



Open Source Used In AMP for Endpoints Linux Connector 1.11.1

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1.2 ASN1C 0.9.24

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 *
 * $Id$
 */
```

1.3 cre2 0.3.1

1.3.1 Available under license :

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1.4 curl 7.66.0

1.4.1 Available under license :

License Mixing

=====

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](<https://www.gnu.org/licenses/gpl.html>) licensed code is not allowed to be linked with code licensed under the [Original BSD license](<https://spdx.org/licenses/BSD-4-Clause.html>) (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](<https://www.gnu.org/licenses/gpl-faq.html#GPLIncompatibleLibs>). This particular problem was addressed when the [Modified BSD license](<https://opensource.org/licenses/BSD-3-Clause>) was created, which does not have the announcement clause that collides with GPL.

libcurl

Uses an [MIT style license](<https://curl.haxx.se/docs/copyright.html>) that is very liberal.

OpenSSL

(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 another TLS library.

GnuTLS

(May be used for SSL/TLS support) Uses the [LGPL](<https://www.gnu.org/licenses/lgpl.html>) license. If this is a problem for you, consider using another TLS library. Also note that GnuTLS itself depends on and uses other libs (libgcrypt and libgpg-error) and they too are

LGPL- or GPL-licensed.

WolfSSL

(May be used for SSL/TLS support) Uses the GPL license or a proprietary license. If this is a problem for you, consider using another TLS library.

NSS

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BoringSSL

(May be used for SSL/TLS support) As an OpenSSL fork, it has the same license as that.

libressl

(May be used for SSL/TLS support) As an OpenSSL fork, it has the same license as that.

c-ares

(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

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

MIT Kerberos

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

other parts.

Heimdal

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

GNU 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

(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

(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

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

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```

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```

```
*****/
```

```
#ifdef TIME_WITH_SYS_TIME
```

```
/* Time with sys/time test */
```

```
#include <sys/types.h>
```

```
#include <sys/time.h>
```

```
#include <time.h>
```

```
int
main ()
{
if ((struct tm *) 0)
return 0;
;
return 0;
}
```

```
#endif
```

```
#ifdef HAVE_FCNTL_O_NONBLOCK
```

```
/* headers for FCNTL_O_NONBLOCK test */
```

```

#include <sys/types.h>
#include <unistd.h>
#include <fcntl.h>
/* */
#if defined(sun) || defined(__sun__) || \
    defined(__SUNPRO_C) || defined(__SUNPRO_CC)
# if defined(__SVR4) || defined(__srv4__)
#  define PLATFORM_SOLARIS
# else
#  define PLATFORM_SUNOS4
# endif
#endif
#if (defined(_AIX) || defined(__xlc__)) && !defined(_AIX41)
# define PLATFORM_AIX_V3
#endif
/* */
#if defined(PLATFORM_SUNOS4) || defined(PLATFORM_AIX_V3) || defined(__BEOS__)
#error "O_NONBLOCK does not work on this platform"
#endif

int
main ()
{
    /* O_NONBLOCK source test */
    int flags = 0;
    if(0 != fcntl(0, F_SETFL, flags | O_NONBLOCK))
        return 1;
    return 0;
}
#endif

/* tests for gethostbyaddr_r or gethostbyname_r */
#if defined(HAVE_GETHOSTBYADDR_R_5_REENTRANT) || \
    defined(HAVE_GETHOSTBYADDR_R_7_REENTRANT) || \
    defined(HAVE_GETHOSTBYADDR_R_8_REENTRANT) || \
    defined(HAVE_GETHOSTBYNAME_R_3_REENTRANT) || \
    defined(HAVE_GETHOSTBYNAME_R_5_REENTRANT) || \
    defined(HAVE_GETHOSTBYNAME_R_6_REENTRANT)
#  define _REENTRANT
    /* no idea whether _REENTRANT is always set, just invent a new flag */
#  define TEST_GETHOSTBYFOO_REENTRANT
#endif
#if defined(HAVE_GETHOSTBYADDR_R_5) || \
    defined(HAVE_GETHOSTBYADDR_R_7) || \
    defined(HAVE_GETHOSTBYADDR_R_8) || \
    defined(HAVE_GETHOSTBYNAME_R_3) || \
    defined(HAVE_GETHOSTBYNAME_R_5) || \
    defined(HAVE_GETHOSTBYNAME_R_6) || \

```



