Notices

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? curl-7.21.0: MIT/BSD license http://curl.haxx.se/legal/licmix.html

License Mixing with apps, libcurl and Third Party Libraries

==

libcurl can be built to use a fair amount of various third party libraries,

libraries that are written and provided by other parties that are distributed

using their own licenses. Even libcurl itself contains code that may cause

problems to some. This document attempts to describe what licenses libcurl and

the other libraries use and what possible dilemmas linking and mixing them all

can lead to for end users.

I am not a lawyer and this is not legal advice!

One common dilemma is that GPL[1]-licensed code is not allowed to be linked

with code licensed under the Original BSD license (with the announcement

clause). You may still build your own copies that use them all, but

distributing them as binaries would be to violate the GPL license - unless you

accompany your license with an exception[2]. This particular problem was

addressed when the Modified BSD license was created, which does not have the

announcement clause that collides with GPL.

libcurl http://curl.haxx.se/docs/copyright.html

Uses an MIT (or Modified BSD)-style license that is as liberal as

possible.

OpenSSL http://www.openssl.org/source/license.html

(May be used for SSL/TLS support) Uses an Original BSD-style license with an announcement clause that makes it "incompatible" with GPL. You are not allowed to ship binaries that link with OpenSSL that includes GPL code (unless that specific GPL code includes an exception for OpenSSL - a habit that is growing more and more common). If OpenSSL's licensing is a problem for you, consider using GnuTLS or yassl instead.

GnuTLS http://www.gnutls.org/

(May be used for SSL/TLS support) Uses the LGPL[3] license. If this is a problem for you, consider using OpenSSL instead. Also note that GnuTLS itself depends on and uses other libs (libgcrypt and libgpg-error) and they too are LGPL- or GPL-licensed.

yassl http://www.yassl.com/

(May be used for SSL/TLS support) Uses the GPL[1] license. If this is a problem for you, consider using OpenSSL or GnuTLS instead.

NSS   http://www.mozilla.org/projects/security/pki/nss/

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axTLS http://axtls.sourceforge.net/

(May be used for SSL/TLS support) Uses a Modified BSD-style license.

c-ares http://daniel.haxx.se/projects/c-ares/license.html

(Used for asynchronous name resolves) Uses an MIT license that is very liberal and imposes no restrictions on any other library or part you may link with.

zlib   http://www.gzip.org/zlib/zlib_license.html

> (Used for compressed Transfer-Encoding support) Uses an MIT-style
> license that shouldn't collide with any other library.

MIT Kerberos http://web.mit.edu/kerberos/www/dist/

> (May be used for GSS support) MIT licensed, that shouldn't collide
> with any other parts.

Heimdal http://www.pdc.kth.se/heimdal/

> (May be used for GSS support) Heimdal is Original BSD licensed with
> the announcement clause.

GNU GSS http://www.gnu.org/software/gss/

> (May be used for GSS support) GNU GSS is GPL licensed. Note that you
> may not distribute binary curl packages that uses this if you build
> curl to also link and use any Original BSD licensed libraries!

libidn http://josefsson.org/libidn/

> (Used for IDNA support) Uses the GNU Lesser General Public
> License [3]. LGPL is a variation of GPL with slightly less aggressive
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> distributing binaries, see the license for details. Also note that if
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OpenLDAP http://www.openldap.org/software/release/license.html

> (Used for LDAP support) Uses a Modified BSD-style license. Since
> libcurl uses OpenLDAP as a shared library only, I have not heard of
> anyone that ships OpenLDAP linked with libcurl in an app.

libssh2 http://www.libssh2.org/

(Used for scp and sftp support) libssh2 uses a Modified BSD-style license.

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[2] = http://www.fsf.org/licenses/gpl-faq.html#GPLIncompatibleLibs details on how to write such an exception to the GPL

[3] = LGPL - GNU Lesser General Public License: http://www.gnu.org/licenses/lgpl.html

[4] = MPL - Mozilla Public License: http://www.mozilla.org/MPL/

n   zlib: BSD license http://www.zlib.net/zlib_license.html

/* zlib.h -- interface of the 'zlib' general purpose compression library
 version 1.2.8, April 28th, 2013

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

*/

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n   twisted-12.0.0: BSD license: https://pypi.python.org/pypi/Twisted

Twisted is an event-driven networking engine for Python.

Twisted implements a variety of networking and communication protocols and exposes them all as method-calls on your Python objects. Client and server implementations are provided for various standard protocols, including:

HTTP (twisted.web)

IMAP, POP, SMTP (twisted.mail)

DNS (twisted.names)

TLS (core)

SSH, Telnet (twisted.conch)

IRC, XMPP, OSCAR (twisted.words)

Ethernet, IP, TUN/TAP (twisted.pair)

NMEA (twisted.positioning)

n   carbon-0.9.9: BSD license: https://pypi.python.org/pypi/carbon/

carbon 0.9.12 Backend data caching and persistence daemon for Graphite

carbon 0.9.11 Backend data caching and persistence daemon for Graphite

carbon 0.9.10 Backend data caching and persistence daemon for Graphite

n   django-tagging-0.3.1: BSD license: http://code.google.com/p/django-
     tagging/source/browse/trunk/LICENSE.txt

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Pexpect is a Python module for spawning child applications and controlling

them automatically. Pexpect can be used for automating interactive applications

such as ssh, ftp, passwd, telnet, etc. It can be used to a automate setup

scripts for duplicating software package installations on different servers. It

can be used for automated software testing. Pexpect is in the spirit of Don

Libes' Expect, but Pexpect is pure Python. Other Expect-like modules for Python

require TCL and Expect or require C extensions to be compiled. Pexpect does not

use C, Expect, or TCL extensions. It should work on any platform that supports
the standard Python pty module. The Pexpect interface focuses on ease of use so
that simple tasks are easy.

There are two main interfaces to Pexpect -- the function, run() and the class,
spawn. You can call the run() function to execute a command and return the
output. This is a handy replacement for os.system().

For example::

    pexpect.run('ls -la')

The more powerful interface is the spawn class. You can use this to spawn an
external child command and then interact with the child by sending lines and
expecting responses.

For example::

    child = pexpect.spawn('scp foo myname@host.example.com:.')
    child.expect ('Password:')
    child.sendline (mypassword)

This works even for commands that ask for passwords or other input outside of
the normal stdio streams.

