

DTS-D2シリーズ 使用許諾条件

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各OSS に適用される使用許諾条件について記載されておりますので内容を確認ください。

01 firmware-imxfirmware_ライセンス

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LA_OPT27 v4 June 2013

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1.7 "Agreement" means this document and the following Appendices which are attached hereto and included herein by reference :

- Appendix A : Other License Grants and Rights

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5.3 Either party may terminate this Agreement if the other party is in default of any of the terms and conditions of this Agreement, and termination is effective if the defaulting party fails to correct such default within 30 days after written notice thereof by the non-defaulting party to the defaulting party at the address below.

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- (c) make an assignment for the benefit of its creditors;
- (d) enter proceedings for winding up or dissolution;
- (e) are dissolved; or
- (f) are nationalized or is subject to the expropriation of all or substantially all of its business or assets.

5.5 Upon termination of this Agreement, all licenses granted under Section 2 will expire, except that any licenses extended to end-users pursuant to Sections 2.2 (c), 2.2 (d) and 2.3 (b) which have been granted prior to such termination will survive.

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ATTN: General Manager, Multimedia Applications Division

With a copy to: Freescale Semiconductor, Inc.
6501 William Cannon West OE62
Austin, Texas 78735
ATTN: Law Director, Multimedia Applications Division

You: The address provided at registration will be used.

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8.9 Severability. If any provision of this Agreement is held for any reason to be invalid or unenforceable the remaining provisions of this Agreement will be unimpaired and, unless a modification or replacement of the invalid or unenforceable provision is further held to deprive a party of a material benefit, in which case the Agreement will immediately terminate, the invalid or unenforceable provision will be replaced with a provision that is valid and enforceable and that comes closest to the parties' intention underlying the invalid or unenforceable provision.

8.10 Succession and Assignment. This Agreement will be binding upon and inure to the benefit of the parties and their permitted successors and assigns. Neither party may assign this Agreement, or any part of this Agreement, without the prior written approval of the other party, which approval will not be unreasonably withheld or delayed.

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- Appendix A : Other License Grants and Rights

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5.1 This Agreement will remain in effect unless terminated as provided herein.

5.2 You may terminate this Agreement immediately upon written notice to Freescale at the address provided below.

5.3 Either party may terminate this Agreement if the other party is in default of any of the terms and conditions of this Agreement, and termination is effective if the defaulting party fails to correct such default within 30 days after written notice thereof by the non-defaulting party to the defaulting party at the address below.

5.4 Notwithstanding the foregoing, Freescale may terminate this Agreement immediately upon written notice if you:

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- (b) become bankrupt or insolvent, or file a petition therefore;
- (c) make an assignment for the benefit of its creditors;
- (d) enter proceedings for winding up or dissolution;
- (e) are dissolved; or
- (f) are nationalized or is subject to the expropriation of all or substantially all of its business or assets.

5.5 Upon termination of this Agreement, all licenses granted under Section 2 will expire, except that any licenses extended to end-users pursuant to Sections 2.2 (c), 2.2 (d) and 2.3 (b) which have been granted prior to such termination will survive.

5.6 After termination of this Agreement by either party and upon Freescale's written request,

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ATTN: General Manager, Multimedia Applications Division

With a copy to: Freescale Semiconductor, Inc.
6501 William Cannon West OE62
Austin, Texas 78735
ATTN: Law Director, Multimedia Applications Division

You: The address provided at registration will be used.

Either party may change its notice information upon notice to the other party.

8.8 Relationship of the Parties. The parties are independent contractors. Nothing in this Agreement will be construed to create any partnership, joint venture, or similar relationship. Neither party is authorized to bind the other to any obligations with third parties.

8.9 Severability. If any provision of this Agreement is held for any reason to be invalid or unenforceable the remaining provisions of this Agreement will be unimpaired and, unless a modification or replacement of the invalid or unenforceable provision is further held to deprive a party of a material benefit, in which case the Agreement will immediately terminate, the invalid or unenforceable provision will be replaced with a provision that is valid and enforceable and that comes closest to the parties' intention underlying the invalid or unenforceable provision.

