

# ABB i-bus<sup>®</sup> KNX IP-Schnittstelle IPS/S 3.1.1 Produkthandbuch



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## 1 Allgemein

Die ABB i-bus® IP-Schnittstelle IPS/S 3.1.1 verbindet den KNX-Bus mit einem Ethernet-Netzwerk. Über das Netzwerk können KNX-Telegramme an andere Geräte gesendet oder von diesen empfangen werden.

Die Schnittstelle kann als Programmierschnittstelle (ETS) eingesetzt werden und Clients, wie z.B. Visualisierungen, können über die IPS/S 3.1.1 auf den KNX-Bus zugreifen.

### 1.1 Nutzung des Produkthandbuchs

Das vorliegende Handbuch gibt Ihnen detaillierte technische Informationen über Funktion, Montage und Programmierung des ABB i-bus® KNX-Geräts. Anhand von Beispielen wird der Einsatz erläutert.

Das Handbuch ist in folgende Kapitel unterteilt:

Kapitel 1	Allgemein
Kapitel 2	Gerätetechnik
Kapitel 3	Inbetriebnahme
Kapitel 4	Planung und Anwendung
Kapitel A	Anhang

## 1.1.1

### Hinweise


In diesem Handbuch werden Hinweise und Sicherheitshinweise folgendermaßen dargestellt:



<b>Hinweis</b>
Bedienungserleichterungen, Bedienungstipps

<b>Beispiele</b>
Anwendungsbeispiele, Einbaubeispiele, Programmierbeispiele

<b>Wichtig</b>
Dieser Sicherheitshinweis wird verwendet, sobald die Gefahr einer Funktionsstörung besteht, ohne Schaden- oder Verletzungsrisiko.

<b>Achtung</b>
Dieser Sicherheitshinweis wird verwendet, sobald die Gefahr einer Funktionsstörung besteht, ohne Schaden- oder Verletzungsrisiko.

 <b>Gefahr</b>
Dieser Sicherheitshinweis wird verwendet, sobald bei unsachgemäßer Handhabung Gefahr für Leib und Leben besteht.

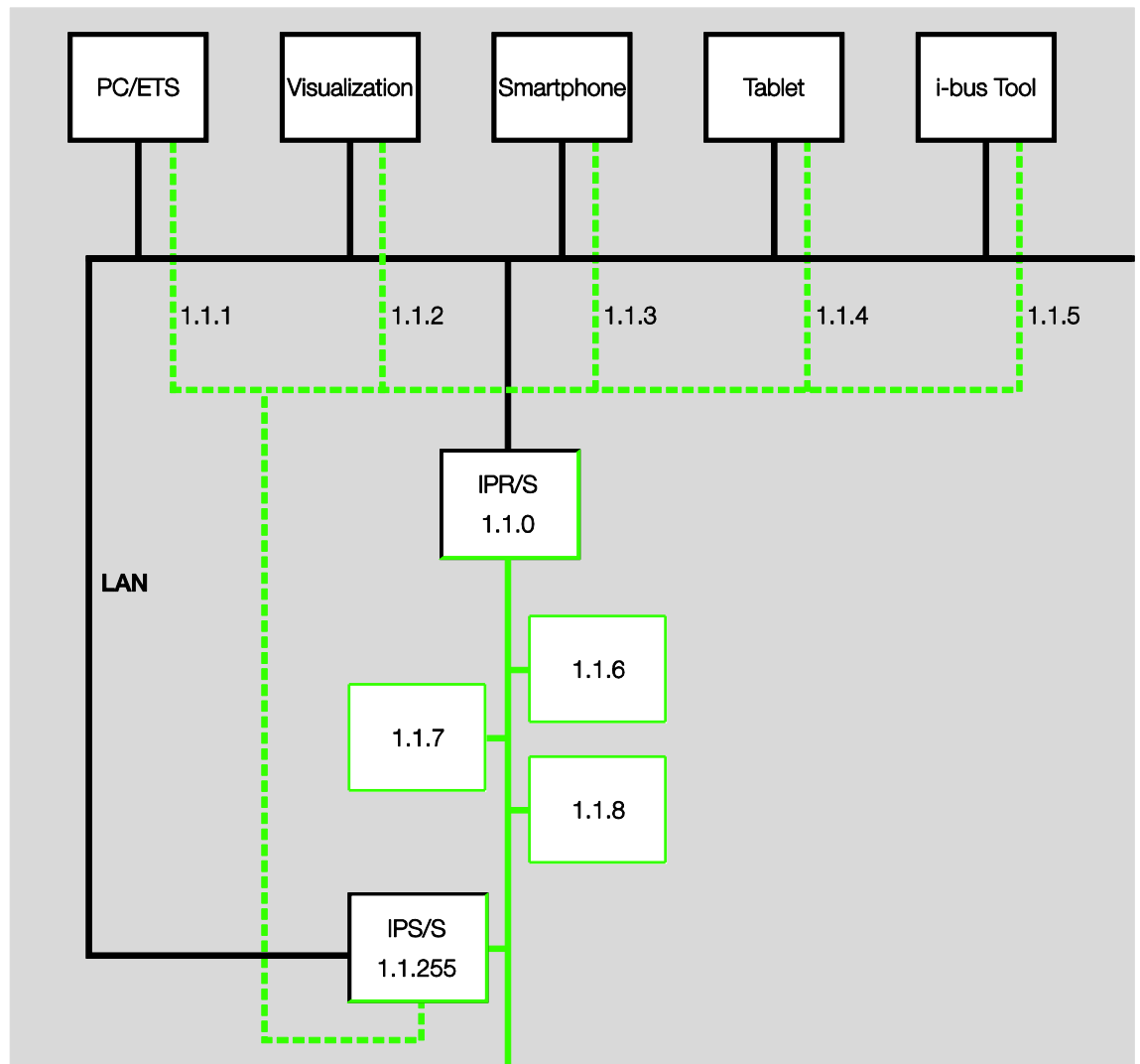
  <b>Gefahr</b>
Dieser Sicherheitshinweis wird verwendet, sobald bei unsachgemäßer Handhabung akute Lebensgefahr besteht.

## 1.2 Produkt- und Funktionsübersicht

Die ABB i-bus® IP-Schnittstelle IPS/S 3.1.1 verbindet den KNX-Bus mit einem Ethernet-Netzwerk. Über das Netzwerk können KNX-Telegramme an andere Geräte gesendet oder von diesen empfangen werden.

Die Schnittstelle kann als Programmierschnittstelle (ETS) eingesetzt werden und Clients, wie z.B. Visualisierungen, können über die IPS/S 3.1.1 auf den KNX-Bus zugreifen.

Das Gerät verwendet zur Kommunikation das KNXnet/IP-Protokoll der KNX Association (Tunneling).



Die Schnittstelle verfügt über 5 Tunneling Server, siehe Kapitel [Die Verwendung der integrierten Tunneling Server](#), S. 23. Diese unterstützen sowohl den Busmonitor- als auch den Gruppenmonitorbetrieb (alternativ).

Die Spannungsversorgung kann über PoE (Power over Ethernet) nach IEEE 802.3af Class 1 erfolgen oder über eine Hilfsspannung.

Für die IP-Schnittstelle steht das ABB i-bus® Tool zur Verfügung, mit dem die Schnittstellen im Netzwerk gefunden werden können (IP Discovery) und im Bedarfsfall die Firmware aktualisiert werden kann, siehe Kapitel [Das i-bus® Tool](#), S. 29.

## 1.2.1 Übersicht Versionen

Die nachfolgende Tabelle gibt einen Überblick, welche Funktionen mit der IPS/S 2.1 und der IPS/S 3.1.1 und den Applikationsprogrammen *IP-Schnittstelle/1.0* (ETS 3 und ETS 4), *IP-Schnittstelle/1.1* (ETS 3) sowie *IP-Schnittstelle/2.0* (ETS 4) möglich sind.

Gerät	IPS/S 2.1	IPS/S 3.1.1	IPS/S 3.1.1
Applikation	IP-Schnittstelle/1.0	IP-Schnittstelle/1.1	IP-Schnittstelle/2.0
ETS	ETS 3/ETS 4	ETS 3	ETS 4/ETS 5
<b>Eigenschaften IP-Schnittstelle</b>			
Anzahl Tunneling Server	1	1	5
IP-Discovery (i-bus® Tool)	■	■	■
Firmware Update (i-bus® Tool)	-	■	■
Power over Ethernet	-	■	■

■ = Eigenschaft trifft zu

- = Eigenschaft trifft nicht zu

### Hinweis

Die Applikation *IP-Schnittstelle/2.0* wird in der ETS 4 erst ab Version 4.1.7 unterstützt, in der ETS 5 ab Version 5.0.4.

### Hinweis

Eine Beschreibung der Funktionen ist in der Online-Hilfe des i-bus® Tools zu finden.



## 2 Gerätetechnik



Die IP-Schnittstelle 3.1.1 bildet die Schnittstelle zwischen KNX-Installationen und IP-Netzwerken. Mit der ETS können KNX-Geräte über das LAN programmiert werden und Clients wie z.B. Visualisierungen können über die IPS/S 3.1.1 auf den KNX-Bus zugreifen (es stehen 5 Tunneling Server zur Verfügung ab ETS 4).

Das Gerät verwendet das KNXnet/IP-Protokoll der KNX-Association (Tunneling). Die Stromversorgung erfolgt über 12 bis 30 V DC oder PoE (Power over Ethernet).

### 2.1 Technische Daten

<b>Versorgung</b>	Hilfsspannung $U_s$	12...30 V DC (+10 % / -15 %) oder PoE (IEEE 802.3af Klasse 1)
	Verlustleistung	Maximal 1,8 W
	Stromaufnahme Hilfsspannung	Maximal 120 mA bei 12 V
	Nennspannung $U_n$	12 V DC
	Stromaufnahme KNX	< 10 mA
<b>Anschlüsse</b>	KNX	Busanschlussklemme
	Steckklemme für Betriebsspannung	Steckklemme
	LAN	RJ45-Buchse für 10/100BaseT, IEEE 802.3 Netzwerke, AutoSensing
<b>Bedien- und Anzeigeelemente</b>	LED rot und Taste	Zur Vergabe der physikalischen Adresse
	LED grün "On"	Anzeige Betriebsbereitschaft
	LED gelb "LAN/Link"	Anzeige Netzwerkverbindung
	LED gelb "Telegram"	Anzeige KNX-Telegrammverkehr
<b>Schutzart</b>	IP 20	Nach DIN EN 60 529
<b>Schutzklasse</b>	II	Nach DIN EN 61 140
<b>Isolationskategorie</b>	Überspannungskategorie	III nach DIN EN 60 664-1
	Verschmutzungsgrad	2 nach DIN EN 60 664-1
<b>KNX-Sicherheitskleinspannung</b>	SELV 30 V DC	
<b>Temperaturbereich</b>	Betrieb	-5 °C...+45 °C
	Lagerung	-25 °C...+55 °C
	Transport	-25 °C...+70 °C
<b>Umgebungsbedingung</b>	maximale Luftfeuchte	95 %, keine Betauung zulässig
	Luftdruck	Atmosphäre bis 2.000 m

# ABB i-bus® KNX Gerätetechnik

<b>Design</b>	Reiheneinbaugerät (REG)	Modulares Installationsgerät, ProM
	Abmessungen	90 x 36 x 64 mm (H x B x T)
	Einbaubreite	2 Module à 18 mm
	Einbautiefe	68 mm
<b>Montage</b>	Auf Tragschiene 35 mm	Nach DIN EN 60 715
<b>Einbaulage</b>	Beliebig	
<b>Gewicht</b>	0,1 kg	
<b>Gehäuse, Farbe</b>	Kunststoff, halogenfrei, grau	
<b>Approbaton</b>	KNX nach EN 50 090-1, -2	
<b>CE-Zeichen</b>	gemäß EMV- und Niederspannungsrichtlinien	

Gerätetyp	Applikation	maximale Anzahl Kommunikationsobjekte	maximale Anzahl Gruppenadressen	maximale Anzahl Zuordnungen
IPS/S 3.1.1	IP-Schnittstelle/...*	0	0	0

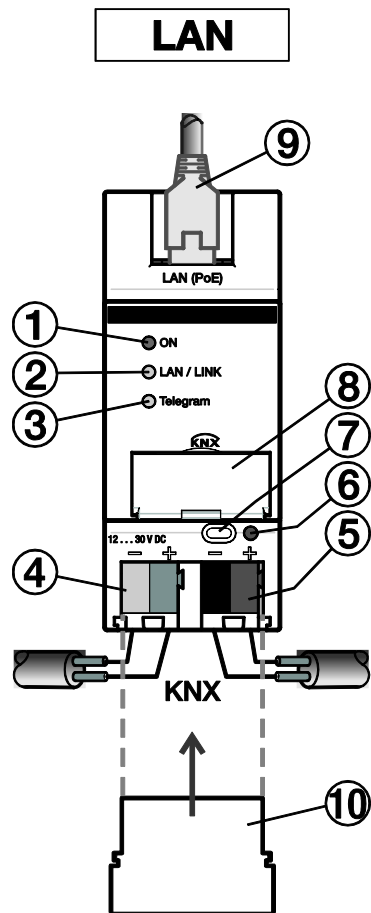
\* ... = aktuelle Versionsnummer der Applikation. **Bitte beachten Sie hierzu die Softwareinformationen auf unserer Homepage.**

## Hinweis

Für die Programmierung sind die ETS und die aktuelle Applikation des Gerätes erforderlich.  
Die aktuelle Applikation finden Sie mit der entsprechenden Softwareinformation zum Download im Internet unter [www.abb.com/knx](http://www.abb.com/knx). Nach dem Import in die ETS liegt die Applikation im Fenster *Kataloge* unter *Hersteller/ABB/Systemgeräte/Schnittstellen* ab.  
Das Gerät unterstützt nicht die Verschlussfunktion eines KNX-Geräts in der ETS. Falls Sie den Zugriff auf alle Geräte des Projekts durch einen *BCU-Schlüssel* sperren, hat es auf dieses Gerät keine Auswirkung. Es kann weiterhin ausgelesen und programmiert werden.