Credits: Noah Spurrier, Richard Holden, Marco Molteni, Kimberley Burchett,
Robert Stone, Hartmut Goebel, Chad Schroeder, Erick Tryzelaar, Dave Kirby, Ids
vander Molen, George Todd, Noel Taylor, Nicolas D. Cesar, Alexander Gattin,
Geoffrey Marshall, Francisco Lourenco, Glen Mabey, Karthik Gurusamy, Fernando
Perez, Corey Minyard, Jon Cohen, Guillaume Chazarain, Andrew Ryan, Nick
Craig-Wood, Andrew Stone, Jorgen Grahn (Let me know if I forgot anyone.)

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This module provides strong cryptography for the Apache 1.3 webserver via the Secure Sockets Layer (SSL v2/ v3) and Transport Layer Security (TLS v1) protocols by the help of the Open Source SSL/TLS toolkit OpenSSL, which is based on SSLeay from Eric A. Young and Tim J. Hudson.

The mod_ssl package was created in April 1998 by Ralf S. Engelschall and was originally derived from software developed by Ben Laurie for use in the Apache-SSL HTTP server project. The mod_ssl package is licensed under a BSD-style license, which basically means that you are free to get and use it for commercial and non-commercial purposes. [more...]

For the impatient:

You are wondering how popular mod_ssl currently is? Look at the statistic page !

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You want documentation? Read the user manual !

You want to read about us? Get the latest story about mod_ssl for financial businesses !

You have suggestions or problems? First read the FAQ, then perhaps send a bug report !

You want to drive development? See how Mister Info teamed up as an SSL technology partner !

You want be always up-to-date? Join the mod_ssl mailing lists !

You want to spread the word? Find SSL Technology News & Public Relations !

You want an official Year 2000 statement? Read the FAQ Y2K entry !

08-Feb-2008:   Released 2.8.31-1.3.41: For Apache (not the car!) 1.3.41!

12-Sep-2007:   Released 2.8.30-1.3.39: Bug Fix

10-Sep-2007:   Released 2.8.29-1.3.39: For Apache 1.3.39!

28-Jul-2006:   Released 2.8.28-1.3.37: For Apache 1.3.37!

17-May-2006:   Released 2.8.27-1.3.36: For Apache 1.3.36!

08-May-2006:   Released 2.8.26-1.3.35: For Apache 1.3.35!

18-Oct-2005:   Released 2.8.25-1.3.34: For Apache 1.3.34!

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This module provides strong cryptography for the Apache 1.3 webserver via the Secure Sockets Layer (SSL v2/ v3) and Transport Layer Security (TLS v1) protocols by the help of the Open Source SSL/TLS toolkit OpenSSL, which is based on SSLeay from Eric A. Young and Tim J. Hudson.

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Welcome to YUIDoc 0.3.45!

YUIDoc is a Node.js application that generates API documentation from comments in source, using a syntax similar to tools like Javadoc and Doxygen. YUIDoc provides:

Live previews. YUIDoc includes a standalone doc server, making it trivial to preview your docs as you write.

Modern markup. YUIDoc's generated documentation is an attractive, functional web application with real URLs and graceful fallbacks for spiders and other agents that can't run JavaScript.

Wide language support. YUIDoc was originally designed for the YUI project, but it is not tied to any particular library or programming language. You can use it with any language that supports /* */ comment blocks.

Installation and Usage

Download and install Node.js

Run npm -g install yuidocjs.

Run yuidoc . at the top of your JS source tree.

That's it! For more information about running the yuidoc commandline tool, refer to "Using YUIDoc".

User Guides

Using YUIDoc — Understanding YUIDoc command line arguments and usage.

YUIDoc Syntax Reference — Detailed instructions for writing YUIDoc comment blocks.

YUIDoc Themes — How to modify the default YUIDoc theme.

Example YUIDoc Comment Blocks

YUIDoc parses a modified form of JSDoc tags. This section provides a taste of some of the more common constructs in YUIDoc. For more information, refer to the "YUIDoc Syntax Reference".

Example Class Block

```
/**
* This is the description for my class.
*
* @class MyClass
* @constructor
*/
```
Example Method Block

```
/**
* My method description.  Like other pieces of your comment blocks,
* this can span multiple lines.
*
* @method methodName
* @param {String} foo Argument 1
* @param {Object} config A config object
```

* @param {String} config.name The name on the config object

* @param {Function} config.callback A callback function on the config object

* @param {Boolean} [extra=false] Do extra, optional work

* @return {Boolean} Returns true on success

*/Example Property Block

/**

* My property description. Like other pieces of your comment blocks,

* this can span multiple lines.

*

* @property propertyName

* @type {Object}

* @default "foo"

*/

n   yui3: BSD license: https://yuilibrary.com/license/ (modified)

Sources of Intellectual Property Included in the YUI Library

YUI is issued by Yahoo! under the BSD license above. Below is a list of certain publicly available software that is the source of intellectual property in YUI, along with the licensing terms that pertain to those sources of IP. This list is for informational purposes only and is not intended to represent an exhaustive list of third party contributions to YUI.

Douglas Crockford's JSON parsing and stringifying methods: In the JSON Utility, Douglas Crockford's JSON parsing and stringifying methods are adapted from work published at JSON.org. The adapted work is in the public domain.

Robert Penner's animation-easing algorithms: In the Animation Utility, YUI makes use of Robert Penner's algorithms for easing.

Diego Perini's IEContentLoaded technique: The Event Utility employs a technique developed by Diego Perini and licensed under GPL. YUI's use of this technique is included under our BSD license with the author's permission.

Handlebars.js: The Handlebars component is a YUI port of Handlebars.js by Yehuda Katz. It is distributed with YUI under the terms of the MIT License below.

asap.js: The timers component includes the Asap.js module by Kris Kowal. It is distributed with YUI under the terms of the MIT License below.

Handlebars.js MIT License

Copyright (C) 2011 by Yehuda Katz https://github.com/wycats/handlebars.js

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Normalize.css MIT License

Copyright (c) Nicolas Gallagher and Jonathan Neal https://github.com/necolas/normalize.css/

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The following components are subject to the MIT licenses:

n   curl-7.21.0: MIT/BSD license http://curl.haxx.se/legal/licmix.html

 License Mixing with apps, libcurl and Third Party Libraries

    ==

libcurl can be built to use a fair amount of various third party libraries,

libraries that are written and provided by other parties that are distributed

using their own licenses. Even libcurl itself contains code that may cause

problems to some. This document attempts to describe what licenses libcurl and

the other libraries use and what possible dilemmas linking and mixing them all

can lead to for end users.

I am not a lawyer and this is not legal advice!