8.10 Succession and Assignment. This Agreement will be binding upon and inure to the benefit of the parties and their permitted successors and assigns. Neither party may assign this Agreement, or any part of this Agreement, without the prior written approval of the other party, which approval will not be unreasonably withheld or delayed.

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- disclose the results of any benchmark tests of the software, other than the Microsoft .NET Framework (see separate term above), to any third party without Microsoft's prior written approval;

- work around any technical limitations in the software;

- reverse engineer, decompile or disassemble the software, except and only to the extent that applicable law expressly permits, despite this limitation;

- make more copies of the software than specified in this agreement or allowed by applicable law, despite this limitation;

- publish the software for others to copy;

- rent, lease or lend the software;

- transfer the software or this agreement to any third party; or

- use the software for commercial software hosting services.

9. BACKUP COPY. You may make one backup copy of the software. You may use it only to reinstall the software.

10. DOCUMENTATION. Any person that has valid access to your computer or internal network may copy and use the documentation for your internal, reference purposes.

11. EXPORT RESTRICTIONS. The software is subject to United States export laws and regulations. You must comply with all domestic and international export laws and regulations that apply to the software. These laws include restrictions on destinations, end users and end use. For additional information, see www.microsoft.com/exporting.

12. SUPPORT SERVICES. Because this software is "as is," we may not provide support services for it.

13. ENTIRE AGREEMENT. This agreement, and the terms for supplements, updates, Internet-based services and support services that you use, are the entire agreement for the software and support services.

14. APPLICABLE LAW.

a. United States. If you acquired the software in the United States, Washington state law governs the interpretation of this agreement and applies to claims for breach of it, regardless of conflict of laws principles. The laws of the state where you live govern all other claims, including claims under state consumer protection laws, unfair competition laws, and in tort.

b. Outside the United States. If you acquired the software in any other country, the laws of that country apply.

15. LEGAL EFFECT. This agreement describes certain legal rights. You may have other rights under the laws of your country. You may also have rights with respect to the party from whom you acquired the software. This agreement does not change your rights under the laws of your country if the laws of your country do not permit it to do so.

16. DISCLAIMER OF WARRANTY. The software is licensed "as-is." You bear the risk of using it. Microsoft gives no express warranties, guarantees or conditions. You may have additional consumer rights or statutory guarantees under your local laws which this agreement cannot change. To the extent permitted under your local laws, Microsoft excludes the implied warranties of merchantability, fitness for a particular purpose and non-infringement.

FOR AUSTRALIA? You have statutory guarantees under the Australian Consumer Law and nothing in these terms is intended to affect those rights.

17. LIMITATION ON AND EXCLUSION OF REMEDIES AND DAMAGES. You can recover from Microsoft and its suppliers only direct damages up to U.S. \$5.00. You cannot recover any other damages, including consequential, lost profits, special, indirect or incidental damages.

This limitation applies to

- anything related to the software, services, content (including code) on third party Internet sites, or third party programs; and
- claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other tort to the extent permitted by applicable law.

It also applies even if Microsoft knew or should have known about the possibility of the damages. The above limitation or exclusion may not apply to you because your country may not allow the exclusion or limitation of incidental, consequential or other damages.

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- supplements,
- Internet-based services, and
- support services

for this software, unless other terms accompany those items. If so, those terms apply.

By using the software, you accept these terms. If you do not accept them, do not use the software.

If you comply with these license terms, you have the perpetual rights below.

1. INSTALLATION AND USE RIGHTS.

a. Installation and Use. One user may install and use any number of copies of the software on your devices to design, develop and test your programs.

b. Build Server List.? The software contains certain components that are identified in the Build Server List located at <http://go.microsoft.com/fwlink/?LinkID=317349>. ?You may install copies of the files listed in it, onto your build machines, solely for the purpose of compiling, building, verifying and archiving your programs.? These components may only be used in order to create and configure build systems internal to your organization to support your internal build environment.? These?components do not provide external distribution rights to any of the software or enable you to provide a build environment as a service to third parties.?We may add additional files to this list from time to time.

