Utimaco DiskEncrypt

Version 9.00.11

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utimaco®

Imprint

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jseward@acm.org
bzip2/libbzip2 version 1.0 of 21 March 2000

This program is based on (at least) the work of:
  Mike Burrows
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  Peter Fenwick
  Alistair Moffat
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//
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//
////////////////////////////////////////////////////////////////////
```

==========

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Lenovo

This software uses software components from Lenovo for fingerprint authentication and rescue and recovery.

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libjpeg (Independent JPEG Group's JPEG software)

The following is applicable to **libjpeg (Independent JPEG Group's JPEG software**:

The Independent JPEG Group's JPEG software
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README for release 8d of 15-Jan-2012
==========

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DOCUMENTATION ROADMAP
==========

This file contains the following sections:

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

Other documentation files in the distribution are:

User documentation:
install.txt How to configure and install the IJG software.
usage.txt Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.txt).
wizard.txt Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.
Programmer and internal documentation:
libjpeg.txt How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.txt Overview of the JPEG library's internal structure.
filelist.txt Road map of IJG files.
coderules.txt Coding style rules --- please read if you contribute code.

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

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

OVERVIEW
========

This package contains C software to implement JPEG image encoding, decoding, and transcoding. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

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

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application.

We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

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

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that you must include source code if you redistribute it. (See the file

ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part
of any program generated from the IJG code, this does not limit you more than
the foregoing paragraphs do.

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

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

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

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

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

The best currently available description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2).
Although this is by far the most detailed and comprehensive exposition of JPEG publicly available, we point out that it is still missing an explanation of the most essential properties and algorithms of the underlying DCT technology.
If you think that you know about DCT-based JPEG after reading this book, then you are in delusion. The real fundamentals and corresponding potential of DCT-based JPEG are not publicly known so far, and that is the reason for all the mistaken developments taking place in the image coding domain.

The original JPEG standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.
IJG JPEG 8 introduces an implementation of the JPEG SmartScale extension which is specified in two documents: A contributed document at ITU and ISO with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced Image Coding", April 2006, Geneva, Switzerland. The latest version of this document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N 5799 with title "Evolution of JPEG", June/July 2011, Berlin, Germany.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. JFIF 1.02 has been adopted as an Ecma International Technical Report and thus received a formal publication status. It is available as a free download in PDF format from http://www.ecma-international.org/publications/techreports/E-TR-098.htm. A PostScript version of the JFIF document is available at http://www.ijg.org/files/jfif.ps.gz. There is also a plain text version at http://www.ijg.org/files/jfif.txt.gz, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from http://www.ijg.org/files/. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note.

ARCHIVE LOCATIONS
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The "official" archive site for this software is www.ijg.org.
The most recent released version can always be found there in
directory "files". This particular version will be archived as
http://www.ijg.org/files/jpegsrc.v8d.tar.gz, and in Windows-compatible
"zip" archive format as http://www.ijg.org/files/jpegsr8d.zip.

The JPEG FAQ (Frequently Asked Questions) article is a source of some
general information about JPEG.
It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/
and other news.answers archive sites, including the official news.answers
archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.
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ACKNOWLEDGMENTS
==========

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ITU JPEG (Study Group 16) meeting in Geneva, Switzerland.

Thank to Thomas Wiegand and Gary Sullivan for inviting me to the
Joint Video Team (MPEG & ITU) meeting in Geneva, Switzerland.
Thank to Thomas Richter and Daniel Lee for inviting me to the
ISO/IEC JTC1/SC29/WG1 (also known as JPEG, together with ITU-T SG16)
meeting in Berlin, Germany.

Thank to John Korejwa and Massimo Ballerini for inviting me to
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communication about JPEG configuration in Sigma Photo Pro software.

Thank to Andrew Finkenstadt for hosting the ijg.org site.

Last but not least special thank to Thomas G. Lane for the original
design and development of this singular software package.

FILE FORMAT WARS
================

The ISO/IEC JTC1/SC29/WG1 standards committee (also known as JPEG, together
with ITU-T SG16) currently promotes different formats containing the name
"JPEG" which is misleading because these formats are incompatible with
original DCT-based JPEG and are based on faulty technologies.
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Don't use an incompatible file format!
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We have no sympathy for the release of misleading and illegal
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TO DO
=====

Version 8 is the first release of a new generation JPEG standard
to overcome the limitations of the original JPEG specification.
More features are being prepared for coming releases...

Please send bug reports, offers of help, etc. to jpeg-info@jpegclub.org.

==

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*
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*
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* MD5Context structure, pass it to MD5Init, call MD5Update as
* needed on buffers full of bytes, and then call MD5Final, which
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*/
```