One common dilemma is that GPL[1]-licensed code is not allowed to be linked

with code licensed under the Original BSD license (with the announcement

clause). You may still build your own copies that use them all, but

distributing them as binaries would be to violate the GPL license - unless you

accompany your license with an exception[2]. This particular problem was

addressed when the Modified BSD license was created, which does not have the

announcement clause that collides with GPL.

libcurl http://curl.haxx.se/docs/copyright.html

    Uses an MIT (or Modified BSD)-style license that is as liberal as

    possible.

OpenSSL http://www.openssl.org/source/license.html

(May be used for SSL/TLS support) Uses an Original BSD-style license
with an announcement clause that makes it "incompatible" with GPL. You
are not allowed to ship binaries that link with OpenSSL that includes
GPL code (unless that specific GPL code includes an exception for
OpenSSL - a habit that is growing more and more common). If OpenSSL's
licensing is a problem for you, consider using GnuTLS or yassl
instead.

GnuTLS http://www.gnutls.org/

(May be used for SSL/TLS support) Uses the LGPL[3] license. If this is
a problem for you, consider using OpenSSL instead. Also note that
GnuTLS itself depends on and uses other libs (libgcrypt and
libgpg-error) and they too are LGPL- or GPL-licensed.

yassl   http://www.yassl.com/

(May be used for SSL/TLS support) Uses the GPL[1] license. If this is
a problem for you, consider using OpenSSL or GnuTLS instead.

NSS   http://www.mozilla.org/projects/security/pki/nss/

(May be used for SSL/TLS support) Is covered by the MPL[4] license,
the GPL[1] license and the LGPL[3] license. You may choose to license
the code under MPL terms, GPL terms, or LGPL terms. These licenses
grant you different permissions and impose different obligations. You
should select the license that best meets your needs.

axTLS   http://axtls.sourceforge.net/

(May be used for SSL/TLS support) Uses a Modified BSD-style license.

c-ares http://daniel.haxx.se/projects/c-ares/license.html

(Used for asynchronous name resolves) Uses an MIT license that is very
liberal and imposes no restrictions on any other library or part you

may link with.

zlib http://www.gzip.org/zlib/zlib_license.html

(Used for compressed Transfer-Encoding support) Uses an MIT-style
license that shouldn't collide with any other library.

MIT Kerberos http://web.mit.edu/kerberos/www/dist/

(May be used for GSS support) MIT licensed, that shouldn't collide
with any other parts.

Heimdal http://www.pdc.kth.se/heimdal/

(May be used for GSS support) Heimdal is Original BSD licensed with
the announcement clause.

GNU GSS http://www.gnu.org/software/gss/

(May be used for GSS support) GNU GSS is GPL licensed. Note that you
may not distribute binary curl packages that uses this if you build
curl to also link and use any Original BSD licensed libraries!

libidn http://josefsson.org/libidn/

(Used for IDNA support) Uses the GNU Lesser General Public
License [3]. LGPL is a variation of GPL with slightly less aggressive
"copyleft". This license requires more requirements to be met when
distributing binaries, see the license for details. Also note that if
you distribute a binary that includes this library, you must also
include the full LGPL license text. Please properly point out what
parts of the distributed package that the license addresses.

OpenLDAP http://www.openldap.org/software/release/license.html

(Used for LDAP support) Uses a Modified BSD-style license. Since
libcurl uses OpenLDAP as a shared library only, I have not heard of

anyone that ships OpenLDAP linked with libcurl in an app.

libssh2 http://www.libssh2.org/

(Used for scp and sftp support) libssh2 uses a Modified BSD-style
license.

[1] = GPL - GNU General Public License: http://www.gnu.org/licenses/gpl.html
[2] = http://www.fsf.org/licenses/gpl-faq.html#GPLIncompatibleLibs details on
how to write such an exception to the GPL
[3] = LGPL - GNU Lesser General Public License:
http://www.gnu.org/licenses/lgpl.html
[4] = MPL - Mozilla Public License:
http://www.mozilla.org/MPL/

n   libxml2-2.9.0: MIT license http://www.xmlsoft.org/FAQ.html
License(s)

Licensing Terms for libxml

libxml2 is released under the MIT License; see the file Copyright in the distribution for the precise wording
Can I embed libxml2 in a proprietary application ?

Yes. The MIT License allows you to keep proprietary the changes you made to libxml, but it would be
graceful to send-back bug fixes and improvements as patches for possible incorporation in the main
development tree.

Installation

Do Not Use libxml1, use libxml2

Where can I get libxml ?

The original distribution comes from xmlsoft.org or gnome.org

Most Linux and BSD distributions include libxml, this is probably the safer way for end-users to use libxml.

David Doolin provides precompiled Windows versions at http://www.ce.berkeley.edu/~doolin/code/libxmlwin32/

I see libxml and libxml2 releases, which one should I install ?

If you are not constrained by backward compatibility issues with existing applications, install libxml2 only

If you are not doing development, you can safely install both. Usually the packages libxml and libxml2 are compatible (this is not the case for development packages).

If you are a developer and your system provides separate packaging for shared libraries and the development components, it is possible to install libxml and libxml2, and also libxml-devel and libxml2-devel too for libxml2 >= 2.3.0

If you are developing a new application, please develop against libxml2(-devel)

I can't install the libxml package, it conflicts with libxml0

You probably have an old libxml0 package used to provide the shared library for libxml.so.0, you can probably safely remove it. The libxml packages provided on xmlsoft.org provide libxml.so.0

I can't install the libxml(2) RPM package due to failed dependencies

The most generic solution is to re-fetch the latest src.rpm , and rebuild it locally with

rpm --rebuild libxml(2)-xxx.src.rpm.

If everything goes well it will generate two binary rpm packages (one providing the shared libs and xmllint, and the other one, the -devel package, providing includes, static libraries and scripts needed to build applications with libxml(2)) that you can install locally.

Compilation

What is the process to compile libxml2 ?

As most UNIX libraries libxml2 follows the "standard":

gunzip -c xxx.tar.gz | tar xvf -

cd libxml-xxxx

./configure --help

to see the options, then the compilation/installation proper

```
./configure [possible options]
```

```
make
```

```
make install
```

At that point you may have to rerun ldconfig or a similar utility to update your list of installed shared libs.

What other libraries are needed to compile/install libxml2 ?

Libxml2 does not require any other library, the normal C ANSI API should be sufficient (please report any violation to this rule you may find).

However if found at configuration time libxml2 will detect and use the following libs:

libz : a highly portable and available widely compression library.

iconv: a powerful character encoding conversion library. It is included by default in recent glibc libraries, so it doesn't need to be installed specifically on Linux. It now seems a part of the official UNIX specification. Here is one implementation of the library which source can be found here.