c. Drivers for Windows RT 8.1. You may install and use any number of copies of the software on your premises to design, develop and test your "Specified Driver" for use on the Windows RT 8.1 platform. A Specified Driver is the software components that enable a specific set of device drivers to run on the Windows RT 8.1 platform. You may install and use any number of copies of the software on your premises to design, develop and test your "Permitted Tools" for use in hardware or software development to run on the Windows RT 8.1 platform. Permitted Tools are tools used for diagnostics, quality assurance, imaging, updating or installing firmware, and testing and debugging hardware or software. You may not use the software to develop applications, ActiveX controls, system extensions, control panels or any other software intended for or available to end users.

c. Included Microsoft Programs. The software contains other Microsoft programs. In some cases, those programs and the license terms that that apply to your use of them are addressed specifically in these license terms. For all other included Microsoft programs, these license terms govern your use.

d. Third Party Programs. The software may include third party programs that Microsoft, not the third party,

licenses to you under this agreement. Notices, if any, for the third party program are included for your information only.

2. ADDITIONAL LICENSING REQUIREMENTS AND/OR USE RIGHTS.

a. Distributable Code. The software contains code that you are permitted to distribute in programs you develop if you comply with the terms below.

i. Right to Use and Distribute. The code and text files listed below are "Distributable Code."

- REDIST.TXT Files. You may copy and distribute the object code form of code listed in REDIST.TXT files plus any of the files listed on the REDIST list located at <http://go.microsoft.com/fwlink/?LinkId=294840>.

- Third Party Distribution. You may permit distributors of your programs to copy and distribute the Distributable Code as part of those programs.

ii. Distribution Requirements. For any Distributable Code you distribute, you must

- add significant primary functionality to it in your programs;
- for any Distributable Code having a filename extension of .lib, distribute only the results of running such Distributable Code through a linker with your program;
- distribute Distributable Code included in a setup program only as part of that setup program without modification;

- require distributors and external end users to agree to terms that protect it at least as much as this agreement;

- display your valid copyright notice on your programs; and

- indemnify, defend, and hold harmless Microsoft from any claims, including attorneys' fees, related to the distribution or use of your programs.

iii. Distribution Restrictions. You may not

- alter any copyright, trademark or patent notice in the Distributable Code;

- use Microsoft's trademarks in your programs' names or in a way that suggests your programs come from or are endorsed by Microsoft;

- distribute Distributable Code to run on a platform other than the Windows platform;

- include Distributable Code in malicious, deceptive or unlawful programs; or

- modify or distribute the source code of any Distributable Code so that any part of it becomes subject to an Excluded License. An Excluded License is one that requires, as a condition of use, modification or distribution, that

- the code be disclosed or distributed in source code form; or

- others have the right to modify it.

3. INTERNET-BASED SERVICES. Microsoft provides Internet-based services with the software. It may change or cancel them at any time.

4. .NET FRAMEWORK SOFTWARE. The software contains Microsoft .NET Framework software. This software is part of Windows. The license terms for Windows apply to your use of the .NET Framework software.

5. MICROSOFT .NET FRAMEWORK BENCHMARK TESTING. The software includes one or more components of the .NET Framework (" .NET Components "). You may conduct internal benchmark testing of those components. You may disclose the results of any benchmark test of those components, provided that you comply with the conditions set forth at go.microsoft.com/fwlink/?LinkId=66406. Notwithstanding any other agreement you may have with Microsoft, if you disclose such benchmark test results, Microsoft shall have the right to disclose the results of benchmark tests it conducts of your products that compete with the applicable .NET Component, provided it complies with the same conditions set forth at go.microsoft.com/fwlink/?LinkId=66406.

6. SCOPE OF LICENSE. The software is licensed, not sold. This agreement only gives you some rights to use the software. Microsoft reserves all other rights. Unless applicable law gives you more rights despite this limitation, you may use the software only as expressly permitted in this agreement. In doing so, you must comply with any technical limitations in the software that only allow you to use it in certain ways. You may not

- work around any technical limitations in the software;

- reverse engineer, decompile or disassemble the software, except and only to the extent that applicable law expressly permits, despite this limitation;

- make more copies of the software than specified in this agreement or allowed by applicable law, despite this limitation;

- publish the software for others to copy;

- rent, lease or lend the software;

- transfer the software or this agreement to any third party; or

- use the software for commercial software hosting services.