## 2.2

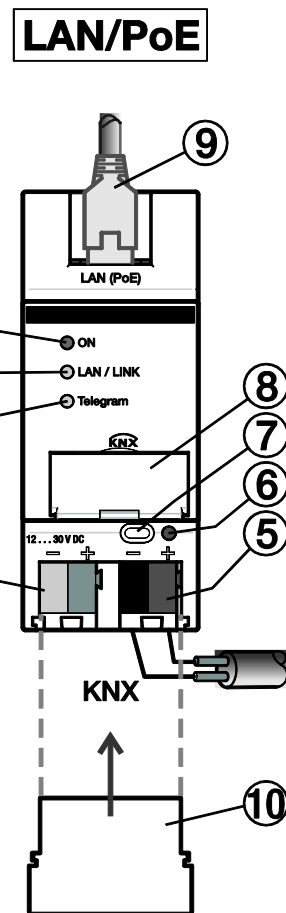
### Anschlussbild



2CDC072009F0015

#### IPS/S 3.1.1

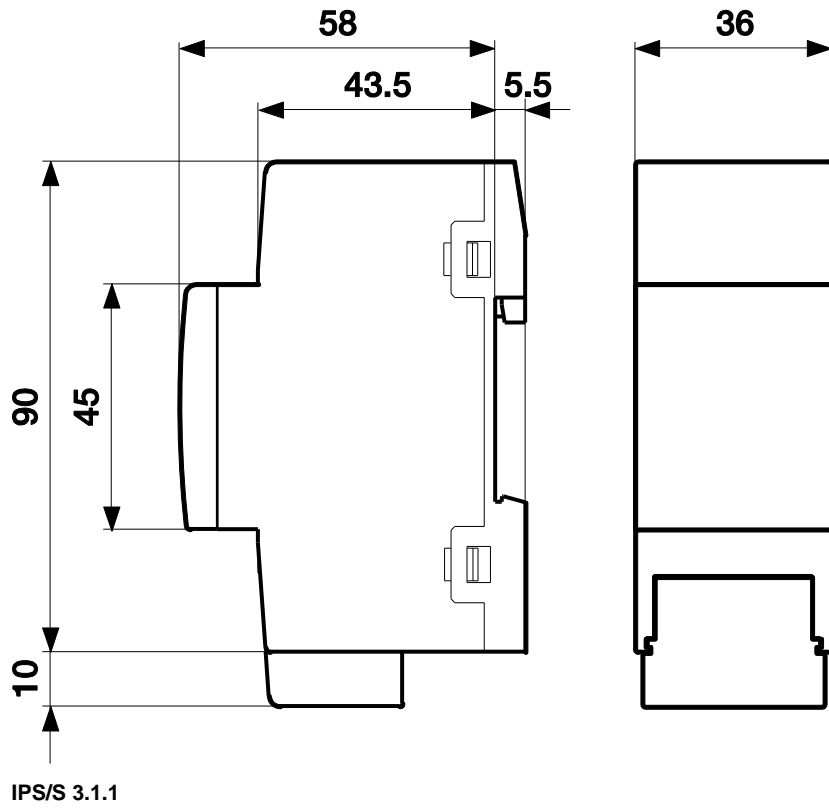
- 1 LED ON
- 2 LED LAN/LINK
- 3 LED Telegramm
- 4 Anschluss Spannungsversorgung
- 5 Anschluss KNX



2CDC072010F0015

- 6 LED Programmieren
- 7 Taste Programmieren
- 8 Schildträger
- 9 Anschluss LAN bzw. LAN/PoE
- 10 Abdeckkappe

2.3 Maßbild



2CDC072020F0015

## 2.4 Montage und Installation

Das Gerät ist ein Reiheneinbaugerät zum Einbau in Verteilern zur Schnellbefestigung auf 35-mm-Tragschienen nach DIN EN 60 715.

Das Gerät kann in jeder Einbaulage montiert werden.

Die Verbindung zum Bus erfolgt über die mitgelieferte Busanschlussklemme. Die Klemmenbezeichnung befindet sich auf dem Gehäuse.

Das Gerät ist betriebsbereit, nachdem die Busspannung und die Hilfsspannung angelegt wurden.

Die Zugänglichkeit des Geräts zum Betreiben, Prüfen, Besichtigen, Warten und Reparieren muss gemäß DIN VDE 0100-520 sichergestellt sein.

### Inbetriebnahmevoraussetzung

Um das Gerät in Betrieb zu nehmen, werden ein PC mit der ETS ab ETS 3 V3.0f oder höher sowie eine Versorgungsspannung von 12 bis 30 V DC benötigt. Alternativ kann die Versorgung über PoE (Power over Ethernet) erfolgen.

Mit dem Anlegen der Busspannung und der Hilfsspannung ist das Gerät betriebsbereit.

Montage und Inbetriebnahme dürfen nur von Elektrofachkräften ausgeführt werden. Bei der Planung und Errichtung von elektrischen Anlagen sowie von sicherheitstechnischen Anlagen für Einbruch- und Branderkennung sind die einschlägigen Normen, Richtlinien, Vorschriften und Bestimmungen des jeweiligen Landes zu beachten.

- Gerät bei Transport, Lagerung und im Betrieb vor Feuchtigkeit, Schmutz und Beschädigung schützen!
- Gerät nur innerhalb der spezifizierten technischen Daten betreiben!
- Gerät nur im geschlossenen Gehäuse (Verteiler) betreiben!
- Vor Montagearbeiten ist das Gerät spannungsfrei zu schalten.



### Gefahr

Um gefährliche Berührungsspannung durch Rückspeisung aus unterschiedlichen Außenleitern zu vermeiden, muss bei einer Erweiterung oder Änderung des elektrischen Anschlusses eine allpolige Abschaltung vorgenommen werden.

### Auslieferungszustand

Das Gerät wird mit der physikalischen Adresse 15.15.255 und 5 weiteren physikalischen Adressen 15.15.100 für Tunneling-Verbindungen ausgeliefert.

Die IP-Adresse ist auf automatische Vergabe (DHCP/AutoIP) eingestellt.

### Vergabe der physikalischen Adresse

In der ETS erfolgt die Vergabe und Programmierung der physikalischen Adressen und Parameter.

Das Gerät besitzt zur Vergabe der physikalischen Adresse eine Taste *Programmieren*. Nachdem die Taste betätigt wurde, leuchtet die rote LED *Programmieren* auf. Sie erlischt, sobald die ETS die physikalische Adresse vergeben hat oder die Taste *Programmieren* erneut betätigt wurde.

## **Downloadverhalten**

Das Gerät kann auf unterschiedliche Arten programmiert werden: Über einen der integrierten Tunneling Server ("lokaler Download") oder über eine weitere Programmierschnittstelle (USB oder IP).

Damit das Gerät programmiert werden kann, muss eine Verbindung zum KNX TP (Twisted Pair) bestehen.

Ca. 10 Sekunden nach erfolgreichem Download startet das Gerät neu und schließt alle offenen Tunneling-Verbindungen. Sofern beim Download die IP-Adresse des Gerätes geändert wurde, müssen die Tunneling-Verbindungen manuell in den Tunneling Clients neu konfiguriert werden. Tunneling Clients stellen die Verbindung zum Server über die IP Adresse her.

Die Übernahme der mit der ETS parametrisierten Daten erfolgt ca. 30-60 Sekunden nach dem Download.

## **Reinigen**

Das Gerät ist vor dem Reinigen spannungsfrei zu schalten. Verschmutzte Geräte können mit einem trockenen oder leicht mit Seifenlauge angefeuchteten Tuch gereinigt werden. Auf keinen Fall dürfen ätzende Mittel oder Lösungsmittel verwendet werden.

## **Wartung**

Das Gerät ist wartungsfrei. Bei Schäden, z.B. durch Transport und/oder Lagerung, dürfen keine Reparaturen vorgenommen werden.

## 2.5 Beschreibung der Ein- und Ausgänge

### Versorgungsspannungseingang 12 bis 30 V DC

Am Eingang für die Versorgungsspannung darf nur eine Gleichspannung von 12 bis 30 V angeschlossen werden. Wir empfehlen die Verwendung der Netzteile NT/S aus unserem Sortiment.

#### **Achtung**

Die Versorgungsspannung muss 12 bis 30 V DC betragen, oder das Gerät wird über PoE (Power over Ethernet) nach IEEE 802.3af Class 1 versorgt.  
Bei Anschluss von 230 V kann das Gerät zerstört werden!

### KNX-Anschluss

Zum Anschluss an den KNX-Bus wird die mitgelieferte Busanschlussklemme verwendet.

#### **Hinweis**

Zur Programmierung ist ETS 3 ab Version 3.0f oder höher erforderlich.

### LAN-Anschluss

Die Netzwerkanbindung erfolgt über eine Ethernet-RJ45-Schnittstelle für LAN-Netzwerke. Die Netzwerkschnittstelle kann mit einer Übertragungsgeschwindigkeit von 10/100 MBit/s betrieben werden. Die Netzwerkaktivität wird durch die LED LAN/LINK auf der Gehäusefrontseite angezeigt.

## 2.6 Bedienelemente

Es befinden sich keine Bedienelemente an der IP-Schnittstelle.

## 2.7 Anzeigeelemente

Auf der Frontseite der IPS/S befinden sich drei LED zur Anzeige:



ON



LAN/LINK



Telegram

### ON

- Die LED leuchtet wenige Sekunden nach Zuschalten der Hilfsspannung.
- Die LED leuchtet nach dem Zuschalten der Hilfsspannung zunächst dauerhaft. Nach ca. 40 Sekunden fängt die LED an zu blinken, bis der Aufstartvorgang vollständig abgeschlossen ist und die LED wieder dauerhaft leuchtet. Dies kann 5 bis 60 Sekunden dauern.

### LAN/LINK

- Die LED leuchtet, wenn die Hilfsspannung vorhanden ist und die Schnittstelle an ein Ethernet-Netzwerk angeschlossen ist.
- Die LED blinkt, wenn das Gerät Aktivität auf dem Netzwerk erkennt, z.B. wenn Daten ausgetauscht werden.

### Telegram

- Die LED leuchtet, wenn die Schnittstelle an ein TP-Netzwerk angeschlossen ist und der Aufstartvorgang (siehe LED "On") vollständig abgeschlossen ist.
- Die LED blinkt, wenn das Gerät Aktivität auf der KNX-Sublinie TP1 (Twisted Pair 1) erkennt, z.B. wenn Daten ausgetauscht werden.



## 3 Inbetriebnahme

Die Parametrierung der IPS/S erfolgt mit der Applikation und der Engineering Tool Software ETS.

Die Applikation ist unter *ABB/Systemgeräte/Schnittstellen* zu finden.

Für die Parametrierung wird ein PC oder Laptop mit der ETS und eine Anbindung an den KNX benötigt.

### 3.1 Überblick

Die Parametrierung der IP-Schnittstelle erfolgt mit der Engineering Tool Software ETS 3 ab Version 3.0f oder höher.

#### Wichtig

Die Applikationen für ETS 3 ab Version 3.0f und für ETS 4 Version 4.1.7 oder höher unterscheiden sich im Funktionsumfang, siehe [Übersicht Versionen](#), S. 6.

Eine Konvertierung ist nicht möglich.

#### Hinweis

Die Applikation *IP-Schnittstelle/2.0* wird in der ETS 4 erst ab Version 4.1.7 unterstützt, in der ETS 5 ab Version 5.0.4.

#### Hinweis

Eine Beschreibung der Funktionen ist in der Online-Hilfe des i-bus® Tools zu finden.

## 3.2 Parameter

Dieses Kapitel beschreibt die Parameter der IP-Schnittstelle an Hand der Parameterfenster.

Die Parameterfenster sind dynamisch aufgebaut, so dass je nach Parametrierung und Funktion der Ausgänge weitere Parameter oder ganze Parameterfenster freigegeben werden.

Die Defaultwerte der Parameter sind unterstrichen dargestellt, z.B.:

Optionen:    ja  
              nein

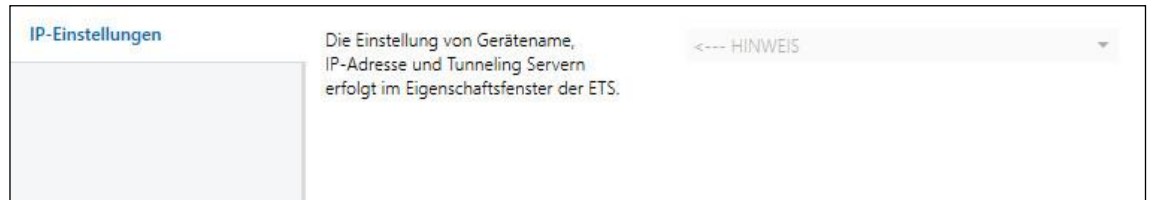
### Hinweis

Für alle Applikationen (ETS 3, ETS 4 und ETS 5) wurden die Screenshots in der ETS 5 erstellt. Die Darstellung kann leicht abweichen. Die Parameter und Optionen sind identisch.

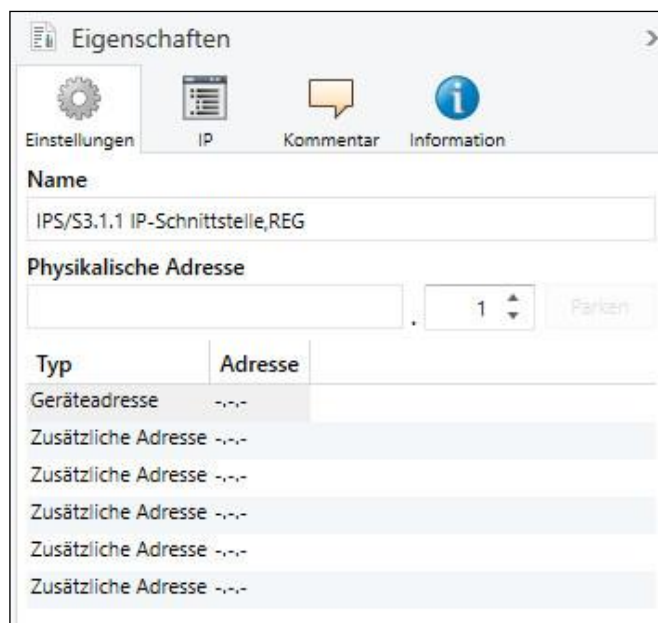
# ABB i-bus® KNX Inbetriebnahme

## 3.2.1 Applikation für ETS 4 und ETS 5 (IP-Schnittstelle/2.0)

### 3.2.1.1 Parameterfenster *IP-Einstellungen*



Die Konfiguration der IP-Parameter (Gerätename, Zuweisung der IP-Adresse per DHCP oder fest) erfolgt im entsprechenden Eigenschaftsfenster der ETS.



Im Eigenschaftsfenster *Einstellungen* kann der Gerätename eingetragen werden. Im Feld *Name* kann der Gerätename, der ins Gerät geladen wird, geändert werden.

Der Gerätename dient der Identifizierung des Geräts im LAN. Bei einer Suchanfrage, z.B. durch die ETS, meldet jedes KNXnet/IP-Gerät seinen Namen und kann darüber zugeordnet werden. So kann z.B. durch den Namen IPS/S, EG, UV7 auch der Einbauort des Geräts mitgeteilt werden.

#### Hinweis

Bei Auslieferung lautet der Gerätename standardmäßig "IP Interface". Nach dem ersten Download wird der Gerätename, der im Eigenschaftsfenster der ETS eingetragen wird, ins Gerät geladen.

#### Achtung

Es werden nur die ersten 30 Zeichen des Gerätenamens ins Gerät geladen, der Rest wird abgeschnitten.

# ABB i-bus® KNX Inbetriebnahme

Im Eigenschaftsfenster *IP* kann die IP-Adresse definiert werden.

The screenshot shows the 'Eigenschaften' (Properties) window for the 'IP' tab. It contains the following fields and values:

- IP-Adresse:** 127.0.0.1
- Subnetzmaske:** 255.255.255.255
- Standardgateway:** 127.0.0.1
- MAC Adresse:** 00:00:00:00:00:00
- Routing Multicast Adresse:** 224.0.23.12

Für die Einstellung der IP-Adresse stehen folgende Optionen zur Verfügung:

Optionen: IP-Adresse automatisch beziehen  
Folgende IP-Adresse verwenden

- *IP-Adresse automatisch beziehen:* In der Standardeinstellung erwartet die IP-Schnittstelle die Zuweisung einer IP-Adresse durch einen DHCP-Server (dynamic host configuration protocol). Dieser Server vergibt auf Anfrage eine freie IP-Adresse an das Gerät. Ist kein DHCP-Server im Netzwerk verfügbar oder antwortet dieser nicht, so startet das Gerät eine Auto-IP-Prozedur. Es vergibt sich selbst eine Adresse aus dem reservierten Bereich für Auto-IP-Adressen (169.254.xxx.yyy).  
Zu DHCP: siehe Kap. [Vergabe der IP-Adresse](#), S. 27.
- *Folgende IP-Adresse verwenden:* Ist kein DHCP-Server im Netzwerk installiert oder soll die IP-Adresse immer gleich sein, so kann sie auch fest vergeben werden.

