



# 3D Juump Third softwares licences

*[licenses\_Infinite] version 4.1*

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# Introduction

---

This document holds licences details for all the third-party softwares used by the software suite 3D Juump Infinite.

Current version of this document only holds written in English original version of the software.

Letters are used to marked where components are used.

- B : Backend components (∞Directory, ∞Proxy, ∞CLI)
- N : Native ∞Client
- L : *Local DMU Manager*
- A : Web API
- W : Web ∞Client
- T : Compilation and Deployment Tools

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```
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 */
```

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For the server\util\_md5.c component:

```

/*****
 * NCSA HTTPd Server
 * Software Development Group
 * National Center for Supercomputing Applications
 * University of Illinois at Urbana-Champaign
 * 605 E. Springfield, Champaign, IL 61820
 * httpd@ncsa.uiuc.edu
 *
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 *****/

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 *
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-----

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*/
/*
 * The apr_md5_encode() routine uses much code obtained from the FreeBSD 3.0
 * MD5 crypt() function, which is licenced as follows:
 * -----
--
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 * <phk@login.dknet.dk> wrote this file. As long as you retain this notice y
```

```

ou
* can do whatever you want with this stuff. If we meet some day, and you thi
nk
* this stuff is worth it, you can buy me a beer in return. Poul-Henning Kam
p
* -----
--
*/

```

For the src/lib/apr-util/crypto/apr\_md4.c component:

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For the test\zb.c component:

```
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   =====
```

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Written by Adam Twiss (adam@zeus.co.uk). March 1996

Thanks to the following people for their input:

Mike Belshe (mbelshe@netscape.com)

Michael Campanella (campanella@stevms.enet.dec.com)

```
*/
```

For the pcre.dll component:

```
PCRE LICENCE
-----
```



PCRE is a library of functions to support regular expressions whose syntax and semantics are as close as possible to those of the Perl 5 language.

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The basic library functions are written in C and are freestanding. Also included in the distribution is a set of C++ wrapper functions, and a just-in-time compiler that can be used to optimize pattern matching. These are both optional features that can be omitted when the library is built.

#### THE BASIC LIBRARY FUNCTIONS

-----

Written by: Philip Hazel  
Email local part: ph10  
Email domain: cam.ac.uk

University of Cambridge Computing Service,  
Cambridge, England.

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#### PCRE JUST-IN-TIME COMPILEATION SUPPORT

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### 3 - Bison® GNU parser generator v. 2.4.1 [T]

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## 4 - Brotli v. 1.2.0 [B,N,L]

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```

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```
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```

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```

/*****
* NCSA HTTPd Server
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* 605 E. Springfield, Champaign, IL 61820
* httpd@ncsa.uiuc.edu
*
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*****/
*
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*
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```

*/
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--
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```

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```
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    =====
```

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Written by Adam Twiss (adam@zeus.co.uk). March 1996

Thanks to the following people for their input:

Mike Belshe (mbelshe@netscape.com)

Michael Campanella (campanella@stevms.enet.dec.com)

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Written by Adam Twiss (adam@zeus.co.uk). March 1996

Thanks to the following people for their input:

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Written by: Philip Hazel  
Email local part: ph10  
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--- end of FTL.TXT ---

## 10 - **Glew® v. 2.3.1 [N]**

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Mesa 3-D graphics library

Version: 7.0

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## 11 - Intel® IPP v. 7.0.2 [B,N]

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## 14 - libjpeg-turbo v. 3.1.3 [B]

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libxml2

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## 22 - Luxon javascript library [A]

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## 23 - LZMA SDK (Software Development Kit) v. 25.01 [B,N,L]

<https://www.7-zip.org/sdk.html>

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Some code in LZMA SDK is based on public domain code from another developers:

- 1) PPMd var.H (2001): Dmitry Shkarin
- 2) SHA-256: Wei Dai (Crypto++ library)

## 24 - Mesa3D v. 24.1.6 [B]

<https://www.mesa3d.org/>

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## 25 - OpenCV® v. 4.13.0 [B]

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## 26 - OpenJDK v. 1.8 [B,L]

<https://openjdk.java.net/>

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An OpenType and TrueType font parser and writer.

<https://github.com/opentypejs/opentype.js>

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## 29 - PCRE2® library v. 10.47 [B,N,L]

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Written by: Philip Hazel  
Email local part: Philip.Hazel  
Email domain: gmail.com

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## 34 - Qhull library v. 8.0.2 [B]

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and

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## 35 - QT® v. 4.8.7 LGPL [N,L]

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## 36 - QuickJS NG v. 0.11.0 MIT [B,N,L]

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### 37 - Rapidjson® v. 1.1.0 [B,N,L]

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### 38 - **requirejs/text** [A]

<https://github.com/requirejs/text>

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### 39 - **tinyglTF v. 2.9.7** [B,N]

<https://github.com/syoyo/tinyglTF>

tiny glTF 2.0 library

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### 40 - **uriparser v. 1.0.0** [B,N,L]

<https://uriparser.sourceforge.net/>

RFC 3986 URI parsing library.

uriparser - RFC 3986 URI parsing library

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## 41 - UTF CPP v. 4.0.9 [B,N,L]

<https://github.com/nemtrif/utfcpp>

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## 42 - valijson v. 1.0.6 [B,N,L]

<https://github.com/tristanpenman/valijson>

Valijson is a header-only JSON Schema Validation library for C++11.

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## 43 - Wild Magic® v. 4.10.0 (2009/11/18) [B,N,L]

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## 44 - libxml2® v. 2.15.1 [B,N]

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libxml2

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## 46 - **zlib® v. 1.3.1 [B,N,L]**

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