Make check fails on some platforms

Sometimes the regression tests' results don't completely match the value produced by the parser, and the makefile uses diff to print the delta. On some platforms the diff return breaks the compilation process; if the diff is small this is probably not a serious problem.

Sometimes (especially on Solaris) make checks fail due to limitations in make. Try using GNU-make instead.

I use the SVN version and there is no configure script

The configure script (and other Makefiles) are generated. Use the autogen.sh script to regenerate the configure script and Makefiles, like:

```
./autogen.sh --prefix=/usr --disable-shared
```

I have troubles when running make tests with gcc-3.0

It seems the initial release of gcc-3.0 has a problem with the optimizer which miscompiles the URI module. Please use another compiler.

Developer corner

Troubles compiling or linking programs using libxml2

Usually the problem comes from the fact that the compiler doesn't get the right compilation or linking flags. There is a small shell script xml2-config which is installed as part of libxml2 usual install process which provides those flags. Use

xml2-config --cflags

to get the compilation flags and

xml2-config --libs

to get the linker flags. Usually this is done directly from the Makefile as:

CFLAGS=`xml2-config --cflags`

LIBS=`xml2-config --libs`

I want to install my own copy of libxml2 in my home directory and link my programs against it, but it doesn't work

There are many different ways to accomplish this. Here is one way to do this under Linux. Suppose your home directory is /home/user. Then:

Create a subdirectory, let's call it myxml

unpack the libxml2 distribution into that subdirectory

chdir into the unpacked distribution (/home/user/myxml/libxml2)

configure the library using the "--prefix" switch, specifying an installation subdirectory in /home/user/myxml, e.g.

./configure --prefix /home/user/myxml/xmlinst {other configuration options}

now run make followed by make install

At this point, the installation subdirectory contains the complete "private" include files, library files and binary program files (e.g. xmllint), located in

/home/user/myxml/xmlinst/lib, /home/user/myxml/xmlinst/include and /home/user/myxml/xmlinst/bin

respectively.

In order to use this "private" library, you should first add it to the beginning of your default PATH (so that your own private program files such as xmllint will be used instead of the normal system ones). To do this, the Bash command would be

export PATH=/home/user/myxml/xmlinst/bin:$PATH

Now suppose you have a program test1.c that you would like to compile with your "private" library. Simply compile it using the command

gcc `xml2-config --cflags --libs` -o test test.c

Note that, because your PATH has been set with /home/user/myxml/xmlinst/bin at the beginning, the xml2-config program which you just installed will be used instead of the system default one, and this will automatically get the correct libraries linked with your program.

xmlDocDump() generates output on one line.

Libxml2 will not invent spaces in the content of a document since all spaces in the content of a document are significant. If you build a tree from the API and want indentation:

the correct way is to generate those yourself too.

the dangerous way is to ask libxml2 to add those blanks to your content modifying the content of your document in the process. The result may not be what you expect. There is NO way to guarantee that such a modification won't affect other parts of the content of your document. See xmlKeepBlanksDefault () and xmlSaveFormatFile ()

Extra nodes in the document:

For an XML file as below:

```
<?xml version="1.0"?>
<PLAN xmlns="http://www.argus.ca/autotest/1.0/">
<NODE CommFlag="0"/>
<NODE CommFlag="1"/>
</PLAN>
```

after parsing it with the function pxmlDoc=xmlParseFile(...);

I want to the get the content of the first node (node with the CommFlag="0")

so I did it as following;

```
xmlNodePtr pnode;
pnode=pxmlDoc->children->children;
```

but it does not work. If I change it to

```
pnode=pxmlDoc->children->children->next;
```

then it works. Can someone explain it to me.

In XML all characters in the content of the document are significant including blanks and formatting line breaks.

The extra nodes you are wondering about are just that, text nodes with the formatting spaces which are part of the document but that people tend to forget. There is a function xmlKeepBlanksDefault () to remove those at parse time, but that's an heuristic, and its use should be limited to cases where you are certain there is no mixed-content in the document.

I get compilation errors of existing code like when accessing root or child fields of nodes.

You are compiling code developed for libxml version 1 and using a libxml2 development environment. Either switch back to libxml v1 devel or even better fix the code to compile with libxml2 (or both) by following the instructions.

I get compilation errors about non existing xmlRootNode or xmlChildrenNode fields.

The source code you are using has been upgraded to be able to compile with both libxml and libxml2, but you need to install a more recent version: libxml(-devel) >= 1.8.8 or libxml2(-devel) >= 2.1.0

Random crashes in threaded applications

Read and follow all advices on the thread safety page, and make 100% sure you never call xmlCleanupParser() while the library or an XML document might still be in use by another thread.

The example provided in the web page does not compile.

It's hard to maintain the documentation in sync with the code <grin/> ...

Check the previous points 1/ and 2/ raised before, and please send patches.

Where can I get more examples and information than provided on the web page?

Ideally a libxml2 book would be nice. I have no such plan ... But you can:

  check more deeply the existing generated doc

  have a look at the set of examples.

  look for examples of use for libxml2 function using the Gnome code or by asking on Google.

  Browse the libxml2 source , I try to write code as clean and documented as possible, so looking at it may be helpful. In particular the code of xmllint.c and of the various testXXX.c test programs should provide good examples of how to do things with the library.

What about C++ ?

libxml2 is written in pure C in order to allow easy reuse on a number of platforms, including embedded systems. I don't intend to convert to C++.

There is however a C++ wrapper which may fulfill your needs:

by Ari Johnson <ari@btigate.com>:

Website: http://libxmlplusplus.sourceforge.net/

Download: http://sourceforge.net/project/showfiles.php?group_id=12999

How to validate a document a posteriori ?

It is possible to validate documents which had not been validated at initial parsing time or documents which have been built from scratch using the API. Use the xmlValidateDtd() function. It is also possible to simply add a DTD to an existing document:

```
xmlDocPtr doc; /* your existing document */
xmlDtdPtr dtd = xmlParseDTD(NULL, filename_of_dtd); /* parse the DTD */

    dtd->name = xmlStrDup((xmlChar*)"root_name"); /* use the given root */

    doc->intSubset = dtd;
    if (doc->children == NULL) xmlAddChild((xmlNodePtr)doc, (xmlNodePtr)dtd);
    else xmlAddPrevSibling(doc->children, (xmlNodePtr)dtd);
```

So what is this funky "xmlChar" used all the time?