## **IP-Adresse**

Optionen: 192.168.0.3

## **Subnetzmaske**

Optionen: 255.255.255.0

## **Standardgateway**

Optionen: 192.168.0.1

## **MAC Adresse**

Optionen: 00:00:00:00:00:00

# ABB i-bus<sup>®</sup> KNX Inbetriebnahme

## Hinweis

Die MAC-Adresse wird nach einem Download aus dem Gerät ausgelesen.  
Zusätzlich ist die MAC-Adresse auf dem Gerät aufgebracht und kann alternativ über das i-bus<sup>®</sup> Tool ermittelt werden.

Das i-bus<sup>®</sup> Tool kann kostenlos von unserer Homepage ([www.abb.com/knx](http://www.abb.com/knx)) geladen werden.

Für das i-bus<sup>®</sup> Tool ist keine ETS und auch keine Installation des Falcon erforderlich.

Die Systemanforderungen sind ein Windows-System ab Betriebssystemversion Windows 7 (Service Pack 3) und das .NET Framework 4.0.

Der integrierte Falcon 5.x unterschützt nur USB und IP Schnittstellen (kein RS232).

## Hinweis

Eine Beschreibung der Funktionen ist in der Online-Hilfe des i-bus<sup>®</sup> Tools zu finden.

## 3.2.2 Applikation für ETS 3 (IP-Schnittstelle/1.1)

### 3.2.2.1 Parameterfenster *IP-Einstellungen*

Im Parameterfenster *IP-Einstellungen* werden Einstellungen auf der IP-Seite der IP-Schnittstelle vorgenommen.

The screenshot shows the 'IP-Einstellungen' window. The 'Gerätename' field is set to 'ABB IP Interface IPS/S3.1.1'. The 'Zuweisung der IP-Adresse' section has 'automatisch (DHCP, AutoIP)' selected.

#### **Gerätename [max. 30 Zeichen]**

Optionen:     ABB IP Interface IPS/S3.1.1

Der Gerätename dient der Identifizierung des Geräts im LAN. Bei einer Suchanfrage, z.B. durch die ETS, meldet jedes KNXnet/IP-Gerät seinen Namen und kann darüber zugeordnet werden. So kann z.B. durch den Namen IPS/S, EG, UV7 auch der Einbauort des Geräts mitgeteilt werden.

Der Text darf maximal 30 Zeichen lang sein. Dieser Name wird auch angezeigt, wenn das Gerät in der ETS als Kommunikationsschnittstelle ermittelt wird.

#### **Hinweis**

Bei Auslieferung lautet der Gerätename standardmäßig "IP Interface". Nach dem ersten Download wird der Gerätename aus der Applikation übernommen.

Für weitere Informationen siehe [Die Verwendung der integrierten Tunneling Server](#), S. 23

#### **Zuweisung der IP-Adresse**

Optionen:     automatisch (DHCP, AutoIP)  
               fest

- *automatisch (DHCP, AutoIP)*: In der Standardeinstellung erwartet die IP-Schnittstelle die Zuweisung einer IP-Adresse durch einen DHCP-Server (dynamic host configuration protocol). Dieser Server vergibt auf Anfrage eine freie IP-Adresse an das Gerät. Ist kein DHCP-Server im Netzwerk verfügbar oder antwortet dieser nicht, so startet das Gerät eine Auto-IP-Prozedur. Es vergibt sich selbst eine Adresse aus dem reservierten Bereich für Auto-IP-Adressen (169.254.xxx.yyy).
- *fest*: Ist kein DHCP-Server im Netzwerk installiert oder soll die IP-Adresse immer gleich sein, so kann sie auch fest vergeben werden.

Das Parameterfenster erweitert sich um die Einstellungen der IP-Adresse.

# ABB i-bus® KNX Inbetriebnahme

Diese Parameter sind nur sichtbar, wenn für den Parameter *Zuweisung der IP-Adresse* die Option *fest* gewählt wurde.

IP-Einstellungen	
Gerätename [max. 30 Zeichen]	ABB IP Interface IPS/S3.1.1
Zuweisung der IP-Adresse	<input type="radio"/> automatisch (DHCP, AutoIP) <input checked="" type="radio"/> fest
IP-Adresse	
Byte 1	192
Byte 2	168
Byte 3	0
Byte 4	222
Subnetzmaske	
Byte 1	255
Byte 2	255
Byte 3	255
Byte 4	0
Standardgateway	
Byte 1	0
Byte 2	0
Byte 3	0
Byte 4	0

## IP-Adresse

### Byte x

Optionen: 0...255

Die IP-Adresse ist die eindeutige Adresse der IP-Schnittstelle im LAN.

Diese Adresse ist byteweise einzutragen, z.B. für die Adresse 192.168.0.222 wie folgt:

Byte 1:	192
Byte 2:	168
Byte 3:	0
Byte 4:	222

# ABB i-bus® KNX Inbetriebnahme

## Subnetzmaske

### Byte x

Optionen: 0...255

Die *Subnet-Maske* definiert die Klasse des Netzwerks. Abhängig von der Anzahl und Struktur der Subnets muss die Subnet-Maske entsprechend gesetzt werden. Im einfachsten Fall eines kleinen Netzwerks sollte die Subnet-Maske 255.255.255.0 wie folgt eingestellt werden:

Byte 1:	255
Byte 2:	255
Byte 3:	255
Byte 4:	0

## Standardgateway

### Byte x

Optionen: 0...255

Der Parameter *Standard Gateway* gibt die Verbindungsstelle, z.B. die IP-Adresse eines Routers zwischen Netzwerken an, durch die IP-Telegramme übertragen werden sollen. Diese Gateways sind nur in größeren Netzwerken vorhanden. Für kleine Netzwerke kann die Einstellung 0.0.0.0 beibehalten werden.

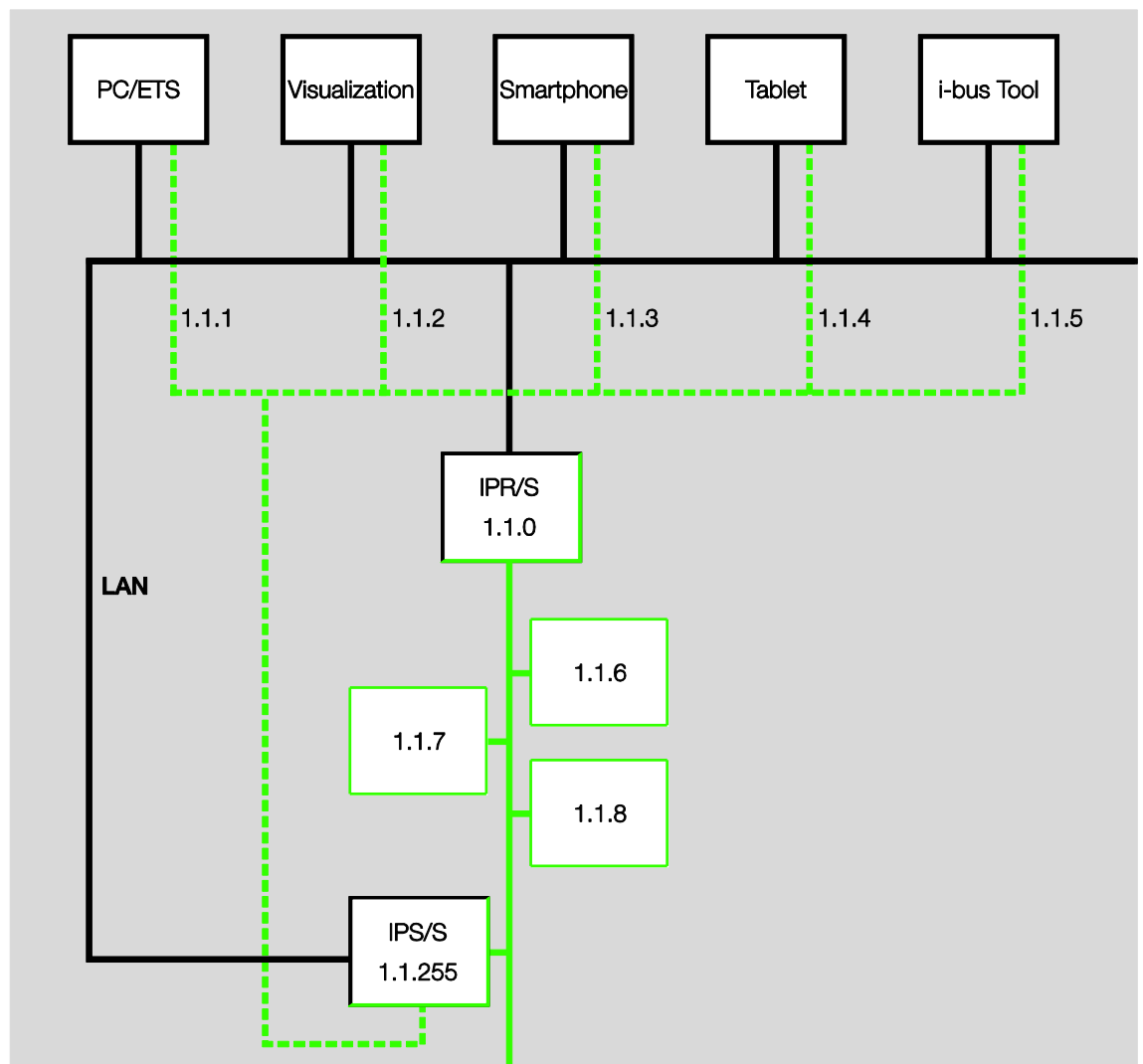


## 3.3 Kommunikationsobjekte

Die IP-Schnittstelle IPS/S hat keine KNX-Kommunikationsobjekte.

## 3.4 Die Verwendung der integrierten Tunneling Server

Die IP-Schnittstelle bietet 5 zusätzliche physikalische Adressen, die für eine Tunneling-Verbindung verwendet werden können. Diese sogenannten Tunneling Server können mit der ETS als Programmierschnittstelle oder mit einem anderen Client, z.B. einer Visualisierung, verwendet werden.



Bei Tunneling verbindet sich ein Client mit einer Buslinie. Das Tunneling-Verfahren verwendet UDP, beinhaltet aber eine Sicherungsschicht, so dass im Fehlerfall Telegramme wiederholt werden.

### Hinweis

Die physikalische Adresse für die Tunneling-Verbindung muss in die Topologie passen. Daher müssen die Adressen aus dem Adressbereich der Linie gewählt werden. Bei Auslieferung haben alle Tunneling Server die Adresse 15.15.100.

Die Parametrierung der Tunneling-Verbindungen hängt von der verwendeten ETS-Version ab.

- In der ETS 4 und ETS 5 werden die ersten 5 freien Adressen in der Linie vergeben, nachdem die Schnittstelle in eine Linie eingefügt wurde.
- In der ETS 3 steht 1 Tunneling-Verbindung zur Verfügung.

## 3.4.1 Einstellungen in ETS 4/ETS 5

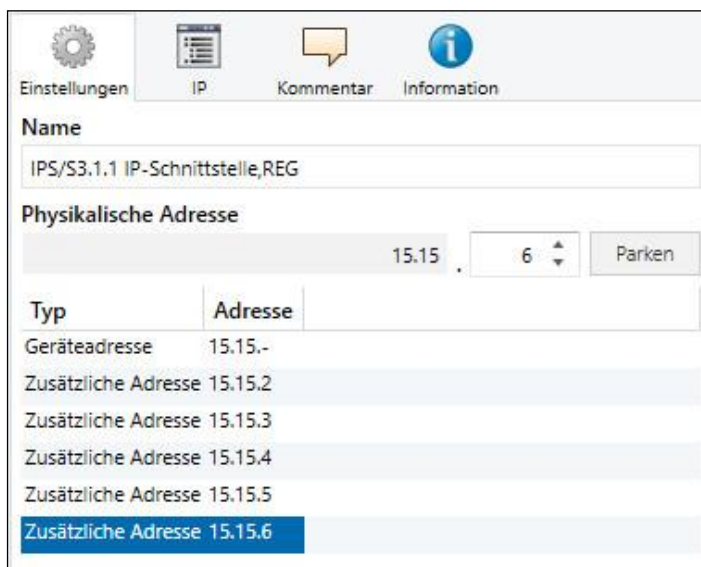
In der ETS ab Version ETS 4 steht für die Einstellung der zusätzlichen physikalischen Adressen ein zusätzliches Eigenschaftsfenster zur Verfügung (ab Applikation *IP-Schnittstelle/2.0*).

Die ETS reserviert automatisch nach Einfügen der Schnittstelle in die Linie die ersten 5 freien Adressen dieser Linie für die Tunneling Server der Schnittstelle (ETS 4 und ETS 5). Dies ist eine Eigenschaft der ETS und kann nicht geändert werden.

Obwohl das Gerät im Auslieferungszustand alle 5 Adressen auf 15.15.100 stehen hat, werden nach dem ersten Download die Adressen auf die ersten freien Adressen im Projekt umgestellt.

Sollte dies nicht erwünscht sein, kann man das manuell im Eigenschaftsfenster ändern.

### Ändern der Adresse



Typ	Adresse
Geräteadresse	15.15.-
Zusätzliche Adresse	15.15.2
Zusätzliche Adresse	15.15.3
Zusätzliche Adresse	15.15.4
Zusätzliche Adresse	15.15.5
Zusätzliche Adresse	15.15.6

Zum Ändern der Adresse die aktuelle Geräteadresse bzw. zusätzliche Adresse markieren und mit den Pfeiltasten nach oben oder unten die gewünschte Ziffer auswählen. Durch Markieren einer anderen Adresse wird die geänderte Adresse gespeichert.

Die geänderten Adressen werden erst nach einem Download vom Gerät übernommen.

### Parken

Ist für einen Tunnel die Option *Parken* aktiviert, so wird dieser Tunnel nicht verwendet.

Sofern bei allen Tunneling Servern die Option *Parken* gewählt wird, erhalten alle Tunneling Server die Adresse 15.15.255. Damit ist nur 1 Tunneling Server verfügbar.

# ABB i-bus<sup>®</sup> KNX Inbetriebnahme

## 3.4.2 **Einstellungen in ETS 3**

In der ETS 3 erfolgt die Vergabe der zusätzlichen physikalischen Adresse über die Menüpunkte *Extras* → *Optionen* → *Kommunikation* → *Einstellungen*.



## 4 Planung und Anwendung

### 4.1 Die IP-Schnittstelle im Netzwerk

Die IP-Schnittstelle ist für den Einsatz in 10/100-BaseT-Netzwerken nach IEEE 802.3 ausgelegt. Das Gerät besitzt eine AutoSensing-Funktion und stellt die Übertragungsgeschwindigkeit (10 oder 100 MBit) automatisch ein.

#### 4.1.1 Vergabe der IP-Adresse

##### **DHCP/AutoIP**

Die IP-Adresse des Geräts kann von einem DHCP-Server bezogen werden. Dazu ist die Einstellung einer automatischen Vergabe der IP-Adresse in der ETS nötig, siehe [Parameterfenster IP-Einstellungen](#), S. 17 (für Applikation *IP-Schnittstelle/2.0*) oder [Parameterfenster IP-Einstellungen](#), S. 20 (für Applikation *IP-Schnittstelle/1.1*). Wird bei dieser Einstellung kein DHCP-Server gefunden, startet das Gerät eine AutoIP-Prozedur und vergibt sich selbständig eine IP-Adresse aus dem Bereich 169.254.xxx.yyy.