==========

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```
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//
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//
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//
////////////////////////////////////////////////////////////////////////
//
// Revision history:
```

```
// Oct 11, 1998: Version 1.0: First release.
//
// Feb 27, 2000: Version 1.1: Fixed a bug in CShellFileOp::Go() that
// would allocate twice the memory needed in Unicode builds. The 'new'
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//
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//
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//
//////////////////////////////////////////////////////////////////////
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Created: PJN / 26-11-1997
History: PJN / 03-04-1999 General code clean-up.

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Third-Party Licenses Used in Qt

FreeType 2 (freetype)

The FreeType project is a team of volunteers who develop free, portable and high-quality software solutions for digital typography. We specifically target embedded systems and focus on bringing small, efficient and ubiquitous products. -- quoted from 3rdparty/freetype/docs/freetype2.html.
See src/3rdparty/freetype/docs/FTL.txt and src/3rdparty/freetype/docs/GPL.txt for license details.
See also the files in src/3rdparty/opentype, which are used by FreeType.

Parts of the FreeType projects have been modified and put into Qt for use in the painting subsystem. These files are ftraster.h, ftraster.c, ftgrays.h and ftgrays.c. The following modifications has been made to these files:

- Renamed FT_ and ft_ symbols to QT_FT_ and qt_ft_ to avoid name conflicts.
- Removed parts of code not relevant when compiled with _STANDALONE_ defined.
- Changed behavior in ftraster.c to follow X polygon filling rules.
- Implemented support in ftraster.c for winding / odd even polygon fill rules.
- Replaced bitmap generation with span generation in ftraster.c
- Renamed: ftraster.h to qblackraster_p.h
- Renamed: ftraster.c to qblackraster.c
- Renamed: ftgrays.h to qgrayraster_p.h
- Renamed: ftgrays.c to qgrayraster.c

HarfBuzz (harfbuzz)

This is HarfBuzz, an OpenType Layout engine.
It was derived originally from the OpenType code in FreeType-1.x, ported to FreeType2. (This code has been abandoned for FreeType2, but until something better comes along, should serve our purposes.) In addition to porting to FreeType-2, it has been modified in various other ways. -- quoted from src/3rdparty/harfbuzz/README.
See src/3rdparty/harfbuzz/COPYING.FTL and src/3rdparty/harfbuzz/COPYING.GPL for license details.

MD5 (md5.cpp and md5.h)

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. -- quoted from src/3rdparty/md5/md5.h
See src/3rdparty/md5/md5.cpp and src/3rdparty/md5/md5.h for more information about the terms and conditions under which the code is supplied.

The Independent JPEG Group's JPEG Software (libjpeg)

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images. JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. -- quoted from src/3rdparty/libjpeg/README.
See src/3rdparty/libjpeg/README for license details.

MNG Library (libmng)

The libmng library supports decoding, displaying, encoding, and various other manipulations of the Multiple-image Network Graphics (MNG) format image files. It uses the zlib compression library, and optionally the JPEG library by the Independant JPEG Group (IJG) and/or lcms (little cms), a color-management library by Marti Maria Saguer. -- quoted from src/3rdparty/libmng/doc/libmng.txt
See src/3rdparty/libmng/LICENSE for license details.

PNG Reference Library (libpng)

Libpng was written as a companion to the PNG specification, as a way of reducing the amount of time and
effort it takes to support the PNG file format in application programs. -- quoted from src/3rdparty/libpng/libpng.txt.
See src/3rdparty/libpng/LICENSE for license details.

TIFF Software Distribution (libtiff)

libtiff is a set of C functions (a library) that support the manipulation of TIFF image files. -- quoted from src/libtiff/html/libtiff.html
See src/3rdparty/libtiff/COPYRIGHT for license details.