It is a null terminated sequence of utf-8 characters. And only utf-8! You need to convert strings encoded in different ways to utf-8 before passing them to the API. This can be accomplished with the iconv library for instance.

etc ...

n   libexpat-2.1.0: MIT license http://sourceforge.net/projects/expat/

Expat is an XML parser library written in C. It is a stream-oriented parser in which an application registers handlers for things the parser might find in the XML document (like start tags). An introductory article on using Expat is available on xml.com.

Expat project page (includes downloads)

Mailing lists

3rd-party wrappers (SAX, DOM, other language bindings)

CVS repository (browse online)

Bug reports

Notes for Expat maintainers

This project aims to maintain Expat for both current and future users while improving the API to allow more reliable and robust access from "scripting" languages such as Python and Perl. We invite the community to participate on the mailing lists to help shape the future of Expat.

News

24 March 2012, Expat 2.1.0 released.

Release 2.1.0 includes security & other bug fixes, new features, and updated build support.

Security fixes

Memory leak in poolGrow (CVE-2012-1148)

Resource leak in readfilemap.c (CVE-2012-1147)

Hash DOS attack (CVE-2012-0876)

Buffer over-read and crash in big2_toUtf8 (CVE-2009-3560)

Parser crash with special UTF-8 sequences (CVE-2009-3270)

New features

Added function XML_SetHashSalt that allows setting an initial value (salt) for hash calculations (part of the fix for bug 3496608).

When compiled with XML_ATTR_INFO defined, adds new API member XML_GetAttributeInfo() that allows retrieving the byte offsets for attribute names and values (patch 3446384).

Added CMake build system (bug 2990652, patch 3312568).

Added run-benchmark target to Makefile.in - relies on testdata module present in the same relative location as in the repository.

Bug fixes

Harmful XML_ParserCreateNS suggestion (1742315)

CVE-2012-1147 - Resource leak in readfilemap.c (2895533)

Expat build fails on linux-amd64 with gcc version>=4.1 -O3 (1785430)

Build modifications using autoreconf instead of buildconf.sh (1983953, 2517952, 2517962, 2649838)

OBJEXT and EXEEXT support while building (2815947, 2884086)

CVE-2009-3720 - Parser crash with special UTF-8 sequences (1990430)

xmlwf should return non-zero exit status if not well-formed (2517938)

Wrong statement about XMLDecl in xmlwf.1 and xmlwf.sgml (2517946)

Dangling positionPtr after error (2855609)

CVE-2009-3560 - Buffer over-read and crash in big2_toUtf8() (2894085)

CVE-2012-1148 - Memory leak in poolGrow (2958794)

UNEXPECTED_STATE with a trailing "%" in entity value (3010819)

Unitialized memory returned from XML_Parse (3206497)

make check fails on mingw-w64 (87849)

5 June 2007, Expat 2.0.1 released.

Release 2.0.1 of the Expat XML parser is a bugfix release resolving both code and build related issues. Changes include:

Fixed: The character data handler's calling of XML_StopParser() was not handled properly; if the parser was stopped and the handler set to NULL, the parser would segfault.

Fixed: Expat failed on EBCDIC systems as it assumed some character constants to be ASCII encoded.

Minor cleanups of the test harness.

Minor fixes for xmlwf and example programs.

Fixes and improvements for the Windows platform. New Windows directory structure.

Build fixes for various platforms: HP-UX, Tru64, Solaris 9.

Build fixes for Unix:

- Refreshed config.sub/config.guess.

- Support both, DESTDIR and INSTALL_ROOT, without relying on GNU-Make specific features.

- Patched configure.in to work better with Intel compiler.

- Fixes to Makefile.in to have make check work correctly.

Added Open Watcom support.

11 January 2006, Expat 2.0.0 released.

Release 2.0.0 of the Expat XML parser is the end point of the 1.95.X series of releases. The goal was to solidify and stabilize the implementation of the given API, to add desirable features as long as they fit with the API, and to keep the API backwards compatible if extensions were required. Changes include:

Fixed headers for use from C++.

XML_GetCurrentLineNumber() and XML_GetCurrentColumnNumber() now return unsigned integers.

Added XML_LARGE_SIZE switch to enable 64-bit integers for byte indexes and line/column numbers.

Added support for AmigaOS.

Some mostly minor bug fixes. SF issues include: 1006708, 1021776, 1023646, 1114960, 1156398, 1221160, 1271642.

Old news archive

References & 3rd-party Wrappers

If you know of any additional articles or resources which should be linked to from this page, please send email to Fred Drake (fdrake@acm.org). We're especially interested in links to tutorial information and open source interfaces to Expat from languages other than C.

James Clark's original Expat page, for Expat 1.2 and earlier

Introductory article on using Expat on xml.com

LuaExpat is a wrapper around Expat for the Lua programming language. The LuaSOAP library is a SOAP implementation built on top of LuaExpat.

Perl's XML::Parser module is a wrapper built around a binding to Expat in the XML::Parser::Expat module.

Documentation for the Python interface to Expat, part of the standard documentation for Python.

SAXExpat.NET, a .NET wrapper for Expat, conforming to the SAX for .NET specifications.

The Simple C Expat Wrapper is a wrapper around Expat that provides a light-weight object model somewhat like a DOM.

C++ Wrappers for the Expat XML Parser, an article by Tim Smith providing object-oriented wrappers for Expat. The wrappers use some MFC-biased naming, but look interesting.

Arabica -- an XML Parser toolkit for C++ programmers, with SAX2 implementations based on several parsers, including Expat.

ExpatMM -- C++ interface to Expat

SAX2 Wrapper for using Expat in Delphi, based on "SAX for Pascal" interface specs

The TclXML project includes a Tcl binding for Expat

tDOM is an alternate package providing XML support for Tcl, based in part on Expat.

Article on using Expat from PHP on <?PHPBuilder?>

(broken into lots of tiny pieces)

Objective-C interface to Expat

OCaml Expat is a wrapper around Expat for the Objective Caml language.

Ruby interface to Expat

XML Tools 2 is an AppleScript scripting addition that allows AppleScript applications to work with XML data; it is based on Expat.

Simkin is an open source scripting language available under the GNU LGPL. It can be embedded in XML and supports a DOM-like API backed by Expat.

EasySoap is a C++ SOAP implementation which uses Expat.

A discussion of another way to manage stateful callbacks, using Expat as a sample library.

The GOBO project is working on an Eiffel binding for Expat. Development is active and the package is fully supported in GOBO 3.0 and 3.1, though there isn't much status information about the Expat bindings on the website. (Most activity is reportedly on the relevant mailing lists.)