Die IP-Adresse, die das Gerät beim Aufstarten erhält (per DHCP oder AutoIP), wird bis zum nächsten Neustart (Aus-/Einschalten oder Neuprogrammierung) oder der erneuten Verfügbarkeit eines DHCP-Servers beibehalten

##### **Beim Aufstarten ist kein DHCP Server vorhanden:**

Sollte beim Aufstarten der IP-Schnittstelle kein DHCP Server vorhanden sein, vergibt sich das Gerät selbst eine AutoIP Adresse. Die Schnittstelle sucht dann zyklisch (3 Telegramme im Abstand von 3 Sekunden, anschließend 20 Sekunden Pause) nach einem DHCP Server. Sobald wieder ein Server vorhanden ist, wird die vom DHCP-Server zugeteilte Adresse verwendet.

##### **DHCP-Server fällt aus (Gerät hat IP-Adresse bereits von DHCP bezogen):**

Bis zum Ende der Lease-Zeit (Gültigkeitsdauer der IP-Adresse, wird bei der Vergabe der IP-Adresse vom DHCP-Server festgelegt) laufen die Anfragen zur Verlängerung der Nutzungsrechte dieser IP-Adresse ins Leere. Die IP-Adresse wird weiter verwendet.

Am Ende der Lease-Zeit oder nach einem Download suchen sich die Geräte eine AutoIP-Adresse.

##### **Feste IP-Adresse**

Soll die IP-Adresse der IPS/S fest zugeordnet sein, so kann in der ETS eine feste IP-Adresse (sowie Subnet-Maske und Standard Gateway) eingestellt werden, siehe [Parameterfenster IP-Einstellungen](#), S. 17 (für Applikation *IP-Schnittstelle/2.0*) oder [Parameterfenster IP-Einstellungen](#), S. 20 (für Applikation *IP-Schnittstelle/1.1*).

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## Planung und Anwendung

### 4.1.2


#### KNX-Telegramme im Netzwerk

##### **Hinweis**

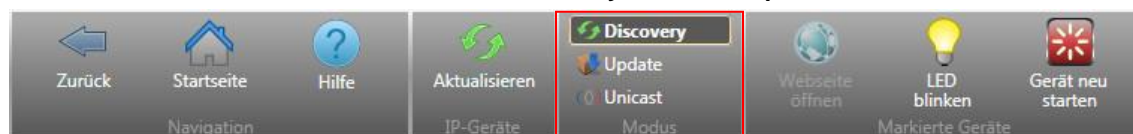
Während eines IP-, TCP- oder UDP-Flooding (Zugriff aus dem Internet) ist die IP-Schnittstelle nicht erreichbar. Alle Dienste sind wieder verfügbar, sobald das Flooding beendet ist. Um diese Reaktion zu vermeiden, ist eine Datenratenlimitierung auf Netzwerkebene einzustellen.  
Bitte sprechen Sie dazu mit dem Netzwerkadministrator.

# ABB i-bus® KNX Planung und Anwendung

## 4.2 Das i-bus® Tool

Zu den IP-Einstellungen gelangen Sie über die Schaltflächen *Verbinden*  und *IP-Geräte* .

### Multifunktionsleiste: Umschalten zwischen Discovery, Firmware Update und Unicast



Klicken Sie auf die entsprechende Schaltfläche, um den Modus *Discovery*, *Update* oder *Unicast* auszuwählen.

Die Funktion "Unicast" steht bei der Schnittstelle nicht zur Verfügung.

### Discovery

Wählen Sie in der Multifunktionsleiste den Modus *Discovery*.

Diese Funktion dient zum Auffinden und Anzeigen von ABB IP-Geräten im Netzwerk.

#### Hinweis

Eine Beschreibung der Funktionen ist in der Online-Hilfe des i-bus® Tools zu finden.

### Firmware Update

Wählen Sie in der Multifunktionsleiste den Modus *Update*.

Sofern es einmal notwendig sein sollte, kann mit dieser Funktion die Firmware aktualisiert werden.

#### Wichtig

Die Firmware muss vorab aus dem Internet geladen werden ([www.abb.com/knx](http://www.abb.com/knx)). Dazu verbindet sich das i-bus® Tool **bei bestehender Internetverbindung** mit einem Server. Für die Aktualisierung der Geräte auf der Anlage ist dann keine Internetverbindung mehr notwendig.

#### Wichtig

Während des Updatevorgangs muss zusätzlich zum IP-Netzwerk (LAN) auch der KNX-Bus (TP) angeschlossen sein, damit die KNX-Parameter korrekt wiederhergestellt werden können. Andernfalls schlägt der Updatevorgang fehl.

#### Hinweis

Eine Beschreibung der Funktionen ist in der Online-Hilfe des i-bus® Tools zu finden.

#### Hinweis

Für den Updatevorgang muss das i-bus Tool mit Administratorrechten ausgeführt werden.





# ABB i-bus<sup>®</sup> KNX

## Anhang

### A Anhang

#### A.1 Bestellangaben

Gerätetyp	Produktname	Erzeugnis-Nr.	bbn 40 16779 EAN	Gew. 1 St. [kg]	Verp.-einh. [St.]
IPS/S 3.1.1	IP-Schnittstelle, REG	2CDG110177R0011	906 51 7	0,1	1



# ABB i-bus® KNX

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---

### **Buildroot (v2012-05):**

Buildroot is a simple, efficient and easy-to-use tool to generate embedded Linux systems through cross-compilation.

The documentation can be found in docs/manual. You can generate a text document with 'make manual-text' and read output/docs/manual/manual.text.

Online documentation can be found at <http://buildroot.org/docs.html>

To build and use the buildroot stuff, do the following:

- 1) run 'make menuconfig'
- 2) select the target architecture and the packages you wish to compile
- 3) run 'make'
- 4) wait while it compiles
- 5) find the kernel, bootloader, root filesystem, etc. in output/images

You do not need to be root to build or run buildroot. Have fun!

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Buildroot comes with a basic configuration for a number of boards. Run 'make list-defconfigs' to view the list of provided configurations.

Please feed suggestions, bug reports, insults, and bribes back to the buildroot mailing list: [buildroot@buildroot.org](mailto:buildroot@buildroot.org)

You can also find us on #buildroot on Freenode IRC.

### Busybox (v1.20.1):

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loginrec.c

loginrec.h

atomicio.h

atomicio.c

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### Expat (v2.1.0):

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### Gdbserver (v7.2.50.20100908-cvs):

README for GNU development tools

This directory contains various GNU compilers, assemblers, linkers, debuggers, etc., plus their support routines, definitions, and documentation.

If you are receiving this as part of a GDB release, see the file gdb/README.

If with a binutils release, see binutils/README; if with a libg++ release, see libg++/README, etc. That'll give you info about this package -- supported targets, how to use it, how to report bugs, etc.

It is now possible to automatically configure and build a variety of tools with one command. To build all of the tools contained herein, run the ``configure" script here, e.g.:

```
./configure
```

```
make
```

To install them (by default in /usr/local/bin, /usr/local/lib, etc),

then do:

```
make install
```

(If the configure script can't determine your type of computer, give it the name as an argument, for instance ``./configure sun4". You can use the script ``config.sub" to test whether a name is recognized; if it is, config.sub translates it to a triplet specifying CPU, vendor,

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and OS.)

If you have more than one compiler on your system, it is often best to explicitly set `CC` in the environment before running `configure`, and to also set `CC` when running `make`. For example (assuming `sh/bash/ksh`):

```
CC=gcc ./configure  
  
make
```

A similar example using `csh`:

```
setenv CC gcc  
  
./configure  
  
make
```

Much of the code and documentation enclosed is copyright by the Free Software Foundation, Inc. See the file `COPYING` or `COPYING.LIB` in the various directories, for a description of the GNU General Public License terms under which you can copy the files.

**REPORTING BUGS:** Again, see `gdb/README`, `binutils/README`, etc., for info on where and how to report problems.

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### Glib (v2.30.2):

#### General Information

=====

This is GLib version 2.30.2. GLib is the low-level core library that forms the basis for projects such as GTK+ and GNOME. It provides data structure handling for C, portability wrappers, and interfaces for such runtime functionality as an event loop, threads, dynamic loading, and an object system.

The official ftp site is:

<ftp://ftp.gtk.org/pub/glib>

The official web site is:

<http://www.gtk.org/>

Information about mailing lists can be found at

<http://www.gtk.org/mailling-lists.html>

To subscribe: `mail -s subscribe gtk-list-request@gnome.org < /dev/null`

(Send mail to `gtk-list-request@gnome.org` with the subject "subscribe")

#### Installation

=====

See the file 'INSTALL'

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Notes about GLib 2.30

=====

\* GObject includes a generic marshaller, `g_cclosure_marshal_generic`.

To use it, simply specify NULL as the marshaller in `g_signal_new()`.

The generic marshaller is implemented with `libffi`, and consequently

GObject depends on `libffi` now.

Notes about GLib 2.28

=====

\* The GApplication API has changed compared to the version that was included in the 2.25 development snapshots. Existing users will need adjustments.

Notes about GLib 2.26

=====

\* Nothing noteworthy.

Notes about GLib 2.24

=====

\* It is now allowed to call `g_thread_init(NULL)` multiple times, and to call glib functions before `g_thread_init(NULL)` is called

(although the later is mainly a change in docs as this worked before

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too). See the GThread reference documentation for the details.

\* GObject now links to GThread and threads are enabled automatically when `g_type_init()` is called.

\* GObject no longer allows to call `g_object_set()` on construct-only properties while an object is being initialized. If this behavior is needed, setting a custom constructor that just chains up will re-enable this functionality.

\* `GMappedFile` on an empty file now returns `NULL` for the contents instead of returning an empty string. The documentation specifically states that code may not rely on nul-termination here so any breakage caused by this change is a bug in application code.

### Notes about GLib 2.22

=====

\* Repeated calls to `g_simple_async_result_set_op_res_gpointer` used to leak the data. This has been fixed to always call the provided `destroy_notify`.

### Notes about GLib 2.20

=====

\* The functions for launching applications (e.g. `g_app_info_launch()` + friends) now passes a FUSE `file://` URI if possible (requires `gvfs` with the FUSE daemon to be running and operational). With `gvfs 2.26`,

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FUSE file:// URIs will be mapped back to gio URIs in the GFile constructors. The intent of this change is to better integrate POSIX-only applications, see bug #528670 for the rationale. The only user-visible change is when an application needs to examine an URI passed to it (e.g. as a positional parameter). Instead of looking at the given URI, the application will now need to look at the result of `g_file_get_uri()` after having constructed a GFile object with the given URI.

### Notes about GLib 2.18

=====

\* The recommended way of using GLib has always been to only include the toplevel headers `glib.h`, `glib-object.h` and `gio.h`. GLib enforces this by generating an error when individual headers are directly included. To help with the transition, the enforcement is not turned on by default for GLib headers (it is turned on for GObject and GIO). To turn it on, define the preprocessor symbol `G_DISABLE_SINGLE_INCLUDES`.

### Notes about GLib 2.16

=====

\* GLib now includes GIO, which adds optional dependencies against `libattr` and `libselenium` for extended attribute and SELinux support. Use `--disable-xattr` and `--disable-selinux` to build without these.

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Notes about GLib 2.10

=====

- \* The functions `g_snprintf()` and `g_vsnprintf()` have been removed from the `gprintf.h` header, since they are already declared in `glib.h`. This doesn't break documented use of `gprintf.h`, but people have been known to include `gprintf.h` without including `glib.h`.
  
- \* The Unicode support has been updated to Unicode 4.1. This adds several new members to the `GUnicodeBreakType` enumeration.
  
- \* The support for Solaris threads has been retired. Solaris has provided POSIX threads for long enough now to have them available on every Solaris platform.
  
- \* 'make check' has been changed to validate translations by calling `msgfmt` with the `-c` option. As a result, it may fail on systems with older `gettext` implementations (GNU `gettext` < 0.14.1, or Solaris `gettext`).  
  
'make check' will also fail on systems where the C compiler does not support ELF visibility attributes.
  
- \* The `GMemChunk` API has been deprecated in favour of a new 'slice allocator'. See the `g_slice` documentation for more details.
  
- \* A new type, `GInitiallyUnowned`, has been introduced, which is intended to serve as a common implementation of the 'floating reference' concept that is e.g. used by `GtkObject`. Note that changing the



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inheritance hierarchy of a type can cause problems for language bindings and other code which needs to work closely with the type system. Therefore, switching to `GInitiallyUnowned` should be done carefully. `g_object_compat_control()` has been added to GLib 2.8.5 to help with the transition.

Notes about GLib 2.6.0

=====

\* GLib 2.6 introduces the concept of 'GLib filename encoding', which is the on-disk encoding on Unix, but UTF-8 on Windows. All GLib functions returning or accepting pathnames have been changed to expect filenames in this encoding, and the common POSIX functions dealing with pathnames have been wrapped. These wrappers are declared in the header `<glib/gstdio.h>` which must be included explicitly; it is not included through `<glib.h>`.

On current (NT-based) Windows versions, where the on-disk file names are Unicode, these wrappers use the wide-character API in the C library. Thus applications can handle file names containing any Unicode characters through GLib's own API and its POSIX wrappers, not just file names restricted to characters in the system codepage.

To keep binary compatibility with applications compiled against older versions of GLib, the Windows DLL still provides entry points with the old semantics using the old names, and applications compiled against GLib 2.6 will actually use new names for the

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functions. This is transparent to the programmer.

When compiling against GLib 2.6, applications intended to be portable to Windows must take the UTF-8 file name encoding into consideration, and use the gstdio wrappers to access files whose names have been constructed from strings returned from GLib.

\* Likewise, `g_get_user_name()` and `g_get_real_name()` have been changed to return UTF-8 on Windows, while keeping the old semantics for applications compiled against older versions of GLib.

\* The GLib uses an `'_'` prefix to indicate private symbols that must not be used by applications. On some platforms, symbols beginning with prefixes such as `_g` will be exported from the library, on others not. In no case can applications use these private symbols. In addition to that, GLib+ 2.6 makes several symbols private which were not in any installed header files and were never intended to be exported.

\* To reduce code size and improve efficiency, GLib, when compiled with the GNU toolchain, has separate internal and external entry points for exported functions. The internal names, which begin with `IA__`, may be seen when debugging a GLib program.

\* On Windows, GLib no longer opens a console window when printing warning messages if `stdout` or `stderr` are invalid, as they are in "Windows subsystem" (GUI) applications. Simply redirect `stdout` or `stderr` if you need to see them.

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\* The child watch functionality tends to reveal a bug in many thread implementations (in particular the older LinuxThreads implementation on Linux) where it's not possible to call `waitpid()` for a child created in a different thread. For this reason, for maximum portability, you should structure your code to fork all child processes that you want to wait for from the main thread.

\* A problem was recently discovered with `g_signal_connect_object()`; it doesn't actually disconnect the signal handler once the object being connected to dies, just disables it. See the API docs for the function for further details and the correct workaround that will continue to work with future versions of GLib.

### How to report bugs

=====

Bugs should be reported to the GNOME bug tracking system.

(<http://bugzilla.gnome.org>, product glib.) You will need to create an account for yourself.

In the bug report please include:

\* Information about your system. For instance:

- What operating system and version
- For Linux, what version of the C library

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And anything else you think is relevant.

\* How to reproduce the bug.

If you can reproduce it with one of the test programs that are built in the tests/ subdirectory, that will be most convenient. Otherwise, please include a short test program that exhibits the behavior.

As a last resort, you can also provide a pointer to a larger piece of software that can be downloaded.

\* If the bug was a crash, the exact text that was printed out when the crash occurred.

\* Further information such as stack traces may be useful, but is not necessary.

### Patches

=====

Patches should also be submitted to [bugzilla.gnome.org](https://bugzilla.gnome.org). If the patch fixes an existing bug, add the patch as an attachment to that bug report.