```

    defined(TEST_GETHOSTBYFOO_REENTRANT)
#include <sys/types.h>
#include <netdb.h>
int main(void)
{
    char *address = "example.com";
    int length = 0;
    int type = 0;
    struct hostent h;
    int rc = 0;
#if defined(HAVE_GETHOSTBYADDR_R_5) || \
    defined(HAVE_GETHOSTBYADDR_R_5_REENTRANT) || \
    \
    defined(HAVE_GETHOSTBYNAME_R_3) || \
    defined(HAVE_GETHOSTBYNAME_R_3_REENTRANT)
    struct hostent_data hdata;
#elif defined(HAVE_GETHOSTBYADDR_R_7) || \
    defined(HAVE_GETHOSTBYADDR_R_7_REENTRANT) || \
    defined(HAVE_GETHOSTBYADDR_R_8) || \
    defined(HAVE_GETHOSTBYADDR_R_8_REENTRANT) || \
    \
    defined(HAVE_GETHOSTBYNAME_R_5) || \
    defined(HAVE_GETHOSTBYNAME_R_5_REENTRANT) || \
    defined(HAVE_GETHOSTBYNAME_R_6) || \
    defined(HAVE_GETHOSTBYNAME_R_6_REENTRANT)
    char buffer[8192];
    int h_errnop;
    struct hostent *hp;
#endif

#ifndef gethostbyaddr_r
    (void)gethostbyaddr_r;
#endif

#if defined(HAVE_GETHOSTBYADDR_R_5) || \
    defined(HAVE_GETHOSTBYADDR_R_5_REENTRANT)
    rc = gethostbyaddr_r(address, length, type, &h, &hdata);
    (void)rc;
#elif defined(HAVE_GETHOSTBYADDR_R_7) || \
    defined(HAVE_GETHOSTBYADDR_R_7_REENTRANT)
    hp = gethostbyaddr_r(address, length, type, &h, buffer, 8192, &h_errnop);
    (void)hp;
#elif defined(HAVE_GETHOSTBYADDR_R_8) || \
    defined(HAVE_GETHOSTBYADDR_R_8_REENTRANT)
    rc = gethostbyaddr_r(address, length, type, &h, buffer, 8192, &hp, &h_errnop);
    (void)rc;
#endif

```

```

#if defined(HAVE_GETHOSTBYNAME_R_3) || \
    defined(HAVE_GETHOSTBYNAME_R_3_REENTRANT)
    rc = gethostbyname_r(address, &h, &hdata);
#elif defined(HAVE_GETHOSTBYNAME_R_5) || \
    defined(HAVE_GETHOSTBYNAME_R_5_REENTRANT)
    rc = gethostbyname_r(address, &h, buffer, 8192, &h_errnop);
    (void)hp; /* not used for test */
#elif defined(HAVE_GETHOSTBYNAME_R_6) || \
    defined(HAVE_GETHOSTBYNAME_R_6_REENTRANT)
    rc = gethostbyname_r(address, &h, buffer, 8192, &hp, &h_errnop);
#endif

```

```

(void)length;
(void)type;
(void)rc;
return 0;
}
#endif

```

```

#ifdef HAVE_SOCKLEN_T
#ifdef _WIN32
#include <ws2tcpip.h>
#else
#include <sys/types.h>
#include <sys/socket.h>
#endif
int
main ()
{
if ((socklen_t *) 0)
    return 0;
if (sizeof (socklen_t))
    return 0;
;
return 0;
}
#endif
#ifdef HAVE_IN_ADDR_T
#include <sys/types.h>
#include <sys/socket.h>
#include <arpa/inet.h>

```