Expat4D is a plug-in for the 4th Dimension application framework.

n   libyaml-cpp-0.5.1: MIT License: http://code.google.com/p/yaml-cpp/source/browse/license.txt
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LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,
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THE SOFTWARE.

n   py2cairo-1.10: LGPL 2.1 or MPL 1.1: http://cairographics.org/pycairo/
 Pycairo

Pycairo is a set of Python bindings for the cairo graphics library.
Source Code

The latest releases are:

py2cairo-1.10.0 for python 2.x (>=2.6) 2011/05/01

pycairo-1.10.0 for python 3.x (>=3.1) 2011/04/18

The development versions may be checked out from git using the following commands:

   git clone git://git.cairographics.org/git/py2cairo
   git clone git://git.cairographics.org/git/pycairo

Documentation

pycairo for python 2.x

pycairo for python 3.x

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Contact

Mailing list: cairo mailing lists

Bugzilla: List open bugs | Report a bug

Misc

pycairo resources.

n   pyyaml-3.10: MIT license: https://pypi.python.org/pypi/PyYAML

PyYAML 3.11

Downloads ?

YAML parser and emitter for Python

YAML is a data serialization format designed for human readability and interaction with scripting languages. PyYAML is a YAML parser and emitter for Python.

PyYAML features a complete YAML 1.1 parser, Unicode support, pickle support, capable extension API, and sensible error messages. PyYAML supports standard YAML tags and provides Python-specific tags that allow to represent an arbitrary Python object.

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History

As Boost grew, it became unmanageable for each Boost file to have its own license. Users complained that each license needed to be reviewed, and that reviews were difficult or impossible if Boost libraries contained many different licenses. Boost moderators and maintainers spent excessive time dealing with license issues. Boost developers often copied existing licenses without actually knowing if the license wording met legal needs.

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Additionally, other common open source licenses were studied to see what additional issues were being treated, and additions representing good legal practice were also requested. The result is the Boost Software License:

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Rationale

The following rationale was provided by Devin Smith, the lawyer who wrote the Boost Software License. It
has been edited slightly for brevity. Editorial additions are shown in square brackets.

Benefit of Common Software License

If one of Boost's goals is to ease use and adoption of the various libraries made available by Boost, it does
make sense to try to standardize the licenses under which the libraries are made available to users. (I make
some recommendations about a possible short-form license below.)

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Short-Form License

Without in anyway detracting from the draft license that's been circulated [to Boost moderators], I'd like to propose an alternative "short-form" license that Boost could have the library authors adopt. David [Abrahams] has expressed a desire to keep things as simple as possible, and to try to move away from past practice as little as possible, and this is my attempt at a draft.

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Introduction

With FUSE it is possible to implement a fully functional filesystem in a userspace program. Features include:

Simple library API

Simple installation (no need to patch or recompile the kernel)

Secure implementation

Userspace - kernel interface is very efficient

Usable by non privileged users

Runs on Linux kernels 2.4.X and 2.6.X

Has proven very stable over time

FUSE was originally developed to support AVFS but it has since became a separate project. Now quite a few other projects are using it. Implementing a filesystem is simple, a hello world filesystem is less than a 100 lines long. Here's a sample session:

~/fuse/example$ mkdir /tmp/fuse

~/fuse/example$ ./hello /tmp/fuse

~/fuse/example$ ls -l /tmp/fuse

total 0

-r--r--r-- 1 root root 13 Jan 1 1970 hello

~/fuse/example$ cat /tmp/fuse/hello

Hello World!

~/fuse/example$ fusermount -u /tmp/fuse

~/fuse/example$

Installation

Some projects include the whole FUSE package (for simpler installation). In other cases or just to try out the examples FUSE must be installed first. The installation is simple, after unpacking enter:

> ./configure

> make

> make install

If this produces an error, please read on.

The configure script will try to guess the location of the kernel source. In case this fails, it may be specified using the --with-kernel parameter. Building the kernel module needs a configured kernel source tree matching the running kernel. If you build your own kernel this is no problem. On the other hand if a precompiled kernel is used, the kernel headers used by the FUSE build process must first be prepared. There are two possibilities:

A package containing the kernel headers for the kernel binary is available in the distribution (e.g. on Debian it's the kernel-headers-X.Y.Z package for kernel-image-X.Y.Z)

The kernel source must be prepared:

Extract the kernel source to some directory

Copy the running kernel's config (usually found in /boot/config-X.Y.Z) to .config at the top of the source tree

Run make prepare

Trying it out

After installation, you can try out the filesystems in the example directory. To see what is happening try adding the -d option. This is the output produced by running cat /tmp/fuse/hello in another shell:

~/fuse/example> ./hello /tmp/fuse -d

unique: 2, opcode: LOOKUP (1), ino: 1, insize: 26

LOOKUP /hello

  INO: 2

  unique: 2, error: 0 (Success), outsize: 72

unique: 3, opcode: OPEN (14), ino: 2, insize: 24

  unique: 3, error: 0 (Success), outsize: 8

unique: 4, opcode: READ (15), ino: 2, insize: 32

READ 4096 bytes from 0

  READ 4096 bytes

  unique: 4, error: 0 (Success), outsize: 4104

unique: 0, opcode: RELEASE (18), ino: 2, insize: 24

More operations can be tried out with the fusexmp example filesystem. This just mirrors the root directory similarly to mount --bind / /mountpoint. This is not very useful in itself, but can be used as template for creating a new filesystem.

By default FUSE filesystems run multi-threaded. This can be verified by entering the mountpoint recursively in the fusexmp filesystem. Multi-threaded operation can be disabled by adding the -s option.

Some options can be passed to the FUSE kernel module and the library. See the output of fusexmp -h for the list of these options.

How does it work?

FUSE structure

The FUSE kernel module and the FUSE library communicate via a special file descriptor which is obtained by opening /dev/fuse. This file can be opened multiple times, and the obtained file descriptor is passed to the mount syscall, to match up the descriptor with the mounted filesystem.