Otherwise, enter a new bug report that describes the patch, and attach the patch to that bug report.

Patches should be in unified diff form. (The `-up` option to `GNUdiff`.)

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### Gzip (v1.5):

This is the file README for the gzip distribution.

The GNU gzip home page is <http://www.gnu.org/software/gzip>.

gzip (GNU zip) is a compression utility designed to be a replacement for 'compress'. Its main advantages over compress are much better compression and freedom from patented algorithms. The GNU Project uses it as the standard compression program for its system.

gzip currently uses by default the LZ77 algorithm used in zip 1.9 (the portable pzip compatible archiver). The gzip format was however designed to accommodate several compression algorithms. See below for a comparison of zip and gzip.

gunzip can currently decompress files created by gzip, compress or pack. The detection of the input format is automatic. For the gzip format, gunzip checks a 32 bit CRC. For pack, gunzip checks the uncompressed length. The 'compress' format was not designed to allow consistency checks. However gunzip is sometimes able to detect a bad .Z file because there is some redundancy in the .Z compression format. If you get an error when uncompressing a .Z file, do not assume that the .Z file is correct simply because the standard uncompress does not complain. This generally means that the standard uncompress does not check its input, and happily generates garbage output.

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gzip produces files with a .gz extension. Previous versions of gzip used the .z extension, which was already used by the 'pack' Huffman encoder. gunzip is able to decompress .z files (packed or gzip'ed).

Several planned features are not yet supported (see the file TODO).

See the file NEWS for a summary of changes since the last release.

See the file INSTALL for installation instructions.

**WARNING:** gzip is sensitive to compiler bugs, particularly when optimizing. Use "make check" to check that gzip was compiled correctly. Try compiling gzip without any optimization if you have a problem.

Please send all comments and bug reports by electronic mail to

<bug-gzip@gnu.org>.

Bug reports should ideally include:

- \* The complete output of "gzip -V" (or the contents of revision.h if you can't get gzip to compile)
- \* The hardware and operating system (try "uname -a")
- \* The compiler used to compile (if it is gcc, use "gcc -v")
- \* A description of the bug behavior
- \* The input to gzip, that triggered the bug

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If you send me patches for machines I don't have access to, please test them very carefully. gzip is used for backups, it must be extremely reliable.

The znew and gzexe shell scripts provided with gzip benefit from (but do not require) the (non-GNU) cpmmod utility to transfer file attributes.

The sample programs zread.c, sub.c and add.c in subdirectory sample are provided as examples of useful complements to gzip. Read the comments inside each source file. The perl script ztouch is also provided as example (not installed by default since it relies on perl).

gzip is free software, you can redistribute it and/or modify it under the terms of the GNU General Public License, a copy of which is provided under the name COPYING. The latest version of gzip are always available from <ftp://ftp.gnu.org/gnu/gzip> or in any of the gnu mirror sites.

- sources in gzip-\*.tar (or .shar or .tar.gz).
- MSDOS lha self-extracting exe in gzip-msdos-\*.exe. Once extracted, copy gzip.exe to gunzip.exe and zcat.exe, or use "gzip -d" to decompress. gzip386.exe runs much faster but only on 386 and above; it was compiled with djgpp 1.10 available in directory [omnigate.clarkson.edu/pub/msdos/djgpp](http://omnigate.clarkson.edu/pub/msdos/djgpp).

A VMS executable is in [ftp://ftp.spc.edu/\[.macro32.savesets\]gzip-1-\\*.zip](ftp://ftp.spc.edu/[.macro32.savesets]gzip-1-*.zip) (use [.macro32]unzip.exe to extract). A PRIMOS executable is available in <ftp://ftp.lysator.liu.se/pub/primos/run/gzip.run>.

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Some ftp servers can automatically make a tar.Z from a tar file. If you are getting gzip for the first time, you can ask for a tar.Z file instead of the much larger tar file.

Many thanks to those who provided me with bug reports and feedback. See the files THANKS and ChangeLog for more details.

### Note about zip vs. gzip:

The name 'gzip' was a very unfortunate choice, because zip and gzip are two really different programs, although the actual compression and decompression sources were written by the same persons. A different name should have been used for gzip, but it is too late to change now.

zip is an archiver: it compresses several files into a single archive file. gzip is a simple compressor: each file is compressed separately. Both share the same compression and decompression code for the 'deflate' method. unzip can also decompress old zip archives (implode, shrink and reduce methods). gunzip can also decompress files created by compress and pack. zip 1.9 and gzip do not support compression methods other than deflation. (zip 1.0 supports shrink and implode). Better compression methods may be added in future versions of gzip. zip will always stick to absolute compatibility with pkzip, it is thus constrained by PKWare, which is a commercial company. The gzip header format is deliberately different from that of pkzip to avoid such a constraint.



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On Unix, gzip is mostly useful in combination with tar. GNU tar 1.11.2 and later has a -z option to invoke gzip automatically. "tar -z" compresses better than zip, since gzip can then take advantage of redundancy between distinct files. The drawback is that you must scan the whole tar.gz file in order to extract a single file near the end; unzip can directly seek to the end of the zip file. There is no overhead when you extract the whole archive anyway. If a member of a .zip archive is damaged, other files can still be recovered. If a .tar.gz file is damaged, files beyond the failure point cannot be recovered. (Future versions of gzip will have error recovery features.)

gzip and gunzip are distributed as a single program. zip and unzip are, for historical reasons, two separate programs, although the authors of these two programs work closely together in the Info-ZIP team. zip and unzip are not associated with the GNU project. See <http://info-zip.org/> for more about zip and unzip.

For any copyright year range specified as YYYY-ZZZZ in this package note that the range specifies every single year in that closed interval.

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### **Kmod (v8):**

kmod - Linux kernel module handling

#### OVERVIEW

=====

kmod is a set of tools to handle common tasks with Linux kernel modules like insert, remove, list, check properties, resolve dependencies and aliases.

These tools are designed on top of libkmod, a library that is shipped with kmod. See libkmod/README for more details on this library and how to use it.

The aim is to be compatible with tools, configurations and indexes from module-init-tools project.

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### Compilation and installation

=====

In order to compile the source code you need following software packages:

- GCC compiler
- GNU C library

Optional dependencies:

- ZLIB library
- LZMA library

Typical configuration:

```
./configure CFLAGS="-g -O2" --prefix=/usr \  
--sysconfdir=/etc --libdir=/usr/lib
```

Configure automatically searches for all required components and packages.

To compile and install run:

```
make && make install
```

### Hacking

=====

Run 'bootstrap' script before configure. If you want to accept the recommended flags, you just need to run 'bootstrap-configure'.

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Make sure to read the CODING-STYLE file and the other READMEs: libkmod/README  
and testsuite/README.

### Information

=====

### Signed packages:

<http://www.kernel.org/pub/linux/utils/kernel/kmod/>

### Mailing list:

[linux-modules@vger.kernel.org](mailto:linux-modules@vger.kernel.org)

### Git:

<git://git.kernel.org/pub/scm/utils/kernel/kmod/kmod.git>

<http://git.kernel.org/pub/scm/utils/kernel/kmod/kmod.git>

<https://git.kernel.org/pub/scm/utils/kernel/kmod/kmod.git>

### Gitweb:

<http://git.kernel.org/?p=utils/kernel/kmod/kmod.git>

### Irc:

#kmod on [irc.freenode.org](http://irc.freenode.org)

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### Libffi (3.0.11):

Status

=====

libffi-3.0.11 was released on April 11, 2012. Check the libffi web page for updates: <URL:<http://sourceware.org/libffi/>>.

What is libffi?

=====

Compilers for high level languages generate code that follow certain conventions. These conventions are necessary, in part, for separate compilation to work. One such convention is the "calling convention". The "calling convention" is essentially a set of assumptions made by the compiler about where function arguments will be found on entry to a function. A "calling convention" also specifies where the return value for a function is found.

Some programs may not know at the time of compilation what arguments are to be passed to a function. For instance, an interpreter may be told at run-time about the number and types of arguments used to call a given function. Libffi can be used in such programs to provide a bridge from the interpreter program to compiled code.

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The libffi library provides a portable, high level programming interface to various calling conventions. This allows a programmer to call any function specified by a call interface description at run time.

FFI stands for Foreign Function Interface. A foreign function interface is the popular name for the interface that allows code written in one language to call code written in another language. The libffi library really only provides the lowest, machine dependent layer of a fully featured foreign function interface. A layer must exist above libffi that handles type conversions for values passed between the two languages.

### Supported Platforms

=====

Libffi has been ported to many different platforms.

For specific configuration details and testing status, please refer to the wiki page here:

[http://www.moxielogic.org/wiki/index.php?title=Libffi\\_3.0.11](http://www.moxielogic.org/wiki/index.php?title=Libffi_3.0.11)

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At the time of release, the following basic configurations have been

tested:

-----+-----		
Architecture	Operating System	
-----+-----		
Alpha	Linux	
Alpha	Tru64	
ARM	Linux	
ARM	iOS	
AVR32	Linux	
HPPA	HPUX	
IA-64	Linux	
M68K	FreeMiNT	
M68K	RTEMS	
MIPS	IRIX	
MIPS	Linux	
MIPS	RTEMS	
MIPS64	Linux	
PowerPC	AMIGA	
PowerPC	Linux	
PowerPC	Mac OSX	
PowerPC	FreeBSD	
PowerPC64	Linux	
S390	Linux	
S390X	Linux	
SPARC	Linux	

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| SPARC | Solaris |

| SPARC64 | Linux |

| SPARC64 | FreeBSD |

| X86 | FreeBSD |

| X86 | Interix |

| X86 | kFreeBSD |

| X86 | Linux |

| X86 | Mac OSX |

| X86 | OpenBSD |

| X86 | OS/2 |

| X86 | Solaris |

| X86 | Windows/Cygwin |

| X86 | Windows/MingW |

| X86-64 | FreeBSD |

| X86-64 | Linux |

| X86-64 | Linux/x32 |

| X86-64 | OpenBSD |

| X86-64 | Windows/MingW |

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Please send additional platform test results to

[libffi-discuss@sourceware.org](mailto:libffi-discuss@sourceware.org) and feel free to update the wiki page

above.



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Installing libffi

=====

First you must configure the distribution for your particular system. Go to the directory you wish to build libffi in and run the "configure" program found in the root directory of the libffi source distribution.

You may want to tell configure where to install the libffi library and header files. To do that, use the `--prefix` configure switch. Libffi will install under `/usr/local` by default.

If you want to enable extra run-time debugging checks use the `--enable-debug` configure switch. This is useful when your program dies mysteriously while using libffi.

Another useful configure switch is `--enable-purify-safety`. Using this will add some extra code which will suppress certain warnings when you are using Purify with libffi. Only use this switch when using Purify, as it will slow down the library.

It's also possible to build libffi on Windows platforms with Microsoft's Visual C++ compiler. In this case, use the `msvcc.sh` wrapper script during configuration like so:

```
path/to/configure CC=path/to/msvcc.sh LD=link CPP=\"cl -nologo -EP\"
```

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For 64-bit Windows builds, use `CC="path/to/msvcc.sh -m64"`.

You may also need to specify `--build` appropriately. When building with MSVC under a MingW environment, you may need to remove the line in `configure` that sets `'fix_srcfile_path'` to a `'cygpath'` command. (`'cygpath'` is not present in MingW, and is not required when using MingW-style paths.)

For iOS builds, run `generate-ios-source-and-headers.py` and then `libffi.xcodeproj` should work.

`configure` has many other options. Use `"configure --help"` to see them all.

Once `configure` has finished, type `"make"`. Note that you must be using GNU make. You can ftp GNU make from `prep.ai.mit.edu:/pub/gnu`.

To ensure that `libffi` is working as advertised, type `"make check"`.

This will require that you have DejaGNU installed.

To install the library and header files, type `"make install"`.

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History

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See the ChangeLog files for details.

### 3.0.11 Apr-11-12

Add support for variadic functions (ffi\_prep\_cif\_var).

Add Linux/x32 support.

Add thiscall, fastcall and MSVC cdecl support on Windows.

Add Amiga and newer MacOS support.

Add m68k FreeMiNT support.

Integration with iOS' xcode build tools.

Fix Octeon and MC68881 support.

Fix code pessimizations.

Lots of build fixes.

### 3.0.10 Aug-23-11

Add support for Apple's iOS.

Add support for ARM VFP ABI.

Add RTEMS support for MIPS and M68K.

Fix instruction cache clearing problems on

ARM and SPARC.

Fix the N64 build on mips-sgi-irix6.5.

Enable builds with Microsoft's compiler.

Enable x86 builds with Oracle's Solaris compiler.

Fix support for calling code compiled with Oracle's Sparc

Solaris compiler.

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Testsuite fixes for Tru64 Unix.

Additional platform support.

### 3.0.9 Dec-31-09

Add AVR32 and win64 ports. Add ARM softfp support.

Many fixes for AIX, Solaris, HP-UX, \*BSD.

Several PowerPC and x86-64 bug fixes.

Build DLL for windows.

### 3.0.8 Dec-19-08

Add \*BSD, BeOS, and PA-Linux support.

### 3.0.7 Nov-11-08

Fix for ppc FreeBSD.

(thanks to Andreas Tobler)

### 3.0.6 Jul-17-08

Fix for closures on sh.

Mark the sh/sh64 stack as non-executable.

(both thanks to Kaz Kojima)

### 3.0.5 Apr-3-08

Fix libffi.pc file.

Fix #define ARM for IcedTea users.

Fix x86 closure bug.

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3.0.4 Feb-24-08

Fix x86 OpenBSD configury.

3.0.3 Feb-22-08

Enable x86 OpenBSD thanks to Thomas Heller, and

x86-64 FreeBSD thanks to Björn König and Andreas Tobler.

Clean up test instruction in README.

3.0.2 Feb-21-08

Improved x86 FreeBSD support.

Thanks to Björn König.

3.0.1 Feb-15-08

Fix instruction cache flushing bug on MIPS.

Thanks to David Daney.

3.0.0 Feb-15-08

Many changes, mostly thanks to the GCC project.

Cygnus Solutions is now Red Hat.

[10 years go by...]

1.20 Oct-5-98

Raffaele Sena produces ARM port.

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1.19 Oct-5-98

Fixed x86 long double and long long return support.

m68k bug fixes from Andreas Schwab.

Patch for DU assembler compatibility for the Alpha from Richard

Henderson.

1.18 Apr-17-98

Bug fixes and MIPS configuration changes.

1.17 Feb-24-98

Bug fixes and m68k port from Andreas Schwab. PowerPC port from

Geoffrey Keating. Various bug x86, Sparc and MIPS bug fixes.

1.16 Feb-11-98

Richard Henderson produces Alpha port.

1.15 Dec-4-97

Fixed an n32 ABI bug. New libtool, auto\* support.

1.14 May-13-97

libtool is now used to generate shared and static libraries.

Fixed a minor portability problem reported by Russ McManus

<mcmanr@eq.gs.com>.

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1.13 Dec-2-96

Added --enable-purify-safety to keep Purify from complaining about certain low level code.

Sparc fix for calling functions with < 6 args.

Linux x86 a.out fix.

1.12 Nov-22-96

Added missing ffi\_type\_void, needed for supporting void return types. Fixed test case for non MIPS machines. Cygnus Support is now Cygnus Solutions.

1.11 Oct-30-96

Added notes about GNU make.

1.10 Oct-29-96

Added configuration fix for non GNU compilers.

1.09 Oct-29-96

Added --enable-debug configure switch. Clean-ups based on LCLint feedback. ffi\_mips.h is always installed. Many configuration fixes. Fixed ffitest.c for sparc builds.