7. BACKUP COPY. You may make one backup copy of the software. You may use it only to reinstall the software.

8. DOCUMENTATION. Any person that has valid access to your computer or internal network may copy and use the documentation for your internal, reference purposes.

9. EXPORT RESTRICTIONS. The software is subject to United States export laws and regulations. You must comply with all domestic and international export laws and regulations that apply to the software. These laws include restrictions on destinations, end users and end use. For additional information, see www.microsoft.com/exporting.

10. SUPPORT SERVICES. Because this software is "as is," we may not provide support services for it.

11. ENTIRE AGREEMENT. This agreement, and the terms for supplements, updates, Internet-based services and

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12. APPLICABLE LAW.

a. United States. If you acquired the software in the United States, Washington state law governs the interpretation of this agreement and applies to claims for breach of it, regardless of conflict of laws principles. The laws of the state where you live govern all other claims, including claims under state consumer protection laws, unfair competition laws, and in tort.

b. Outside the United States. If you acquired the software in any other country, the laws of that country apply.

13. LEGAL EFFECT. This agreement describes certain legal rights. You may have other rights under the laws of your country. You may also have rights with respect to the party from whom you acquired the software. This agreement does not change your rights under the laws of your country if the laws of your country do not permit it to do so.

14. DISCLAIMER OF WARRANTY. The software is licensed "as-is." You bear the risk of using it. Microsoft gives no express warranties, guarantees or conditions. You may have additional consumer rights or statutory guarantees under your local laws which this agreement cannot change. To the extent permitted under your local laws, Microsoft excludes the implied warranties of merchantability, fitness for a particular purpose and non-infringement.

FOR AUSTRALIA ? You have statutory guarantees under the Australian Consumer Law and nothing in these terms is intended to affect those rights.

15. LIMITATION ON AND EXCLUSION OF REMEDIES AND DAMAGES. You can recover from Microsoft and its suppliers only direct damages up to U.S. \$5.00. You cannot recover any other damages, including consequential, lost profits, special, indirect or incidental damages.

This limitation applies to

- anything related to the software, services, content (including code) on third party Internet sites, or third party programs; and
- claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other tort to the extent permitted by applicable law.

It also applies even if Microsoft knew or should have known about the possibility of the damages. The above limitation or exclusion may not apply to you because your country may not allow the exclusion or limitation of incidental, consequential or other damages.

Please note: As this software is distributed in Quebec, Canada, some of the clauses in this agreement are provided below in French.

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2. **SCOPE OF LICENSE.** The software is licensed, not sold. This agreement only gives you some rights to use the software. Microsoft reserves all other rights. Unless applicable law gives you more rights despite this limitation, you may use the software only as expressly permitted in this agreement. In doing so, you must comply with any technical limitations in the software that only allow you to use it in certain ways. You may not

- work around any technical limitations in the software;
- reverse engineer, decompile or disassemble the software, except and only to the extent that applicable law expressly permits, despite this limitation;
- make more copies of the software than specified in this agreement or allowed by applicable law, despite this limitation;

- publish the software for others to copy;
- rent, lease or lend the software;
- transfer the software or this agreement to any third party; or
- use the software for commercial software hosting services.

3. **THIRD PARTY NOTICES.** This software may include third party code. Microsoft, not the third party, licenses the software to you under the terms set forth in this agreement. Notices, if any, for any third party code are included for your information only.

4. **.NET FRAMEWORK SOFTWARE.** The software contains Microsoft .NET Framework software. This software is part of Windows. The license terms for Windows apply to your use of the .NET Framework software.

5. **MICROSOFT .NET FRAMEWORK BENCHMARK TESTING.** The software includes one or more components of the .NET Framework (" .NET Components "). You may conduct internal benchmark testing of those components. You may disclose the results of any benchmark test of those components, provided that you comply with the conditions set forth at go.microsoft.com/fwlink/?linkID=66406. Notwithstanding any other agreement you may have with Microsoft, if you disclose such benchmark test results, Microsoft shall have the right to disclose the results of benchmark tests it conducts of your products that compete with the applicable .NET Component, provided it complies with the same conditions set forth at go.microsoft.com/fwlink/?linkID=66406.

6. **BACKUP COPY.** You may make one backup copy of the software. You may use it only to reinstall the software.