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Features

  e1000e driver

  ixgbe and ixgbevf driver

  igb and igbvf driver

  i40e and i40evf drivers

  lldpad daemon

ethregs register dump utility

e1000 driver: The e1000 driver is changed to a kernel only support model. (The latest release of e1000 driver was version 8.0.35)

n   eeprog: GPL license: http://lm-sensors.org/svn/i2c-tools/trunk/eepromer/eeprog.c (modified)

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    Id
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 ***/
```c
#include <stdio.h>
#include <fcntl.h>
#include <getopt.h>
#include <unistd.h>
#include <stdlib.h>
#include <errno.h>
#include <string.h>
#include <sys/types.h>
#include <sys/stat.h>
#include "24cXX.h"

#define VERSION "0.7.5"

#define ENV_DEV"EEPROG_DEV"
#define ENV_I2C_ADDR"EEPROG_I2C_ADDR"

int g_quiet;

#define usage_if(a) do { do_usage_if( a , __LINE__); } while(0);
```

```c
void do_usage_if(int b, int line)
{
static const char *eeprog_usage =
"eeprog " VERSION ", a 24Cxx EEPROM reader/writer\n"
"Copyright (c) 2003 by Stefano Barbato - All rights reserved.\n"
"Usage: eeprog [-fqxdh] [-16|-8] [ -r addr[:count] | -w addr ]  /dev/i2c-N  i2c-address\n"
"\n"
"  Address modes:\n"
"-8Use 8bit address mode for 24c0x...24C16 [default]\n"
"-16Use 16bit address mode for 24c32...24C256\n"
"  Actions:\n"
"-r addr[:count]Read [count] (1 if omitted) bytes from [addr]\n"
"and print them to the standard output\n"
"-w addrWrite input (stdin) at address [addr] of the EEPROM\n"
"-hPrint this help\n"
"  Options:\n"
"-xSet hex output mode\n"
"-dDummy mode, display what *would* have been done\n"
"-fDisable warnings and don't ask confirmation\n"
"-qQuiet mode\n"
"\n"
"The following environment variables could be set instead of the command\n"
"line arguments:\n"
"EEPROG_DEVdevice name(/dev/i2c-N)\n"
"EEPROG_I2C_ADDRi2c-address\n"
"\n"
"Examples\n"
"1- read 64 bytes from the EEPROM at address 0x54 on bus 0 starting\n"
"   at address 123 (decimal)\n"
"eeprog /dev/i2c-0 0x54 -r 123:64\n"
"2- prints the hex codes of the first 32 bytes read from bus 1\n"
"   at address 0x22\n"
"eeprog /dev/i2c-1 0x51 -x -r 0x22:0x20\n"
"3- write the current timestamp at address 0x200 of the EEPROM on\n"
"   bus 0 at address 0x33\n"
"date | eeprog /dev/i2c-0 0x33 -w 0x200\n";
```

```
if(!b)
return;
fprintf(stderr, "%s\n[line %d]\n", eeprog_usage, line);
exit(1);
}


#define die_if(a, msg) do { do_die_if( a , msg, __LINE__); } while(0);
void do_die_if(int b, char* msg, int line)
{
if(!b)
return;
fprintf(stderr, "Error at line %d: %s\n", line, msg);
//fprintf(stderr, "sysmsg: %s\n", strerror(errno));
exit(1);
}

#define print_info(args...) do { if(!g_quiet) fprintf(stderr, args); } while(0);

void parse_arg(char *arg, int* paddr, int *psize)
{
char *end;
*paddr = strtoul(arg, &end, 0);
if(*end == ':')
*psize = strtoul(++end, 0, 0);
}

int confirm_action()
{
fprintf(stderr,
"\n"
"_____WARNING_____\n"
"Erroneously writing to a system EEPROM (like DIMM SPD modules)\n"
"can break your system.  It will NOT boot anymore so you'll not\n"
"be able to fix it.\n"
"\n"
"Reading from 8bit EEPROMs (like that in your DIMM) without using\n"
```

```c
"the -8 switch can also UNEXPECTEDLY write to them, so be sure to\n"
"use the -8 command param when required.\n"
"\n"
"Use -f to disable this warning message\n"
"\n"
"Press ENTER to continue or hit CTRL-C to exit\n"
"\n"
);
getchar();
return 1;
}


int read_from_eeprom(struct eeprom *e, int addr, int size, int hex)
{

int ch, i;
// hex print out
die_if((ch = eeprom_read_byte(e, addr)) < 0, "read error");
i = 1;
if(hex)
printf("\n %.4x|  %.2x ", addr, ch);
else
putchar(ch);
while(--size)
{
die_if((ch = eeprom_read_current_byte(e)) < 0, "read error");
if(hex)
{
addr++;
if( (i % 16) == 0 )
printf("\n %.4x|  ", addr);
else if( (i % 8) == 0 )
printf("  ");
i++;
printf("%.2x ", ch);
} else {
```

```
putchar(ch);
}
}
if(hex)
printf("\n\n");
fflush(stdout);
return 0;
}

int write_to_eeprom(struct eeprom *e, int addr)
{
int c;
while((c = getchar()) != EOF)
{
print_info(".");
fflush(stdout);
die_if(eeprom_write_byte(e, addr++, c), "write error");
}
print_info("\n\n");
return 0;
}

int main(int argc, char** argv)
{
struct eeprom e;
int ret, op, i2c_addr, memaddr, size, want_hex, dummy, force, sixteen;
char *device, *arg = 0, *i2c_addr_s;
struct stat st;
int eeprom_type = 0;

op = want_hex = dummy = force = sixteen = 0;
g_quiet = 0;

while((ret = getopt(argc, argv, "1:8fr:qhw:xd")) != -1)
{
switch(ret)
{
```

```
case '1':
usage_if(*optarg != '6' || strlen(optarg) != 1);
die_if(eeprom_type, "EEPROM type switch (-8 or -16) used twice");
eeprom_type = EEPROM_TYPE_16BIT_ADDR;
break;
case 'x':
want_hex++;
break;
case 'd':
dummy++;
break;
case '8':
die_if(eeprom_type, "EEPROM type switch (-8 or -16) used twice");
eeprom_type = EEPROM_TYPE_8BIT_ADDR;
break;
case 'f':
force++;
break;
case 'q':
g_quiet++;
break;
case 'h':
usage_if(1);
break;
default:
die_if(op != 0, "Both read and write requested");
arg = optarg;
op = ret;
}
}
if(!eeprom_type)
eeprom_type = EEPROM_TYPE_8BIT_ADDR; // default

usage_if(op == 0); // no switches
// set device and i2c_addr reading from cmdline or env
device = i2c_addr_s = 0;
switch(argc - optind)
```

```
{
case 0:
device = getenv(ENV_DEV);
i2c_addr_s = getenv(ENV_I2C_ADDR);
break;
case 1:
if(stat(argv[optind], &st) != -1)
{
device = argv[optind];
i2c_addr_s = getenv(ENV_I2C_ADDR);
} else {
device = getenv(ENV_DEV);
i2c_addr_s = argv[optind];
}
break;
case 2:
device = argv[optind++];
i2c_addr_s = argv[optind];
break;
default:
usage_if(1);
}
usage_if(!device || !i2c_addr_s);
i2c_addr = strtoul(i2c_addr_s, 0, 0);

print_info("eeprog %s, a 24Cxx EEPROM reader/writer\n", VERSION);
print_info("Copyright (c) 2003 by Stefano Barbato - All rights reserved.\n");
print_info("  Bus: %s, Address: 0x%x, Mode: %dbit\n",
device, i2c_addr,
(eeprom_type == EEPROM_TYPE_8BIT_ADDR ? 8 : 16) );
if(dummy)
{
fprintf(stderr, "Dummy mode selected, nothing done.\n");
return 0;
}
die_if(eeprom_open(device, i2c_addr, eeprom_type, &e) < 0,
"unable to open eeprom device file (check that the file exists and that it's readable)");
```

```
switch(op)

{

case 'r':

if(force == 0)

confirm_action();

size = 1; // default

parse_arg(arg, &memaddr, &size);

print_info("  Reading %d bytes from 0x%x\n", size, memaddr);

read_from_eeprom(&e, memaddr, size, want_hex);

break;

case 'w':

if(force == 0)

confirm_action();

parse_arg(arg, &memaddr, &size);

print_info("  Writing stdin starting at address 0x%x\n",

memaddr);

write_to_eeprom(&e, memaddr);

break;

default:

usage_if(1);

exit(1);

}

eeprom_close(&e);


return 0;
```