1.08 Oct-15-96

Fixed n32 problem. Many clean-ups.

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1.07 Oct-14-96

Gordon Irlam rewrites v8.S again. Bug fixes.

1.06 Oct-14-96

Gordon Irlam improved the sparc port.

1.05 Oct-14-96

Interface changes based on feedback.

1.04 Oct-11-96

Sparc port complete (modulo struct passing bug).

1.03 Oct-10-96

Passing struct args, and returning struct values works for  
all architectures/calling conventions. Expanded tests.

1.02 Oct-9-96

Added SGI n32 support. Fixed bugs in both o32 and Linux support.

Added "make test".

1.01 Oct-8-96

Fixed float passing bug in mips version. Restructured some  
of the code. Builds cleanly with SGI tools.

1.00 Oct-7-96

First release. No public announcement.



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### Authors & Credits

=====

libffi was originally written by Anthony Green <green@moxielogic.com>.

The developers of the GNU Compiler Collection project have made innumerable valuable contributions. See the ChangeLog file for details.

Some of the ideas behind libffi were inspired by Gianni Mariani's free gencall library for Silicon Graphics machines.

The closure mechanism was designed and implemented by Kresten Krab Thorup.

Major processor architecture ports were contributed by the following developers:

alpha	Richard Henderson
arm	Raffaele Sena
cris	Simon Posnjak, Hans-Peter Nilsson
frv	Anthony Green
ia64	Hans Boehm
m32r	Kazuhiro Inaoka
m68k	Andreas Schwab
mips	Anthony Green, Casey Marshall

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mips64	David Daney
pa	Randolph Chung, Dave Anglin, Andreas Tobler
powerpc	Geoffrey Keating, Andreas Tobler, David Edelsohn, John Hornkvist
powerpc64	Jakub Jelinek
s390	Gerhard Tonn, Ulrich Weigand
sh	Kaz Kojima
sh64	Kaz Kojima
sparc	Anthony Green, Gordon Irlam
x86	Anthony Green, Jon Beniston
x86-64	Bo Thorsen

Jesper Skov and Andrew Haley both did more than their fair share of stepping through the code and tracking down bugs.

Thanks also to Tom Tromey for bug fixes, documentation and configuration help.

Thanks to Jim Blandy, who provided some useful feedback on the libffi interface.

Andreas Tobler has done a tremendous amount of work on the testsuite.

Alex Oliva solved the executable page problem for SELinux.

The list above is almost certainly incomplete and inaccurate. I'm happy to make corrections or additions upon request.

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If you have a problem, or have found a bug, please send a note to the author at [green@moxielogic.com](mailto:green@moxielogic.com), or the project mailing list at [libffi-discuss@sourceware.org](mailto:libffi-discuss@sourceware.org).

---

### Libjpeg (v9a):

The Independent JPEG Group's JPEG software

=====

README for release 8d of 15-Jan-2012

=====

This distribution contains the eighth 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 (also known as JPEG, together with ITU-T SG16).

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### 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.

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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.

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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.

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

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=====

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that you must include source code if you redistribute it. (See the file `ansi2knr.c` for full details.) However, since `ansi2knr.c` is not needed as part of any program generated from the IJG code, this does not limit you more than the foregoing paragraphs do.

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, 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."

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### 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.iijg.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...

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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 introduces 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.

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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.

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### ARCHIVE LOCATIONS

=====

The "official" archive site for this software is [www.ijg.org](http://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/jpegsrc.v8d.tar.gz>, and in Windows-compatible

"zip" archive format as <http://www.ijg.org/files/jpegsr8d.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/pub/usenet/news.answers/jpeg-faq/): <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](mailto:mail-server@rtfm.mit.edu)

with body

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

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

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### 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 Sebestyen 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 (also 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.

Thank to Hendrik Elstner, Roland Fassauer, Simone Zuck, Guenther Maier-Gerber, Walter Stoeber, Fred Schmitz, and Norbert Braunagel for corresponding business development.

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.

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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](http://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 (also 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.)

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Furthermore, 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.

There are currently distributions in circulation containing the name "libjpeg" which claim to be a "derivative" or "fork" of the original libjpeg, but don't have the features and are incompatible with formats supported by actual IJG libjpeg distributions. Furthermore, they violate the license conditions as described under LEGAL ISSUES above.

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

Don't use an obsolete code base!

TO DO

=====

Version 8 is the first release of a new generation JPEG standard to overcome the limitations of the original JPEG specification.

More features are being prepared for coming releases...

Please send bug reports, offers of help, etc. to [jpeg-info@jpegclub.org](mailto:jpeg-info@jpegclub.org).

---



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### Libkmod (v8):

libkmod - linux kernel module handling library

#### ABSTRACT

=====

libkmod was created to allow programs to easily insert, remove and list modules, also checking its properties, dependencies and aliases.

there is no shared/global context information and it can be used by multiple sites on a single program, also being able to be used from threads, although it's not thread safe (you must lock explicitly).

#### OVERVIEW

=====

Every user should create and manage it's own library context with:

```
struct kmod_ctx *ctx = kmod_new(kernel_dirname);  
  
kmod_unref(ctx);
```

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Modules can be created with by various means:

```
struct kmod_module *mod;

int err;

err = kmod_module_new_from_path(ctx, path, &mod);

if (err < 0) {

    /* code */

} else {

    /* code */

    kmod_module_unref(mod);

}
```

```
err = kmod_module_new_from_name(ctx, name, &mod);

if (err < 0) {

    /* code */

} else {

    /* code */

    kmod_module_unref(mod);

}
```

Or could be resolved from a known alias to a list of alternatives:

```
struct kmod_list *list, *itr;

int err;

err = kmod_module_new_from_lookup(ctx, alias, &list);
```

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```
if (err < 0) {  
  
    /* code */  
  
} else {  
  
    kmod_list_foreach(itr, list) {  
  
        struct kmod_module *mod = kmod_module_get_module(itr);  
  
        /* code */  
  
    }  
  
}
```

---

### Libxml2 (v2.7.8):

Except where otherwise noted in the source code (e.g. the files hash.c, list.c and the trio files, which are covered by a similar licence but with different Copyright notices) all the files are:

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### LibPcap (v1.2.1):

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### Linux (v3.2.26):

Linux kernel release 3.x <<http://kernel.org/>>

These are the release notes for Linux version 3. Read them carefully, as they tell you what this is all about, explain how to install the kernel, and what to do if something goes wrong.

#### WHAT IS LINUX?

Linux is a clone of the operating system Unix, written from scratch by Linus Torvalds with assistance from a loosely-knit team of hackers across the Net. It aims towards POSIX and Single UNIX Specification compliance.

It has all the features you would expect in a modern fully-fledged Unix, including true multitasking, virtual memory, shared libraries, demand loading, shared copy-on-write executables, proper memory management, and multistack networking including IPv4 and IPv6.

It is distributed under the GNU General Public License - see the accompanying COPYING file for more details.

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### ON WHAT HARDWARE DOES IT RUN?

Although originally developed first for 32-bit x86-based PCs (386 or higher), today Linux also runs on (at least) the Compaq Alpha AXP, Sun SPARC and UltraSPARC, Motorola 68000, PowerPC, PowerPC64, ARM, Hitachi SuperH, Cell, IBM S/390, MIPS, HP PA-RISC, Intel IA-64, DEC VAX, AMD x86-64, AXIS CRIS, Xtensa, Tiler TILE, AVR32 and Renesas M32R architectures.

Linux is easily portable to most general-purpose 32- or 64-bit architectures as long as they have a paged memory management unit (PMMU) and a port of the GNU C compiler (gcc) (part of The GNU Compiler Collection, GCC). Linux has also been ported to a number of architectures without a PMMU, although functionality is then obviously somewhat limited.

Linux has also been ported to itself. You can now run the kernel as a userspace application - this is called UserMode Linux (UML).

### DOCUMENTATION:

- There is a lot of documentation available both in electronic form on the Internet and in books, both Linux-specific and pertaining to general UNIX questions. I'd recommend looking into the documentation subdirectories on any Linux FTP site for the LDP (Linux Documentation Project) books. This README is not meant to be documentation on the system: there are much better sources available.

- There are various README files in the Documentation/ subdirectory: these typically contain kernel-specific installation notes for some

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drivers for example. See Documentation/00-INDEX for a list of what is contained in each file. Please read the Changes file, as it contains information about the problems, which may result by upgrading your kernel.

- The Documentation/DocBook/ subdirectory contains several guides for kernel developers and users. These guides can be rendered in a number of formats: PostScript (.ps), PDF, HTML, & man-pages, among others. After installation, "make psdocs", "make pdfdocs", "make htmdocs", or "make mandocs" will render the documentation in the requested format.

INSTALLING the kernel source:

- If you install the full sources, put the kernel tarball in a directory where you have permissions (eg. your home directory) and unpack it:

```
gzip -cd linux-3.X.tar.gz | tar xvf -
```

or

```
bzip2 -dc linux-3.X.tar.bz2 | tar xvf -
```

Replace "XX" with the version number of the latest kernel.

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Do NOT use the /usr/src/linux area! This area has a (usually incomplete) set of kernel headers that are used by the library header files. They should match the library, and not get messed up by whatever the kernel-du-jour happens to be.

- You can also upgrade between 3.x releases by patching. Patches are distributed in the traditional gzip and the newer bzip2 format. To install by patching, get all the newer patch files, enter the top level directory of the kernel source (linux-3.x) and execute:

```
gzip -cd ../patch-3.x.gz | patch -p1
```

or

```
bzip2 -dc ../patch-3.x.bz2 | patch -p1
```

(repeat xx for all versions bigger than the version of your current source tree, `_in_order_`) and you should be ok. You may want to remove the backup files (`xxx~` or `xxx.orig`), and make sure that there are no failed patches (`xxx#` or `xxx.rej`). If there are, either you or me has made a mistake.

Unlike patches for the 3.x kernels, patches for the 3.x.y kernels (also known as the `-stable` kernels) are not incremental but instead apply directly to the base 3.x kernel. Please read [Documentation/applying-patches.txt](#) for more information.



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Alternatively, the script `patch-kernel` can be used to automate this process. It determines the current kernel version and applies any patches found.

```
linux/scripts/patch-kernel linux
```

The first argument in the command above is the location of the kernel source. Patches are applied from the current directory, but an alternative directory can be specified as the second argument.

- If you are upgrading between releases using the stable series patches (for example, `patch-3.x.y`), note that these "dot-releases" are not incremental and must be applied to the 3.x base tree. For example, if your base kernel is 3.0 and you want to apply the 3.0.3 patch, you do not and indeed must not first apply the 3.0.1 and 3.0.2 patches. Similarly, if you are running kernel version 3.0.2 and want to jump to 3.0.3, you must first reverse the 3.0.2 patch (that is, `patch -R`) `_before_` applying the 3.0.3 patch.

You can read more on this in `Documentation/applying-patches.txt`

- Make sure you have no stale `.o` files and dependencies lying around:

```
cd linux  
make mrproper
```

You should now have the sources correctly installed.

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### SOFTWARE REQUIREMENTS

Compiling and running the 3.x kernels requires up-to-date versions of various software packages. Consult Documentation/Changes for the minimum version numbers required and how to get updates for these packages. Beware that using excessively old versions of these packages can cause indirect errors that are very difficult to track down, so don't assume that you can just update packages when obvious problems arise during build or operation.

### BUILD directory for the kernel:

When compiling the kernel all output files will per default be stored together with the kernel source code.

Using the option "make O=output/dir" allow you to specify an alternate place for the output files (including .config).

Example:

kernel source code: /usr/src/linux-3.N

build directory:           /home/name/build/kernel

To configure and build the kernel use:

```
cd /usr/src/linux-3.N
```

```
make O=/home/name/build/kernel menuconfig
```

```
make O=/home/name/build/kernel
```

```
sudo make O=/home/name/build/kernel modules_install install
```

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Please note: If the 'O=output/dir' option is used then it must be used for all invocations of make.

CONFIGURING the kernel:

Do not skip this step even if you are only upgrading one minor version. New configuration options are added in each release, and odd problems will turn up if the configuration files are not set up as expected. If you want to carry your existing configuration to a new version with minimal work, use "make oldconfig", which will only ask you for the answers to new questions.

- Alternate configuration commands are:

- "make config" Plain text interface.
- "make menuconfig" Text based color menus, radiolists & dialogs.
- "make nconfig" Enhanced text based color menus.
- "make xconfig" X windows (Qt) based configuration tool.
- "make gconfig" X windows (Gtk) based configuration tool.
- "make oldconfig" Default all questions based on the contents of your existing `./config` file and asking about new config symbols.
- "make silentoldconfig"  
Like above, but avoids cluttering the screen with questions already answered.  
Additionally updates the dependencies.
- "make defconfig" Create a `./config` file by using the default symbol values from either `arch/$ARCH/defconfig`

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or arch/\$ARCH/configs/\${PLATFORM}\_defconfig,

depending on the architecture.

"make \${PLATFORM}\_defconfig"

Create a `./config` file by using the default

symbol values from

arch/\$ARCH/configs/\${PLATFORM}\_defconfig.

Use "make help" to get a list of all available

platforms of your architecture.

"make allyesconfig"

Create a `./config` file by setting symbol

values to 'y' as much as possible.

"make allmodconfig"

Create a `./config` file by setting symbol

values to 'm' as much as possible.

"make allnoconfig" Create a `./config` file by setting symbol

values to 'n' as much as possible.

"make randconfig" Create a `./config` file by setting symbol

values to random values.

You can find more information on using the Linux kernel config tools

in `Documentation/kbuild/kconfig.txt`.

NOTES on "make config":

- having unnecessary drivers will make the kernel bigger, and can

under some circumstances lead to problems: probing for a

nonexistent controller card may confuse your other controllers

- compiling the kernel with "Processor type" set higher than 386

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will result in a kernel that does NOT work on a 386. The

kernel will detect this on bootup, and give up.

- A kernel with math-emulation compiled in will still use the coprocessor if one is present: the math emulation will just never get used in that case. The kernel will be slightly larger, but will work on different machines regardless of whether they have a math coprocessor or not.
- the "kernel hacking" configuration details usually result in a bigger or slower kernel (or both), and can even make the kernel less stable by configuring some routines to actively try to break bad code to find kernel problems (kmallocc()). Thus you should probably answer 'n' to the questions for "development", "experimental", or "debugging" features.

### COMPILING the kernel:

- Make sure you have at least gcc 3.2 available.

For more information, refer to Documentation/Changes.

Please note that you can still run a.out user programs with this kernel.

- Do a "make" to create a compressed kernel image. It is also possible to do "make install" if you have lilo installed to suit the kernel makefiles, but you may want to check your particular lilo setup first.

To do the actual install you have to be root, but none of the normal build should require that. Don't take the name of root in vain.

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- If you configured any of the parts of the kernel as `modules`, you will also have to do "make modules\_install".

- Verbose kernel compile/build output:

Normally the kernel build system runs in a fairly quiet mode (but not totally silent). However, sometimes you or other kernel developers need to see compile, link, or other commands exactly as they are executed.

For this, use "verbose" build mode. This is done by inserting

"V=1" in the "make" command. E.g.:

```
make V=1 all
```

To have the build system also tell the reason for the rebuild of each target, use "V=2". The default is "V=0".

- Keep a backup kernel handy in case something goes wrong. This is especially true for the development releases, since each new release contains new code which has not been debugged. Make sure you keep a backup of the modules corresponding to that kernel, as well. If you are installing a new kernel with the same version number as your working kernel, make a backup of your modules directory before you do a "make modules\_install".

Alternatively, before compiling, use the kernel config option

"LOCALVERSION" to append a unique suffix to the regular kernel version.

LOCALVERSION can be set in the "General Setup" menu.

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- In order to boot your new kernel, you'll need to copy the kernel image (e.g. `.../linux/arch/i386/boot/bzImage` after compilation) to the place where your regular bootable kernel is found.

- Booting a kernel directly from a floppy without the assistance of a bootloader such as LILO, is no longer supported.

If you boot Linux from the hard drive, chances are you use LILO which uses the kernel image as specified in the file `/etc/lilo.conf`. The kernel image file is usually `/vmlinuz`, `/boot/vmlinuz`, `/bzImage` or `/boot/bzImage`. To use the new kernel, save a copy of the old image and copy the new image over the old one. Then, you **MUST RERUN LILO** to update the loading map!! If you don't, you won't be able to boot the new kernel image.

Reinstalling LILO is usually a matter of running `/sbin/lilo`.

You may wish to edit `/etc/lilo.conf` to specify an entry for your old kernel image (say, `/vmlinux.old`) in case the new one does not work. See the LILO docs for more information.

After reinstalling LILO, you should be all set. Shutdown the system, reboot, and enjoy!

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If you ever need to change the default root device, video mode, ramdisk size, etc. in the kernel image, use the 'rdev' program (or alternatively the LILO boot options when appropriate). No need to recompile the kernel to change these parameters.

- Reboot with the new kernel and enjoy.

### IF SOMETHING GOES WRONG:

- If you have problems that seem to be due to kernel bugs, please check the file MAINTAINERS to see if there is a particular person associated with the part of the kernel that you are having trouble with. If there isn't anyone listed there, then the second best thing is to mail them to me ([torvalds@linux-foundation.org](mailto:torvalds@linux-foundation.org)), and possibly to any other relevant mailing-list or to the newsgroup.

- In all bug-reports, \*please\* tell what kernel you are talking about, how to duplicate the problem, and what your setup is (use your common sense). If the problem is new, tell me so, and if the problem is old, please try to tell me when you first noticed it.

- If the bug results in a message like

```
unable to handle kernel paging request at address C0000010
```

```
Oops: 0002
```

```
EIP: 0010:XXXXXXXX
```

```
eax: xxxxxxxx ebx: xxxxxxxx ecx: xxxxxxxx edx: xxxxxxxx
```



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```
esi: xxxxxxxx edi: xxxxxxxx ebp: xxxxxxxx
```

```
ds: xxxx es: xxxx fs: xxxx gs: xxxx
```

```
Pid: xx, process nr: xx
```

```
xx xx xx xx xx xx xx xx xx xx
```

or similar kernel debugging information on your screen or in your system log, please duplicate it *\*exactly\**. The dump may look incomprehensible to you, but it does contain information that may help debugging the problem. The text above the dump is also important: it tells something about why the kernel dumped code (in the above example it's due to a bad kernel pointer). More information on making sense of the dump is in [Documentation/oops-tracing.txt](#)

- If you compiled the kernel with CONFIG\_KALLSYMS you can send the dump as is, otherwise you will have to use the "ksymoops" program to make sense of the dump (but compiling with CONFIG\_KALLSYMS is usually preferred).

This utility can be downloaded from

<ftp://ftp.<country>.kernel.org/pub/linux/utils/kernel/ksymoops/> .

Alternately you can do the dump lookup by hand:

- In debugging dumps like the above, it helps enormously if you can look up what the EIP value means. The hex value as such doesn't help me or anybody else very much: it will depend on your particular kernel setup. What you should do is take the hex value from the EIP line (ignore the "0010:"), and look it up in the kernel namelist to see which kernel function contains the offending address.

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To find out the kernel function name, you'll need to find the system binary associated with the kernel that exhibited the symptom. This is the file 'linux/vmlinux'. To extract the namelist and match it against the EIP from the kernel crash, do:

```
nm vmlinux | sort | less
```

This will give you a list of kernel addresses sorted in ascending order, from which it is simple to find the function that contains the offending address. Note that the address given by the kernel debugging messages will not necessarily match exactly with the function addresses (in fact, that is very unlikely), so you can't just 'grep' the list: the list will, however, give you the starting point of each kernel function, so by looking for the function that has a starting address lower than the one you are searching for but is followed by a function with a higher address you will find the one you want. In fact, it may be a good idea to include a bit of "context" in your problem report, giving a few lines around the interesting one.

If you for some reason cannot do the above (you have a pre-compiled kernel image or similar), telling me as much about your setup as possible will help. Please read the REPORTING-BUGS document for details.

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- Alternately, you can use gdb on a running kernel. (read-only; i.e. you cannot change values or set break points.) To do this, first compile the kernel with -g; edit arch/i386/Makefile appropriately, then do a "make clean". You'll also need to enable CONFIG\_PROC\_FS (via "make config").

After you've rebooted with the new kernel, do "gdb vmlinux /proc/kcore".

You can now use all the usual gdb commands. The command to look up the point where your system crashed is "l \*0XXXXXXXX". (Replace the XXXes with the EIP value.)

gdb'ing a non-running kernel currently fails because gdb (wrongly) disregards the starting offset for which the kernel is compiled.

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### Lsof (v4.85):

lsof (LiSt Open Files) version 4

(revision 4.85)

\*\*\*\*\*

| The latest release of lsof is always available via anonymous ftp |

| from lsof.itap.purdue.edu. Look in pub/tools/unix/lsof. |

\*\*\*\*\*

\*\*\*\*\*

| CHECK THE PATCHES/ SUBDIRECTORY FOR FIXES TO THE LATEST LSOF DISTRIBUTION. |

\*\*\*\*\*

\*\*\*\*\*

| AVOID USING PRE-BUILT LSOF BINARIES: SEE THE "PRE-BUILT LSOF BINARIES" |

| SECTION IN 00README FOR AN EXPLANATION. |

\*\*\*\*\*

\*\*\*\*\*

| READ 00LSOF-L FOR INFORMATION ON THE LSOF-L LISTSERV MAILING LIST. |

\*\*\*\*\*

\*\*\*\*\*

| CHECK 00FAQ BEFORE REPORTING BUGS TO <abe@purdue.edu>. |

| 00FAQ ALSO AT: ftp://lsof.itap.purdue.edu/pub/tools/unix/lsof/FAQ |

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\*\*\*\*\*

| IMPORTANT! This README file explains how the lsof tar archive |  
| is assembled -- it's a "wrapper" tar archive. Please read the |  
| explanation of its naming and construction, immediately |  
| following the initial list of supported dialects. |

\*\*\*\*\*

Lsof version 4 lists open files for running UNIX processes. It is a  
descendent of ofiles, fstat, and lsof versions 1, 2, and 3. It has  
been tested recently on these UNIX dialects.

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AIX 5.3

Apple Darwin 9 and Mac OS X 10.[56]

FreeBSD 4.9 and 6.4 for x86-based systems

FreeBSD 8.[02] and 9.0 for AMD64-based systems

Linux 2.1.72 and above for x86-based systems

Solaris 9, 10 and 11

Lsof 4 may work on other versions of these dialects, but hasn't been tested there recently. Lsof versions 2 and 3 are still available and may provide older dialect version support. See the notes on them in this file.

The pub/tools/unix/lsof/contrib directory on [lsof.itap.purdue.edu](http://lsof.itap.purdue.edu) also contains information on other ports.

Version 4 of lsof is distributed as bzip2'd, gzip'd and compressed tar archives in the files:

<ftp://lsof.itap.purdue.edu/pub/tools/unix/lsof/lsof.tar.bz2>

and

<ftp://lsof.itap.purdue.edu/pub/tools/unix/lsof/lsof.tar.gz>

and

<ftp://lsof.itap.purdue.edu/pub/tools/unix/lsof/lsof.tar.Z>

These files are links to the current distribution, whose name includes the revision number:

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`ftp://lsof.itap.purdue.edu/pub/tools/unix/lsof_<rev>.tar.bz2`

and

`ftp://lsof.itap.purdue.edu/pub/tools/unix/lsof_<rev>.tar.gz`

and

`ftp://lsof.itap.purdue.edu/pub/tools/unix/lsof_<rev>.tar.Z`

<rev> is the revision number -- e.g., 4.85. These archives are called wrappers, because the lsof source tar archive, its GPG certificate (lsof\_<rev>\_src.tar.sig), and some documentation files are wrapped together inside them. (The GPG certificate authenticates the source tar archive.) A tar archive with a ``.bz2" suffix has been compressed with bzip2; ``.gz", with gzip; and ``.Z", with compress.

When the wrapper tar is gunzip'd or uncompressed, and its tar archive contents are extracted, an lsof\_4.85 subdirectory is created in the directory where the extraction was performed. The lsof\_4.85 subdirectory contains these files:

00.README.FIRST            contains introductory distribution information.

README.lsof\_4.85        contains instructions for the security-conscious on how to be sure that no one has tampered with the distribution.

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RELEASE\_SUMMARY\_4.85 is this file.

lsof\_4.85\_src.tar is a tar archive, containing the  
lsof sources. When extracted with  
tar it creates a subdirectory named  
lsof\_4.85\_src in the directory  
where the extraction was performed.  
The lsof source files will be found  
in lsof\_4.85\_src.

lsof\_4.85\_src.tar.sig is a GPG certificate, authenticating  
the lsof\_4.85\_src.tar archive. See the  
README.lsof\_4.85 file for more  
information on GPG authentication of  
lsof\_4.85\_src.tar.

If you've obtained this file and an lsof distribution from a mirror  
site, please be aware that THE LATEST VERSION OF LSOF IS AVAILABLE VIA  
ANONYMOUS FTP FROM LSOF.ITAP.PURDUE.EDU IN THE PUB/TOOLS/UNIX/LSOF  
DIRECTORY.

Patches to lsof distributions may be found in the patches/ sub-  
directory where you found lsof.tar.bz2, lsof.tar.gz or lsof.tar.Z.

If there are any patches to the current distribution, they will be  
found in the patches/4.85/ branch.



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(If you need a copy of gunzip, look for it at [prep.ai.mit.edu](http://prep.ai.mit.edu) in `pub/gnu/gzip*`.)

\* The September 27, 2011 revision (4.85): adds an automatic work-around for an `lgrp_root` conflict in some Solaris 9 and 10 versions; supports FreeBSD 7.4 and 8.[12] (8.1 not tested); adds fixes for Solaris 11 kernel module path determination; picked lint for Linux; added more Linux cross configuration support; adds support for Mac OS X 10.6; tested on FreeBSD 6.4; adapts to FreeBSD ZFS update; drops support for FreeBSD 7.x; adjusts for Solaris 10 with patch 144488-10; added Linux `+|-e` option support; adjusts for a FreeBSD 9 change; fixes a Linux `AF_UNIX` path reporting bug; adjusts for dropping of RPC headers from Linux Glibc 2.14; adds Linux Netlink protocol support; corrects UDP6-lite Linux path.

Read the `00.README.FIRST` in the `lsof` distribution first.

Read the `00DIST` distribution file for more details on feature additions and bug fixes.

The `00README` distribution file has build instructions, dialect descriptions, special feature discussions, and installation hints.

The `00FAQ` file contains a list of frequently asked questions and their answers.

The `00DCACHE` file explains device cache file path formation.

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The 00PORTING file contains information on porting lsof to other UNIX dialects.

The 00QUICKSTART file gives a quick introduction to using lsof.

The distribution files lsof.8 (nroff source) and lsof.man (nroff formatted output) contain the manual page for lsof; it is the only other documentation besides the source code (it's included).

### Version 4 Binaries

=====

Version 4 binaries for some revisions, dialects, and platforms may be found in pub/tools/unix/lsof/binaries. Check the README files for exact descriptions. Check the dialect-specific Makefiles for installation instructions. CHECKSUMS and GPG certificates are provided for authentication.

Please think very carefully before you decide to use a pre-built binary instead of making your own from the sources. Here are some points to consider:

1. Lsof must run setgid or setuid. Are you willing to trust that power to a binary you didn't construct yourself?

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2. Lsof binaries may be generated on a system whose configuration header files differ from yours. Under Digital UNIX (DEC OSF/1), for example, lsof includes header files from the machine's configuration directory, /sys/<name>. Are you willing to gamble that your configuration directory's header files match the ones used to compile lsof?

3. Lsof is often configured with specific options that are determined from the configuration of the system on which it is configured -- e.g., Solaris patch level, dynamic loader libraries, etc. Are you sure that the lsof binary you retrieve will have been configured for your system? If you get a binary that is misconfigured for you, it may not work at all.

If you haven't already guessed, I believe firmly that you should retrieve sources and build your own binary. If you still want to use the distribution binaries, please authenticate what you retrieved with the GPG certificates; please compare checksums, too.

### Version 4 Checksums

=====

Security checksums -- both MD5 and sum(1) -- for revisions of lsof version 4 are contained in the README.lsof\_<rev> files in the wrapper tar archives of pub/tools/unix/lsof.

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The CHECKSUMS file, found with the distribution archives, contains information on validating the archives with external MD5 checksums and external GPG certificates.

### GPG Certificates

=====

The lsof wrapper tar archive includes a GPG certificate file in its contained lsof\_4.71\_src.tar.sig file.

Binary files have detached GPG certificates that may be found in their directories with ".sig" extensions.

The certificates are signed with my GPG public key, which may be found in the file:

[ftp://lsof.itap.purdue.edu/pub/tools/unix/lsof/Victor\\_A\\_Abell.gpg](ftp://lsof.itap.purdue.edu/pub/tools/unix/lsof/Victor_A_Abell.gpg)

My key may also be available at some public key servers,

There is also authentication information in the CHECKSUMS file (a link to CHECKSUMS\_<rev>), found with the lsof distribution files. CHECKSUMS contains external MD5 checksums for the distribution files and information on using the external GPG certificates, found with the lsof distribution files.

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Old Dialect Support

=====

Remnants of source code and binaries for dialects for which I so far once provided support may be obtained by request. Send the request to [abe@purdue.edu](mailto:abe@purdue.edu).

Dialects no longer supported include:

CDC EP/IX

MIPS RISC/os

Motorola V/88

Pyramid DC/OSx

Pyramid Reliant UNIX

Sequent DYNIX

SGI IRIX

SunOS 4.1.x

Ultrix

Generally I drop support for a dialect when I no longer have access to a test system.

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Lsof Version 2

=====

The version 3 predecessor, revision 36 of version 2, is also available upon request. Send the request to [abe@purdue.edu](mailto:abe@purdue.edu).

I recommend you avoid lsof version 2. It's out of date and I no longer provide support for it. (Versions 3 and 4 support more dialects, and have many enhancements, bug fixes, and improvements.)

Version 2 was tested on the following UNIX dialects:

AIX 3.2.[1234] for the IBM RISC/System 6000

DEC OSF/1 1.[23] and 2.0 for the DEC Alpha

EP/IX 1.4.3 and 2.1.1 for the CDC 4680

ETAV 1.17 for the ETA-10P\*

FreeBSD 1.0e for x86-based systems

HP-UX [789].x for HP systems

IRIX 4.0.5 and 5.1.1 for SGI systems

NEXTSTEP 2.1, 3.0, 3.1 for NeXT systems

Sequent Dynix 3.0.12 for Sequent Symmetry systems

SunOS 4.1.[123] for Sun 3 and 4 systems

SunOS 5.[13] (Solaris 2.[13]) for Sun 4 systems

Ultrix 2.2 and 4.2 for DEC systems

(If you need a copy of gunzip, look for it at [prep.ai.mit.edu](http://prep.ai.mit.edu) in `pub/gnu`.)