```

int
main ()
{
if ((in_addr_t *) 0)
    return 0;
if (sizeof (in_addr_t))

```

```

return 0;
;
return 0;
}
#endif

#ifdef HAVE_BOOL_T
#ifdef HAVE_SYS_TYPES_H
#include <sys/types.h>
#endif
#ifdef HAVE_STDBOOL_H
#include <stdbool.h>
#endif
int
main ()
{
if (sizeof (bool *) )
return 0;
;
return 0;
}
#endif

#ifdef STDC_HEADERS
#include <stdlib.h>
#include <stdarg.h>
#include <string.h>
#include <float.h>
int main() { return 0; }
#endif
#ifdef RETSIGTYPE_TEST
#include <sys/types.h>
#include <signal.h>
#ifdef signal
# undef signal
#endif
#ifdef __cplusplus
extern "C" void (*signal (int, void (*)(int)))(int);
#else
void (*signal ()) ();
#endif

int
main ()
{
return 0;
}
#endif

```

```

#ifdef HAVE_INET_NTOA_R_DECL
#include <arpa/inet.h>

typedef void (*func_type)();

int main()
{
#ifdef inet_ntoa_r
func_type func;
func = (func_type)inet_ntoa_r;
(void)func;
#endif
return 0;
}
#endif
#ifdef HAVE_INET_NTOA_R_DECL_REENTRANT
#define _REENTRANT
#include <arpa/inet.h>

typedef void (*func_type)();

int main()
{
#ifdef inet_ntoa_r
func_type func;
func = (func_type)&inet_ntoa_r;
(void)func;
#endif
return 0;
}
#endif
#ifdef HAVE_GETADDRINFO
#include <netdb.h>
#include <sys/types.h>
#include <sys/socket.h>

int main(void) {
struct addrinfo hints, *ai;
int error;

memset(&hints, 0, sizeof(hints));
hints.ai_family = AF_UNSPEC;
hints.ai_socktype = SOCK_STREAM;
#ifdef getaddrinfo
(void)getaddrinfo;
#endif
error = getaddrinfo("127.0.0.1", "8080", &hints, &ai);
if (error) {

```

```

    return 1;
}
return 0;
}
#endif
#ifdef HAVE_FILE_OFFSET_BITS
#ifdef _FILE_OFFSET_BITS
#undef _FILE_OFFSET_BITS
#endif
#define _FILE_OFFSET_BITS 64
#include <sys/types.h>
/* Check that off_t can represent 2**63 - 1 correctly.
   We can't simply define LARGE_OFF_T to be 9223372036854775807,
   since some C++ compilers masquerading as C compilers
   incorrectly reject 9223372036854775807. */
#define LARGE_OFF_T (((off_t) 1 << 62) - 1 + ((off_t) 1 << 62))
int off_t_is_large[(LARGE_OFF_T % 2147483629 == 721
                    && LARGE_OFF_T % 2147483647 == 1)
                  ? 1 : -1];
int main () { ; return 0; }
#endif
#ifdef HAVE_IOCTL_SOCKET
/* includes start */
#ifdef HAVE_WINDOWS_H
# ifndef WIN32_LEAN_AND_MEAN
#  define WIN32_LEAN_AND_MEAN
# endif
# include <windows.h>
# ifdef HAVE_WINSOCK2_H
#  include <winsock2.h>
# else
#  ifdef HAVE_WINSOCK_H
#   include <winsock.h>
#  endif
# endif
#endif
int
main ()
{

/* ioctlsocket source code */
int socket;
unsigned long flags = ioctlsocket(socket, FIONBIO, &flags);