7. **DOCUMENTATION.** Any person that has valid access to your computer or internal network may copy and use the documentation for your internal, reference purposes.

8. **EXPORT RESTRICTIONS.** The software is subject to United States export laws and regulations. You must comply with all domestic and international export laws and regulations that apply to the software. These laws include restrictions on destinations, end users and end use. For additional information, see www.microsoft.com/exporting.

9. **SUPPORT SERVICES.** Because this software is "as is," we may not provide support services for it.

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11. **APPLICABLE LAW.**

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FOR AUSTRALIA ? You have statutory guarantees under the Australian Consumer Law and nothing in these terms is intended to affect those rights.

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for this software, unless other terms accompany those items. If so, those terms apply.

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As described below, using some features also operates as your consent to the transmission of certain standard computer information for Internet-based services.

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1. INSTALLATION AND USE RIGHTS.

a. You may install and use any number of copies of the software on your devices to design, develop and test your programs that run on a Windows operating system. Further, you may install, use and/or deploy via a network management system or as part of a desktop image, any number of copies of the software on computer devices within your internal corporate network to design, develop and test your programs that run on a Windows operating system. Each copy must be complete, including all copyright and trademark notices. You must require end users to agree to terms that protect the software as much as these license terms.

b. Utilities. The software contains certain components that are identified in the Utilities List located at go.microsoft.com/fwlink/?LinkId=294837. Depending on the specific edition of the software, the number of Utility files you receive with the software may not be equal to the number of Utilities listed in the Utilities List. Except as otherwise provided on the Utilities List for specific files, you may copy and install the Utilities you receive with the software on to other third party machines. These Utilities may only be used to debug and deploy your programs and databases you have developed with the software. You must delete all the Utilities installed onto a third party machine within the earlier of (i) when you have finished debugging or deploying your programs; or (ii) thirty (30) days after installation of the Utilities onto that machine. We may add additional files to this list from time to time.

c. Build Server List. The software contains certain components that are identified in the Build Server List located at go.microsoft.com/fwlink/?LinkId=294839. You may install copies of the files listed in it, onto your build machines, solely for the purpose of compiling, building, verifying and archiving your programs. These components may only be used in order to create and configure build systems internal to your organization to support your internal build environment. These components do not provide external distribution rights to any of the software

or enable you to provide a build environment as a service to third parties. We may add additional files to this list from time to time.

d. Included Microsoft Programs. The software contains other Microsoft programs. Unless otherwise indicated in this agreement, these license terms apply to your use of those programs.

e. Third Party Notices. The software may include third party code that Microsoft, not the third party, licenses to you under this agreement. Notices, if any, for the third party code are included for your information only. Notices, if any, for this third party code are included with the software and may be found in the ThirdPartyNotices.txt file located at go.microsoft.com/fwlink/?LinkId=294838.

2. ADDITIONAL LICENSING REQUIREMENTS AND/OR USE RIGHTS.

a. Distributable Code. The software contains code that you are permitted to distribute in programs you develop if you comply with the terms below.

i. Right to Use and Distribute. The code and text files listed below are "Distributable Code."

- REDIST.TXT Files. You may copy and distribute the object code form of code listed in REDIST.TXT files plus the files listed on the REDIST.TXT list located at go.microsoft.com/fwlink/?LinkId=294840. Depending on the specific edition of the software, the number of REDIST files you receive with the software may not be equal to the number of REDIST files listed in the REDIST.TXT List. We may add additional files to this list from time to time.

- Third Party Distribution. You may permit distributors of your programs to copy and distribute the Distributable Code as part of those programs.

ii. Distribution Requirements. For any Distributable Code you distribute, you must

- add significant primary functionality to it in your programs;
- for any Distributable Code having a filename extension of .lib, distribute only the results of running such Distributable Code through a linker with your program;

- distribute Distributable Code included in a setup program only as part of that setup program without modification;

- require distributors and external end users to agree to terms that protect it at least as much as this agreement;

- for Distributable Code from the Windows Performance Toolkit portions of the software, distribute the unmodified software package as a whole with your programs, with the exception of the KernelTraceControl.dll and the WindowsPerformanceRecorderControl.dll which can be distributed with your programs;