SQLite (sqlite)

SQLite is a small C library that implements a self-contained, embeddable, zero-configuration SQL database engine. -- quoted from www.sqlite.org.
According to the comments in the source files, the code is in the public domain. See the SQLite Copyright page on the SQLite web site for further information.

Wintab API (wintab)

Wintab is a de facto API for pointing devices on Windows. The wintab code is from http://www.pointing.com/WINTAB.HTM.
See src/3rdparty/wintab/wintab.h for license details.

Data Compression Library (zlib)

zlib is a general purpose data compression library. All the code is thread safe. The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 -- quoted from src/3rdparty/zlib/README.
See src/3rdparty/zlib/README for license details.

==========

Rijndael

The following is applicable to **Rijndael:**

```
/**
* rijndael-api-fst.h
*
* @version 2.9 (December 2000)
*
* Optimised ANSI C code for the Rijndael cipher (now AES)
*
* @author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>
* @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>
```

* @author Paulo Barreto <paulo.barreto@terra.com.br>
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*
* Andrew Bales <Andrew.Bales@Honeywell.com>
* Markus Friedl <markus.friedl@informatik.uni-erlangen.de>
* John Skodon <skodonj@webquill.com>
*/

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```
// ============================================================================
//   FILE: StdString.h
//
// Original file downloaded at http://home.earthlink.net/~jmoleary/code/StdString.zip.
//
// This file compiles in eVC4 SP4 and all Visual C++s with their MS distribution of the Standard C++ Library
//
// Changes tagged with '// AR' copyright (c) Alain Rist 2006:
//                          - WTL::CString compatibility
//                          - WTL projects integration
```

```
//                          - VS2005, VCExpress: Win32 compilation
//                          - VS2005, eVC4 SP4: WinCE compilation with the compiler provided Standard
C++ Library
//
// VS2005, VCExpress note:
//                  - #define _CRT_SECURE_NO_DEPRECATE before inclusion of <crtdefs.h> to avoid
deprecation warnings.
//
// WinCE note: compile with eVC4 and VS2005 compilers provided Standard C++ Library.
//                  - eVC4 compilation requires the /GX compiler flag: enable unwind semantics for C++
exception handler.
//                  - VS2005 compilation requires to patch <Microsoft Visual Studio
8>\VC\ce\include\comdef.h #3240
//                    to: [int nLen = lstrlen(m_pszMsg);].
//
// ============================================================================
//   AUTHOR:    Joe O'Leary (with outside help noted in comments)
//
//                  If you find any bugs in this code, please let me know:
//
//                                  jmoleary@earthlink.net
//                                  http://www.joeo.net/stdstring.htm (a bit outdated)
//
//       The latest version of this code should always be available at the
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//
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//


=================================================================
```

StrStr

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```
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```

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- vesa driver: xc/programs/Xserver/hw/xfree86/drivers/vesa/vesa.c
---
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* Authors: Paulo César Pereira de Andrade <pcpa@conectiva.com.br>
*   David Dawes <dawes@xfree86.org>
*
* $XFree86: xc/programs/Xserver/hw/xfree86/drivers/vesa/vesa.c,v 1.40 2003/11/03 05:11:45 tsi Exp $
*/

- vga driver: xc/programs/Xserver/hw/xfree86/drivers/vga/generic.c
---
/*
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*/

- mouse driver : xc/programs/Xserver/hw/xfree86/input/mouse/mouse.c
---
/* Copyright 1990,91 by Thomas Roell, Dinkelscherben, Germany.

* Copyright 1993 by David Dawes <dawes@xfree86.org>

* Copyright 2002 by SuSE Linux AG, Author: Egbert Eich

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*/

- keyboard driver : xc/programs/Xserver/hw/xfree86/input/keyboard/kbd.c
---
/*
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* Author: Ivan Pascal.
* Based on the code from
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* Copyright 1991-2002 by The XFree86 Project, Inc.
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* xf86Events.c and xf86Io.c which are
* Copyright 1990,91 by Thomas Roell, Dinkelscherben, Germany.
*/

==========

zlib

The following is applicable to **zlib 1.2.6:**

/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.6, January 29th, 2012

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

The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950 (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).
*/