n   mdadm-3.2.1: GPL license: https://www.archlinux.org/packages/core/i686/mdadm/ (modified)

Architecture: i686

Repository: Core

Description: A tool for managing/monitoring Linux md device arrays, also known as Software RAID

Upstream URL: http://neil.brown.name/blog/mdadm

License(s): GPL

Groups: base

Replaces: raidtools

Conflicts: mkinitcpio<0.7

Maintainers: Tobias Powalowski

Package Size: 393.7 KB

Installed Size: 1.2 MB

Last Packager: Tobias Powalowski

Build Date: 2014-06-10 13:29 UTC

Signed By: Tobias Powalowski

Signature Date: 2014-06-10 13:30 UTC

Last Updated: 2014-06-16 18:50 UTC

Dependencies (1)

glibc

Required By (2)

archboot

hwdetect (optional)

Package Contents

etc/

etc/mdadm.conf

usr/

usr/bin/

usr/bin/mdadm

usr/bin/mdassemble

usr/bin/mdmon

usr/lib/

usr/lib/initcpio/

usr/lib/initcpio/hooks/

usr/lib/initcpio/hooks/mdadm

usr/lib/initcpio/install/

usr/lib/initcpio/install/mdadm

usr/lib/initcpio/install/mdadm_udev

usr/lib/systemd/

usr/lib/systemd/system-shutdown/

usr/lib/systemd/system-shutdown/mdadm.shutdown

usr/lib/systemd/system/

usr/lib/systemd/system/mdadm-last-resort@.service

usr/lib/systemd/system/mdadm-last-resort@.timer

usr/lib/systemd/system/mdadm.service

usr/lib/systemd/system/mdmon@.service

usr/lib/systemd/system/mdmonitor.service

usr/lib/udev/

usr/lib/udev/rules.d/

usr/lib/udev/rules.d/63-md-raid-arrays.rules

usr/lib/udev/rules.d/64-md-raid-assembly.rules

usr/share/

usr/share/man/

usr/share/man/man4/

usr/share/man/man4/md.4.gz

usr/share/man/man5/

usr/share/man/man5/mdadm.conf.5.gz

usr/share/man/man8/

usr/share/man/man8/mdadm.8.gz

usr/share/man/man8/mdmon.8.gz

n   lsiutil-1.63: GPL license: http://karlsbakk.net/LSIUtil%20Kit%201.63/Source/ (modified)

Index of /LSIUtil Kit 1.63/Source

Icon	Name	Last modified	Size	Description
[DIR]	Parent Directory			-
[ ]	lsiutil.tar.gz	18-Sep-2011 18:06	665K	

n   dmidecode: GPL license: http://www.nongnu.org/dmidecode/ (modified)

Dmidecode reports information about your system's hardware as described in your system BIOS according to the SMBIOS/DMI standard (see a sample output). This information typically includes system manufacturer, model name, serial number, BIOS version, asset tag as well as a lot of other details of varying level of interest and reliability depending on the manufacturer. This will often include usage status for the CPU sockets, expansion slots (e.g. AGP, PCI, ISA) and memory module slots, and the list of I/O ports (e.g. serial, parallel, USB).

DMI data can be used to enable or disable specific portions of kernel code depending on the specific hardware. Thus, one use of dmidecode is for kernel developers to detect system "signatures" and add them to the kernel source code when needed.

Beware that DMI data have proven to be too unreliable to be blindly trusted. Dmidecode does not scan your hardware, it only reports what the BIOS told it to.

Dmidecode was first written by Alan Cox, then was further developed and for a long time maintained by Jean Delvare, and is now maintained by Anton Arapov. It is released under the General Public License (GPL). For more details, you should have a look at the AUTHORS and LICENSE files that come with the source code.

Three additional tools come with dmidecode:

biosdecode prints all BIOS related information it can find (see a sample output);

ownership retrieves the "ownership tag" that can be set on Compaq computers;

vpddecode prints the "vital product data" information that can be found in almost all IBM computers (see a sample output).

n   pam GPL license: http://www.linux-pam.org/ (modified)

This is the primary distribution site for the Linux-PAM (Pluggable Authentication Modules for Linux) project.

Things to be found here are documentation and source code for Linux-PAM.

Documentation

Online documentation

Offline documentation

Red Hat run the mailing list for this project. To look at the archives, subscribe or unsubscribe from the list look here: the PAM mailing list.

Here is a working document attempting to generalize PAM to support client<->server programming models. The original DCE/OSF-RFC as proposed by the people at SunSoft.

The XSSO spec which is X/Open's attempt to absorb PAM into something bigger (draft from 1997 courteously made available to us by Vipin). Here is a link to the OpenGroup's packaging of this same definition.

Bug reports

Please use the Bug Tracker at the Linux-PAM site.

Source code

If you want bleeding edge stuff, you might like to check out the Linux-PAM site. Look at the git repository for notes on recent changes.

The latest stable source code of Linux-PAM is here. Old, unstable versions of other modules and applications can be found here. Files that are PGP signed are signed with the PGP key from Andrew G. Morgans.

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