- display your valid copyright notice on your programs; and
- indemnify, defend, and hold harmless Microsoft from any claims, including attorneys' fees, related to the distribution or use of your programs.

iii. Distribution Restrictions. You may not

- alter any copyright, trademark or patent notice in the Distributable Code;

- use Microsoft's trademarks in your programs' names or in a way that suggests your programs come from or are endorsed by Microsoft;

- distribute partial copies of the Windows Performance Toolkit portion of the software package with the exception of the KernelTraceControl.dll and the WindowsPerformanceRecorderControl.dll which can be distributed with your programs;

- distribute Distributable Code to run on a platform other than the Windows platform;

- include Distributable Code in malicious, deceptive or unlawful programs; or

- modify or distribute the source code of any Distributable Code so that any part of it becomes subject to an Excluded License. An Excluded License is one that requires, as a condition of use, modification or distribution, that

- the code be disclosed or distributed in source code form; or

- others have the right to modify it.

b. Windows Store. If you distribute your programs through the Windows Store you understand and agree such distribution is subject to the Windows Store developer terms and terms of use.

3. WINDOWS APPLICATION CERTIFICATION KIT. You may use the Windows Application Certification Kit solely to test your programs before you submit them for a potential Microsoft Windows Certification and for inclusion on the Microsoft Windows Store. The results you receive are for informational purposes only. Microsoft has no obligation to either (i) provide you with a Windows Certification for your programs and/or (ii) include your program on the Microsoft Windows Store.

4. INTERNET-BASED SERVICES. Microsoft provides Internet-based services with the software. It may change or cancel them at any time.

a. Consent for Internet-Based Services. The software features described below and in the privacy statement at go.microsoft.com/fwlink/?LinkId=294841 connect to Microsoft or service provider computer systems over the Internet. In some cases, you will not receive a separate notice when they connect. In some cases, you may switch off these features or not use them. By using these features, you consent to the transmission of this information. Microsoft does not use the information to identify or contact you.

i. Computer Information. The following features use Internet protocols, which send to the appropriate systems computer information, such as your Internet protocol address, the type of operating system, browser, and name and version of the software you are using, and the language code of the device where you installed the software. Microsoft uses this information to make the Internet-based services available to you.

* Error Reports. This software automatically sends error reports to Microsoft. These reports include information about problems that occur in the software. Sometimes reports contain information about other programs that interact with the software. Reports might unintentionally contain personal information. For example, a report that contains a snapshot of computer memory might include your name. Part of a document you were working on could be included as well. Microsoft does not use this information to identify or contact you. To learn more about error reports, see <http://oca.microsoft.com/en/dcp20.asp>.

? Windows Application Certification Kit. To ensure you have the latest certification tests, when the Windows Application Certification Kit software is launched it periodically checks download.microsoft.com to see if an update is available. If an update is found for the data files, it is automatically downloaded for use by the kit in certification tests. If an update is found to other parts of the kit, you are provided a link to a website where the update is available for download.

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05 aisa-lib_ライセンス

aisa-lib

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06 aerial_ライセンス

```
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 * drivers/mmc/card/aerial/aerial_fw.c
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 */
```

07 bluez_ライセンス

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```

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08 GDB_ライセンス

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```
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```

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```
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This is free software, and you are welcome to redistribute it  
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```

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09 jpegsrc_ライセンス

The Independent JPEG Group's JPEG software

README for release 9a of 19-Jan-2014

This distribution contains the ninth public release of the Independent JPEG Group's free JPEG software. You are welcome to redistribute this software and to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

This software is the work of Tom Lane, Guido Vollbeding, Philip Gladstone, Bill Allombert, Jim Boucher, Lee Crocker, Bob Friesenhahn, Ben Jackson, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16).

DOCUMENTATION ROADMAP

This file contains the following sections:

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

Other documentation files in the distribution are:

User documentation:

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

Programmer and internal documentation:

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

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

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

OVERVIEW

This package contains C software to implement JPEG image encoding, decoding, and transcoding. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and 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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The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltmain.sh). Another support script, install-sh, is copyright by X Consortium but is also freely distributable.

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

We are required to state that

"The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe Incorporated."

REFERENCES

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

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44.

(Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a 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 introduced an implementation of the JPEG SmartScale extension which is specified in two documents: A contributed document at ITU and ISO with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced Image Coding", April 2006, Geneva, Switzerland. The latest version of this document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N 5799 with title "Evolution of JPEG", June/July 2011, Berlin, Germany.

IJG JPEG 9 introduces a reversible color transform for improved lossless compression which is described in a contributed document ISO/IEC JTC1/SC29/WG1 N 6080 with title "JPEG 9 Lossless Coding", June/July 2012, Paris, France.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, 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

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/jpegsr9a.tar.gz>, and in Windows-compatible "zip" archive format as <http://www.ijg.org/files/jpegsr9a.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): <ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/>. If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body

```
send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2
```

ACKNOWLEDGMENTS

Thank to Juergen Bruder for providing me with a copy of the common DCT algorithm article, only to find out that I had come to the same result in a more direct and comprehensible way with a more generative approach.

Thank to Istvan Sebestyén and Joan L. Mitchell for inviting me to the ITU JPEG (Study Group 16) meeting in Geneva, Switzerland.

Thank to Thomas Wiegand and Gary Sullivan for inviting me to the Joint Video Team (MPEG & ITU) meeting in Geneva, Switzerland.

Thank to Thomas Richter and Daniel Lee for inviting me to the ISO/IEC JTC1/SC29/WG1 (previously known as JPEG, together with ITU-T SG16) meeting in Berlin, Germany.

Thank to John Korejwa and Massimo Ballerini for inviting me to fruitful consultations in Boston, MA and Milan, Italy.

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Thank to Nico Zschach and Dirk Stelling of the technical support team at the Digital Images company in Halle for providing me with extra equipment for configuration tests.

Thank to Richard F. Lyon (then of Foveon Inc.) for fruitful communication about JPEG configuration in Sigma Photo Pro software.

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

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 (previously known as JPEG, together with ITU-T SG16) currently promotes different formats containing the name "JPEG" which is misleading because these formats are incompatible with original DCT-based JPEG and are based on faulty technologies. IJG therefore does not and will not support such momentary mistakes

(see REFERENCES).

There exist also distributions under the name "OpenJPEG" promoting such kind of formats which is misleading because they don't support original JPEG images.

We have no sympathy for the promotion of inferior formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, interoperable format standards for JPEG files.

Don't use an incompatible file format!

(In any case, our decoder will remain capable of reading existing JPEG image files indefinitely.)

The ISO committee pretends to be "responsible for the popular JPEG" in their public reports which is not true because they don't respond to actual requirements for the maintenance of the original JPEG specification. Furthermore, the ISO committee pretends to "ensure interoperability" with their standards which is not true because their "standards" support only application-specific and proprietary use cases and contain mathematically incorrect code.

There are currently different distributions in circulation containing the name "libjpeg" which is misleading because they don't have the features and are incompatible with formats supported by actual IJG libjpeg distributions. One of those fakes is released by members of the ISO committee and just uses the name of libjpeg for misdirection of people, similar to the abuse of the name JPEG as described above, while having nothing in common with actual IJG libjpeg distributions and containing mathematically incorrect code.

The other one claims to be a "derivative" or "fork" of the original libjpeg, but violates the license conditions as described under LEGAL ISSUES above and violates basic C programming properties.

We have no sympathy for the release of misleading, incorrect and illegal distributions derived from obsolete code bases.

Don't use an obsolete code base!

According to the UCC (Uniform Commercial Code) law, IJG has the lawful and legal right to foreclose on certain standardization bodies and other institutions or corporations that knowingly perform substantial and systematic deceptive acts and practices, fraud, theft, and damaging of the value of the people of this planet without their knowing, willing and intentional consent.

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The people have already determined and demanded that public administration entities, national governments, and their supporting judicial systems must be fully transparent, accountable, and liable.

IJG has secured the value for all concerned free people of the planet.

A partial list of foreclosed institutions and corporations ("Hall of Shame") is currently prepared and will be published later.

TO DO

Version 9 is the second release of a new generation JPEG standard to overcome the limitations of the original JPEG specification,

and is the first true source reference JPEG codec.
More features are being prepared for coming releases...

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

D T S - D 2 シリーズ 使用許諾条件

2 0 1 9 年 6 月 初版発行

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