;
return 0;
}

```

```

#endif
#ifdef HAVE_IOCTL_SOCKET_CAMEL
/* includes start */
#ifdef HAVE_WINDOWS_H
# ifndef WIN32_LEAN_AND_MEAN
#  define WIN32_LEAN_AND_MEAN
# endif
# include <windows.h>
# ifdef HAVE_WINSOCK2_H
#  include <winsock2.h>
# else
#  ifdef HAVE_WINSOCK_H
#   include <winsock.h>
#  endif
# endif
#endif

int
main ()
{

/* IoctlSocket source code */
  if(0 != IoctlSocket(0, 0, 0))
    return 1;
  ;
  return 0;
}
#endif
#ifdef HAVE_IOCTL_SOCKET_CAMEL_FIONBIO
/* includes start */
#ifdef HAVE_WINDOWS_H
# ifndef WIN32_LEAN_AND_MEAN
#  define WIN32_LEAN_AND_MEAN
# endif
# include <windows.h>
# ifdef HAVE_WINSOCK2_H
#  include <winsock2.h>
# else
#  ifdef HAVE_WINSOCK_H
#   include <winsock.h>
#  endif
# endif
#endif

int
main ()
{

```

```

/* IoctlSocket source code */
    long flags = 0;
    if(0 != ioctlsocket(0, FIONBIO, &flags))
        return 1;
;
return 0;
}
#endif
#ifdef HAVE_IOCTL_SOCKET_FIONBIO
/* includes start */
#ifdef HAVE_WINDOWS_H
# ifndef WIN32_LEAN_AND_MEAN
#  define WIN32_LEAN_AND_MEAN
# endif
# include <windows.h>
# ifdef HAVE_WINSOCK2_H
#  include <winsock2.h>
# else
#  ifdef HAVE_WINSOCK_H
#   include <winsock.h>
#  endif
# endif
#endif

int
main ()
{

    int flags = 0;
    if(0 != ioctlsocket(0, FIONBIO, &flags))
        return 1;

;
return 0;
}
#endif
#ifdef HAVE_IOCTL_FIONBIO
/* headers for FIONBIO test */
/* includes start */
#ifdef HAVE_SYS_TYPES_H
# include <sys/types.h>
#endif
#ifdef HAVE_UNISTD_H
# include <unistd.h>
#endif
#ifdef HAVE_SYS_SOCKET_H
# include <sys/socket.h>

```

```

#endif
#ifdef HAVE_SYS_IOCTL_H
# include <sys/ioctl.h>
#endif
#ifdef HAVE_STROPTS_H
# include <stropts.h>
#endif

int
main ()
{

    int flags = 0;
    if(0 != ioctl(0, FIONBIO, &flags))
        return 1;

;
    return 0;
}
#endif
#ifdef HAVE_IOCTL_SIOCGIFADDR
/* headers for FIONBIO test */
/* includes start */
#ifdef HAVE_SYS_TYPES_H
# include <sys/types.h>
#endif
#ifdef HAVE_UNISTD_H
# include <unistd.h>
#endif
#ifdef HAVE_SYS_SOCKET_H
# include <sys/socket.h>
#endif
#ifdef HAVE_SYS_IOCTL_H
# include <sys/ioctl.h>
#endif
#ifdef HAVE_STROPTS_H
# include <stropts.h>
#endif
#include <net/if.h>

int
main ()
{
    struct ifreq ifr;
    if(0 != ioctl(0, SIOCGIFADDR, &ifr))
        return 1;

;

```



```

return 0;
}
#endif
#ifdef HAVE_SETSOCKOPT_SO_NONBLOCK
/* includes start */
#ifdef HAVE_WINDOWS_H
# ifndef WIN32_LEAN_AND_MEAN
#  define WIN32_LEAN_AND_MEAN
# endif
# include <windows.h>
# ifdef HAVE_WINSOCK2_H
#  include <winsock2.h>
# else
#  ifdef HAVE_WINSOCK_H
#   include <winsock.h>
#  endif
# endif
#endif
/* includes start */
#ifdef HAVE_SYS_TYPES_H
# include <sys/types.h>
#endif
#ifdef HAVE_SYS_SOCKET_H
# include <sys/socket.h>
#endif
/* includes end */

