by Sun Microsystems, Inc.

* rpcb_clnt.c
  * Copyright (c) 1986-1991 by Sun Microsystems Inc.

* rpcb_clnt.h
  * Copyright (c) 1986 - 1991 by Sun Microsystems, Inc.

* rpcb_prot.c
* Copyright (c) 1986-1991 by Sun Microsystems Inc.
* XDR routines for the rpcbinder version 3.
* Copyright (C) 1984, 1988, Sun Microsystems, Inc.

* rpcb_prot.h
* Copyright (c) 1988 by Sun Microsystems, Inc.

* rpcb_stat.c
* Allows for gathering of statistics
* Copyright (c) 1990 by Sun Microsystems, Inc.

* rpcb_st_xdr.c
* Copyright 1991 Sun Microsystems, Inc.
* rpcb_stat_xdr.c

* rpcb_svc.c
* Copyright (c) 1986 - 1991 by Sun Microsystems, Inc.

* rpcb_svc_4.c
* Copyright (c) 1986 - 1991 by Sun Microsystems, Inc.

* rpcb_svc_com.c
* Copyright (c) 1986 - 1991 by Sun Microsystems, Inc.

* rpcent.h
* Copyright (c) 1986 - 1991 by Sun Microsystems, Inc.

* rpc_callmsg.c
* Copyright (C) 1984, Sun Microsystems, Inc.

* rpc_com.h
* Copyright (c) 1986 - 1991 by Sun Microsystems, Inc.

* rpc_commondata.c

* rpc_dtablesize.c

* rpc_generic.c
* Copyright (c) 1986-1991 by Sun Microsystems Inc.

* rpc_msg.h
* rpc message definition
* Copyright (C) 1984, Sun Microsystems, Inc.

* rpc_prot.c
* Copyright (C) 1984, Sun Microsystems, Inc.
* This set of routines implements the rpc message definition,
* its serializer and some common rpc utility routines.
* The routines are meant for various implementations of rpc -
* they are NOT for the rpc client or rpc service implementations!
* Because authentication stuff is easy and is part of rpc, the opaque
* routines are also in this program.

* rpc_soc.c
* Copyright (c) 1986-1991 by Sun Microsystems Inc.
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* svc.c, Server-side remote procedure call interface.
* There are two sets of procedures here. The xprt routines are
* for handling transport handles. The svc routines handle the
* list of service routines.
* Copyright (C) 1984, Sun Microsystems, Inc.

* svc.h, Server-side remote procedure call interface.
  * Copyright (C) 1986-1993 by Sun Microsystems, Inc.

* svc_auth.c
  * Copyright (c) 1986-1991 by Sun Microsystems Inc.

* svc_auth.h, Service side of rpc authentication.
  * Copyright (C) 1984, Sun Microsystems, Inc.

* svc_auth_unix.c
  * Handles UNIX flavor authentication parameters on the service side of rpc.
  * There are two svc auth implementations here: AUTH_UNIX and AUTH_SHORT.
    * _svcauth_unix does full blown unix style uid,gid+gids auth,
    * _svcauth_short uses a shorthand auth to index into a cache of longhand auths.
    * Note: the shorthand has been gutted for efficiency.
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* svc_run.c

* svc_simple.c
  * Copyright (c) 1986-1991 by Sun Microsystems Inc.

* svc_soc.h
  * Copyright (c) 1986 - 1991 by Sun Microsystems, Inc.

* svc_vc.c

* types.h

* warmstart.c
  * Allows for gathering of registrations from a earlier dumped file.
  * Copyright (c) 1990 by Sun Microsystems, Inc.

* xdr.c, Generic XDR routines implementation.
  * Copyright (C) 1986, Sun Microsystems, Inc.
  * These are the "generic" xdr routines used to serialize and de-serialize
    * most common data items. See xdr.h for more info on the interface to
    * xdr.

* xdr.h, External Data Representation Serialization Routines.
  * Copyright (C) 1984, Sun Microsystems, Inc.

* xdr_array.c, Generic XDR routines implementation.
  * Copyright (C) 1984, Sun Microsystems, Inc.
  * These are the "non-trivial" xdr primitives used to serialize and de-serialize
    * arrays. See xdr.h for more info on the interface to xdr.

* xdr_mem.c

* xdr_mem.h, XDR implementation using memory buffers.
  * Copyright (C) 1984, Sun Microsystems, Inc.
* If you have some data to be interpreted as external data representation
* or to be converted to external data representation in a memory buffer,
* then this is the package for you.

* xdr_rec.c, Implements TCP/IP based XDR streams with a "record marking"
* layer above tcp (for rpc's use).
* Copyright (C) 1984, Sun Microsystems, Inc.
* These routines interface XDRSTREAMS to a tcp/ip connection.
* There is a record marking layer between the xdr stream
* and the tcp transport level. A record is composed on one or more
* record fragments. A record fragment is a thirty-two bit header followed
* by n bytes of data, where n is contained in the header. The header
* is represented as a htonl(u_long). Thegh order bit encodes
* whether or not the fragment is the last fragment of the record
* (1 => fragment is last, 0 => more fragments to follow.
* The other 31 bits encode the byte length of the fragment.

* xdr_reference.c, Generic XDR routines impelmentation.
* Copyright (C) 1987, Sun Microsystems, Inc.
* These are the "non-trivial" xdr primitives used to serialize and de-serialize
* "pointers". See xdr.h for more info on the interface to xdr.

* xdr_stdio.c, XDR implementation on standard i/o file.
* Copyright (C) 1984, Sun Microsystems, Inc.
* This set of routines implements a XDR on a stdio stream.
* XDR_ENCODE serializes onto the stream, XDR_DECODER de-serializes
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* base64.c

* inet_ntop.c
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* `base64.c`

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disklabel_mbr.h

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open:sun:rpc
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msdosfsmount.h

denode.h
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Blake2 Hash Function

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