PTV Navigator

Third Party Components

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Shorttitle	Navigator G1
Template history	V1 dated 2024-04-02
Company name	PTV Logistics GmbH

1. Third Party Components

Component	Link	License
bzip2 version: 1.0.5	https://sourceware.org/bzip2/	Proprietary
Eigen version: 3.3.4	https://eigen.tuxfamily.org/index.php?title= Main_Page	Mozilla Public License Version 2.0
Libjpeg version: 8	https://libjpeg.sourceforge.net/	Proprietary
Libpng version: 1.6.22	http://www.libpng.org	Proprietary
Crypto++ version: 5.6.4	https://www.cryptopp.com	Proprietary
Zlib version: 1.2.5	https://zlib.net/	Proprietary
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RapidJSON version: 0.11	https://rapidjson.org/	MIT
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Glew version: 1.9.0	https://glew.sourceforge.net/	Proprietary
Okhttp version: 3.12.1	https://square.github.io/okhttp/	Apache-2.0
cpp-lru-cache version from 20.06.2013	https://github.com/lamerman/cpp-lru- cache	Proprietary

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Julian Seward, jseward@bzip.org bzip2/libbzip2 version 1.0.5 of 10 December 2007

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2.7. Zlib

Text
ZLIB DATA COMPRESSION LIBRARY
zlib 1.2.5 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 in the files http://www.ietf.org/rfc/rfc1950.txt (zlib format), rfc1951.txt (deflate format) and rfc1952.txt (gzip format).
All functions of the compression library are documented in the file zlib.h (volunteer to write man pages welcome, contact zlib@gzip.org). A usage example of the library is given in the file example.c which also tests that the library is working correctly. Another example is given in the file minigzip.c. The compression library itself is composed of all source files except example.c and minigzip.c.
To compile all files and run the test program, follow the instructions given at the top of Makefile.in. In short "./configure; make test", and if that goes well, "make install" should work for most flavors of Unix. For Windows, use one of the special makefiles in win32/ or contrib/vstudio/. For VMS, use make_vms.com.
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Mark Nelson <markn@ieee.org> wrote an article about zlib for the Jan. 1997 issue of Dr. Dobb's Journal; a copy of the article is available at http://marknelson.us/1997/01/01/zlib-engine/ .</markn@ieee.org>
The changes made in version 1.2.5 are documented in the file ChangeLog.
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A Python interface to zlib written by A.M. Kuchling <amk@amk.ca> is available in Python 1.5 and later versions, see http://www.python.org/doc/lib/module-zlib.html .</amk@amk.ca>
zlib is built into tcl: http://wiki.tcl.tk/4610 .
An experimental package to read and write files in .zip format, written on top of zlib by Gilles Vollant <info@winimage.com>, is available in the contrib/minizip directory of zlib.</info@winimage.com>
Notes for some targets:
- For Windows DLL versions, please see win32/DLL_FAQ.txt
 For 64-bit Irix, deflate.c must be compiled without any optimization. With -O, one libpng test fails. The test works in 32 bit mode (with the -n32 compiler flag). The compiler bug has been reported to SGI.
- zlib doesn't work with gcc 2.6.3 on a DEC 3000/300LX under OSF/1 2.1 it works when compiled with cc.

- On Digital Unix 4.0D (formely OSF/1) on AlphaServer, the cc option -std1 is necessary to get gzprintf working correctly. This is done by configure.
- zlib doesn't work on HP-UX 9.05 with some versions of /bin/cc. It works with other compilers. Use "make test" to check your compiler.
- gzdopen is not supported on RISCOS or BEOS.
- For PalmOs, see http://palmzlib.sourceforge.net/
Acknowledgments:
The deflate format used by zlib was defined by Phil Katz. The deflate and zlib specifications were written by L. Peter Deutsch. Thanks to all the people who reported problems and suggested various improvements in zlib; they are too numerous to cite here.
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Jean-loup Gailly Mark Adler jloup@gzip.org madler@alumni.caltech.edu
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2.8. RapidJSON

Text

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2.9. irrXML

Text	
irrXML 1.2	
Welcome to irrXML	
Content of this file:	
 Directory structure overview How to use Requirements License Contact 	
Directory structure overview	
You will find some directories after decompressing the archive in which came the SDK. These are:	
\doc Documentation of irrXML. \example A short example showing how to use the parser with solution	
and make files. Src The source code of irrXML.	
2. How to use	:
For Linux/Unix users: Simply go into the directory /example and run 'make'. This will create a sample project using irrXML.	
Windows users: Just add the source files to your project. That's all. For more information see the documentation in the \doc directory.	
Alternatively, you could compile irrXML as .lib, after this you would only need to use the irrXML.h header file, nothing more.	
3. Requirements	
You can use one of the following compilers/IDEs to develop applications with irrXML. However, other compilers/IDEs make work as well, we simply didn't test them.	
* gcc 3.2 * gcc 3.3 * Visual Studio 6.0 * Visual Studio.NET (7.0) * Visual Studio.NET 2003 (7.1) * Visual Studio.NET 2005 (8.0) * DevC++ 4.9 & gcc (project files included)	
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The license of irrXML is based on the zlib/libpng license. Even though this license does not require you to mention that you are using the Irrlicht Engine in your product, an acknowledgement would be highly appreciated.	
The irrXML License	

2.10. freetype2

Text

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2006-Jan-27

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2.11. libcurl

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2.12. glew

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2.13. cpp-lru-cache

Text

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Mesa 3-D graphics library Version: 7.0

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