int
main ()
{
    if(0 != setsockopt(0, SOL_SOCKET, SO_NONBLOCK, 0, 0))
        return 1;
    ;
    return 0;
}
#endif
#ifdef HAVE_GLIBC_STRERROR_R
#include <string.h>
#include <errno.h>

void check(char c) {}

int
main () {
    char buffer[1024];
    /* This will not compile if strerror_r does not return a char* */
    check(strerror_r(EACCES, buffer, sizeof(buffer))[0]);
    return 0;
}

```

```

}
#endif
#ifdef HAVE_POSIX_STRERROR_R
#include <string.h>
#include <errno.h>

/* float, because a pointer can't be implicitly cast to float */
void check(float f) {}

int
main () {
    char buffer[1024];
    /* This will not compile if strerror_r does not return an int */
    check(strerror_r(EACCES, buffer, sizeof(buffer)));
    return 0;
}
#endif
#ifdef HAVE_FSETXATTR_6
#include <sys/xattr.h> /* header from libc, not from libattr */
int
main() {
    fsetxattr(0, 0, 0, 0, 0, 0);
    return 0;
}
#endif
#ifdef HAVE_FSETXATTR_5
#include <sys/xattr.h> /* header from libc, not from libattr */
int
main() {
    fsetxattr(0, 0, 0, 0, 0);
    return 0;
}
#endif
#ifdef HAVE_CLOCK_GETTIME_MONOTONIC
#include <time.h>
int
main() {
    struct timespec ts = {0, 0};
    clock_gettime(CLOCK_MONOTONIC, &ts);
    return 0;
}
#endif
#ifdef HAVE_BUILTIN_AVAILABLE
int
main() {
    if(__builtin_available(macOS 10.12, *)) {}
    return 0;
}
}

```

```

#endif
#ifdef HAVE_VARIADIC_MACROS_C99
#define c99_vmacro3(first, ...) fun3(first, __VA_ARGS__)
#define c99_vmacro2(first, ...) fun2(first, __VA_ARGS__)

int fun3(int arg1, int arg2, int arg3);
int fun2(int arg1, int arg2);

int fun3(int arg1, int arg2, int arg3) {
    return arg1 + arg2 + arg3;
}
int fun2(int arg1, int arg2) {
    return arg1 + arg2;
}

int
main() {
    int res3 = c99_vmacro3(1, 2, 3);
    int res2 = c99_vmacro2(1, 2);
    (void)res3;
    (void)res2;
    return 0;
}
#endif
#ifdef HAVE_VARIADIC_MACROS_GCC
#define gcc_vmacro3(first, args...) fun3(first, args)
#define gcc_vmacro2(first, args...) fun2(first, args)

int fun3(int arg1, int arg2, int arg3);
int fun2(int arg1, int arg2);

int fun3(int arg1, int arg2, int arg3) {
    return arg1 + arg2 + arg3;
}
int fun2(int arg1, int arg2) {
    return arg1 + arg2;
}

int
main() {
    int res3 = gcc_vmacro3(1, 2, 3);
    int res2 = gcc_vmacro2(1, 2);
    (void)res3;
    (void)res2;
    return 0;
}
#endif

```

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1.5 http-parser 2.8.1

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1.9 libwww 5.4.2

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.1.2, March 19th, 1998

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Jean-loup Gailly Mark Adler
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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files ftp://ds.internic.net/rfc/rfc1950.txt (zlib format), rfc1951.txt (deflate format) and rfc1952.txt (gzip format).

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1.10 libxml2 2.9.7

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1.11 mongoose web server 3.5

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1.12 OpenSSL 1.0.2q

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1.15 sqlite 3.30.1

1.16 xmlsec 1.2.27

1.16.1 Available under license :

xmlsec, xmlsec-openssl, xmlsec-gnutls, xmlsec-gcrypt libraries

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