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Version 2 Checksums

=====

MD5:

(OLD/lsof236tar.gz) = f8a1ab3971ea2f6a3ea16752f84409e8

sum(1):

39996 106 OLD/lsof236tar.gz

The file OLD/lsof236tar.gz.asc is a detached PGP certificate that may be used to authenticate OLD/lsof236tar.gz with my PGP public key. You may find my PGP public key at:

[ftp://lsof.itap.purdue.edu/pub/tools/unix/lsof/OLD/Victor\\_A\\_Abell.pgp](ftp://lsof.itap.purdue.edu/pub/tools/unix/lsof/OLD/Victor_A_Abell.pgp)

Lsof Version 3

=====

The last revision of lsof version 3, 3.88, may be obtained by request.

Send the request to [abe@purdue.edu](mailto:abe@purdue.edu).

I recommend version 4 over version 3. It is the version I actively support.

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Lsof version 3 was tested on these UNIX dialects:

AIX 3.2.5, 4.1.[1234], and 4.2

BSDI BSD/OS 2.0, 2.0.1, and 2.1 for x86-based systems

DC/OSx 1.1 for Pyramid systems

Digital UNIX (DEC OSF/1) 2.0, 3.0, 3.2, and 4.0

EP/IX 2.1.1 for the CDC 4680

FreeBSD 1.1.5.1, 2.0, 2.0.5, 2.1, 2.1.5 for x86-based  
systems

HP-UX 8.x, 9.x, 10.01, 10.10, and 10.20

IRIX 5.2, 5.3, 6.0, 6.0.1, and 6.[124]

Linux 2.0.3[01] and 2.1.57 for x86-based systems

NetBSD 1.0, 1.1, and 1.2 for x86 and SPARC-based  
systems

NEXTSTEP 2.1 and 3.[0123] for NEXTSTEP architectures

OpenBSD 1.2 and 2.0 for x86-based systems

Reliant UNIX 5.43 for Pyramid systems

RISC/os 4.52 for MIPS R2000-based systems

SCO OpenServer 1.1, 3.0, and 5.0.[024] for x86-based  
systems

SCO UnixWare 2.1 and 2.1.1 for x86-based systems

Sequent PTX 2.1.[1569], 4.0.[23], 4.1.[024], 4.2.[1],  
and 4.3

Solaris 2.[12345], 2.5.1, and 2.6-Beta

SunOS 4.1.x

Ultrix 4.2, 4.3, 4.4, and 4.5



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Vic Abell <abe@purdue.edu>

September 27, 2011

---

### LibXml2 (v2.7.8):

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---

### Memstat (v0.8):

This is Debian GNU/Linux's prepackaged version of Joshua M. Yelon's memstat, for a long time maintained upstream by Bernd Eckenfels <eck@debian.org> and now maintained by Michael Meskes <meskes@debian.org>.

This package was put together by me, Bernd Eckenfels <eck@debian.org>, from the sources, which I obtained from <http://charm.cs.uiuc.edu/~jyelon/software.html>

The debian/\* Files are based on Ian Jackson's hello Package.

All patches by me are subject to the GPL.

Original Copyright from memstat.c:

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On Debian GNU/Linux systems, the complete text of the GNU General Public License can be found in `/usr/share/common-licenses/GPL`.

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### Ncurses (v5.7):

```
-----  
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```

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-----  
-- \$Id: README,v 1.23 2006/04/22 22:19:37 tom Exp \$  
-----

README file for the ncurses package

See the file ANNOUNCE for a summary of ncurses features and ports.

See the file INSTALL for instructions on how to build and install ncurses.

See the file NEWS for a release history and bug-fix notes.

See the file TO-DO for things that still need doing, including known bugs.

Browse the file misc/ncurses-intro.html for narrative descriptions of how to use ncurses and the panel, menu, and form libraries.

Browse the file doc/html/hackguide.html for a tour of the package internals.

### ROADMAP AND PACKAGE OVERVIEW:

You should be reading this file in a directory called: ncurses-d.d, where d.d is the current version number (see the dist.mk file in this directory for that). There should be a number of subdirectories, including `c++', `form', `man', `menu', `misc', `ncurses', `panel', `progs', `test', `tack' and `Ada95'. (The `tack' program may be distributed separately).

A full build/install of this package typically installs several libraries, a handful of utilities, and a database hierarchy. Here is an inventory of the pieces:

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The libraries are:

libncurses.a (normal)  
libncurses.so (shared)  
libncurses\_g.a (debug and trace code enabled)  
libncurses\_p.a (profiling enabled)

libpanel.a (normal)  
libpanel.so (shared)  
libpanel\_g.a (debug and trace code enabled)

libmenu.a (normal)  
libmenu.so (shared)  
libmenu\_g.a (debug enabled)

libform.a (normal)  
libform.so (shared)  
libform\_g.a (debug enabled)

If you configure using the `--enable-widc` option, a "w" is appended to the library names (e.g., `libncursesw.a`), and the resulting libraries support wide-characters, e.g., via a UTF-8 locale. The corresponding header files are compatible with the non-wide-character configuration; wide-character features are provided by `ifdef`'s in the header files. The wide-character library interfaces are not binary-compatible with the non-wide-character version.

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The ncurses libraries implement the curses API. The panel, menu and forms libraries implement clones of the SVr4 panel, menu and forms APIs. The source code for these lives in the ``ncurses'`, ``panel'`, ``menu'`, and ``form'` directories respectively.

In the ``c++'` directory, you'll find code that defines an interface to the curses, forms, menus and panels library packaged as C++ classes, and a demo program in C++ to test it. These class definition modules are not installed by the `'make install.libs'` rule as `libncurses++`.

In the ``Ada95'` directory, you'll find code and documentation for an Ada95 binding of the curses API, to be used with the GNAT compiler. This binding is built by a normal top-level ``make'` if configure detects an usable version of GNAT (3.11 or above). It is not installed automatically. See the Ada95 directory for more build and installation instructions and for documentation of the binding.

To do its job, the ncurses code needs your terminal type to be set in the environment variable `TERM` (normally set by your OS; under UNIX, `getty(1)` typically does this, but you can override it in your `.profile`); and, it needs a database of terminal descriptions in which to look up your terminal type's capabilities.

In older (V7/BSD) versions of curses, the database was a flat text file, `/etc/termcap`; in newer (USG/USL) versions, the database is a hierarchy of fast-loading binary description blocks under `/usr/lib/terminfo`. These binary blocks are compiled from an improved editable text representation called

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`terminfo' format (documented in man/terminfo.5). The ncurses library can use either /etc/termcap or the compiled binary terminfo blocks, but prefers the second form.

In the `misc' directory, there is a text file terminfo.src, in editable terminfo format, which can be used to generate the terminfo binaries (that's what make install.data does). If the package was built with the --enable-termcap option enabled, and the ncurses library cannot find a terminfo description for your terminal, it will fall back to the termcap file supplied with your system (which the ncurses package installation leaves strictly alone).

The utilities are as follows:

```
tic          -- terminfo source to binary compiler
infocmp     -- terminfo binary to source decompiler/comparator
clear       -- emits clear-screen for current terminal
tput        -- shell-script access to terminal capabilities.
toe         -- table of entries utility
tset        -- terminal-initialization utility
```

The first two (tic and infocmp) are used for manipulating terminfo descriptions; the next two (clear and tput) are for use in shell scripts. The last (tset) is provided for 4.4BSD compatibility. The source code for all of these lives in the `progs' directory.

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Detailed documentation for all libraries and utilities can be found in the `man` and `doc` directories. An HTML introduction to ncurses, panels, and menus programming lives in the `doc/html` directory. Manpages in HTML format are under `doc/html/man`.

The `test` directory contains programs that can be used to verify or demonstrate the functions of the ncurses libraries. See test/README for descriptions of these programs. Notably, the `ncurses` utility is designed to help you systematically exercise the library functions.

### AUTHORS:

Pavel Curtis:

wrote the original ncurses

Zeyd M. Ben-Halim:

port of original to Linux and many enhancements.

Thomas Dickey (maintainer for 1.9.9g through 4.1, resuming with FSF's 5.0):

configuration scripts, porting, mods to adhere to XSI Curses in the areas of background color, terminal modes. Also memory leak testing, the wresize, default colors and key definition extensions and numerous bug fixes (more than half of those enumerated in NEWS beginning with the internal release 1.8.9).



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Florian La Roche (official maintainer for FSF's ncurses 4.2)

Beginning with release 4.2, ncurses is distributed under an MIT-style license.

Eric S. Raymond:

the man pages, infocmp(1), tput(1), clear(1), captinfo(1), tset(1), toe(1), most of tic(1), trace levels, the HTML intro, wgetnstr() and many other entry points, the cursor-movement optimization, the scroll-pack optimizer for vertical motions, the mouse interface and xterm mouse support, and the ncurses test program.

Juergen Pfeifer

The menu and form libraries, C++ bindings for ncurses, menus, forms and panels, as well as the Ada95 binding. Ongoing support for panel.

CONTRIBUTORS:

Alexander V. Lukyanov

for numerous fixes and improvements to the optimization logic.

David MacKenzie

for first-class bug-chasing and methodical testing.

Ross Ridge

for the code that hacks termcap parameterized strings into terminfo.

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Warren Tucker and Gerhard Fuernkranz,

for writing and sending the panel library.

Hellmuth Michaelis,

for many patches and testing the optimization code.

Eric Newton, Ulrich Drepper, and Anatoly Ivasyuk:

the C++ code.

Jonathan Ross,

for lessons in using sed.

Keith Bostic (maintainer of 4.4BSD curses)

for help, criticism, comments, bug-finding, and being willing to  
deep-six BSD curses for this one when it grew up.

Richard Stallman,

for his commitment to making ncurses free software.

Countless other people have contributed by reporting bugs, sending fixes,  
suggesting improvements, and generally whining about ncurses :-)

### BUGS:

See the INSTALL file for bug and developer-list addresses.

The Hacker's Guide in the doc directory includes some guidelines  
on how to report bugs in ways that will get them fixed most quickly.

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### OpenSSL (v1.0.1g):

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\* Hudson (tjh@cryptsoft.com).

\*

\*/

### Original SSLeay License

-----

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\*

\* This package is an SSL implementation written

\* by Eric Young (eay@cryptsoft.com).

\* The implementation was written so as to conform with Netscapes SSL.

\*

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- \*/

---

### Pcre (v8.30):

#### 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.

Release 8 of PCRE is distributed under the terms of the "BSD" licence, as specified below. The documentation for PCRE, supplied in the "doc" directory, is distributed under the same terms as the software itself.

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

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University of Cambridge Computing Service,

Cambridge, England.

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### PCRE JUST-IN-TIME COMPILATION SUPPORT

-----

Written by: Zoltan Herczeg

Email local part: hzmester

Email domain: freemail.hu

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### STACK-LESS JUST-IN-TIME COMPILER

-----

Written by: Zoltan Herczeg

Email local part: hzmester

Email domain: freemail.hu

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### THE C++ WRAPPER FUNCTIONS

-----

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End

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### Popt (v1.16):

This is the popt(3) command line option parsing library. While it is similar to getopt(3), it contains a number of enhancements, including:

- 1) popt is fully reentrant
- 2) popt can parse arbitrary argv[] style arrays while  
getopt(3) makes this quite difficult
- 3) popt allows users to alias command line arguments
- 4) popt provides convenience functions for parsing strings  
into argv[] style arrays

Complete documentation on popt(3) is available in popt.ps (included in this tarball), which is excerpted with permission from the book "Linux Application Development" by Michael K. Johnson and Erik Troan (available from Addison Wesley in May, 1998).

Comments on popt should be addressed to popt-devel@rpm5.org.

---

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### ROM-Bootloader:

Boot strategies

AT91 chips embed a boot ROM code. It is enabled depending on BMS (Boot Mode Select) pin state on reset.

The ROM code scans the contents of different media like serial FLASH, NAND FLASH, SD/MMC Card and serial EEPROM.

If a valid application is available then it downloads this application into the chip internal SRAM and runs it.

To determine if a valid application is present the ROM code checks the eight ARM exception vectors.

If no valid application is available then SAM-BA Monitor is executed. It waits for transactions either on the USB device, or on the DBGU serial port, then the SAM-BA tool can be used to program FLASH or EEPROM present on your board.

For more information on this topic, please check the corresponding SAM product datasheet section Boot Strategies.

---

### GNU Tar (v1.17):

README for GNU tar

See the end of file for copying conditions.

\* Introduction

Please glance through \*all\* sections of this

'README' file before starting configuration. Also make sure you read files

'ABOUT-NLS' and 'INSTALL' if you are not familiar with them already.

If you got the 'tar' distribution in 'shar' format, time stamps ought to be properly restored; do not ignore such complaints at 'unshar' time.

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GNU 'tar' saves many files together into a single tape or disk archive, and can restore individual files from the archive. It includes multivolume support, the ability to archive sparse files, automatic archive compression/decompression, remote archives and special features that allow 'tar' to be used for incremental and full backups. This distribution also includes 'rmt', the remote tape server. The 'mt' tape drive control program is in the GNU 'cpio' distribution.

GNU 'tar' is derived from John Gilmore's public domain 'tar'.

See file 'ABOUT-NLS' for how to customize this program to your language.

See file 'COPYING' for copying conditions.

See file 'INSTALL' for compilation and installation instructions.

See file 'PORTS' for various ports of GNU tar to non-Unix systems.

See file 'NEWS' for a list of major changes in the current release.

See file 'THANKS' for a list of contributors.

Besides those configure options documented in files 'INSTALL' and 'ABOUT-NLS', an extra option may be accepted after './configure':

\* Install

\*\* Selecting the default archive format.

The default archive format is GNU, this can be overridden by presetting `DEFAULT_ARCHIVE_FORMAT` while configuring. The allowed values are GNU, V7, OLDGNU, USTAR and POSIX.

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\*\* Selecting the default archive device

The default archive device is now 'stdin' on read and 'stdout' on write.

The installer can still override this by presetting 'DEFAULT\_ARCHIVE'

in the environment before configuring (the behavior of '-[0-7]' or

'-[0-7]lmh' options in 'tar' are then derived automatically). Similarly,

'DEFAULT\_BLOCKING' can be preset to something else than 20.

\*\* Selecting full pathname of the "rmt" binary.

Previous versions of tar always looked for "rmt" binary in the

directory "/etc/rmt". However, the "rmt" program included

in the distribution was installed under "\$prefix/libexec/rmt".

To fix this discrepancy, tar now looks for "\$prefix/libexec/rmt".

If you do not want this behavior, specify full path name of

"rmt" binary using DEFAULT\_RMT\_DIR variable, e.g.:

```
./configure DEFAULT_RMT_DIR=/etc
```

If you already have a copy of "rmt" installed and wish to use it

instead of the version supplied with the distribution, use --with-rmt

option:

```
./configure --with-rmt=/etc/rmt
```

This will also disable building the included version of rmt.

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\*\* Installing backup scripts.

This version of tar is shipped with the shell scripts for producing incremental backups (dumps) and restoring filesystems from them.

The name of the backup script is "backup". The name of the restore script is "restore". They are installed in "\$prefix/sbin" directory.

Use option --enable-backup-scripts to compile and install these scripts.

\*\* '--disable-largefile' omits support for large files, even if the operating system supports large files. Typically, large files are those larger than 2 GB on a 32-bit host.

\* Installation hints

Here are a few hints which might help installing 'tar' on some systems.

\*\* gzip and bzip2.

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GNU tar uses the gzip and bzip2 programs to read and write compressed archives. If you don't have these programs already, you need to install them. Their sources can be found at:

<ftp://ftp.gnu.org/gnu/gzip/>

<http://sourceware.cygnus.com/bzip2/>

If you see the following symptoms:

```
$ tar -xzf file.tar.gz
```

```
gzip: stdin: decompression OK, trailing garbage ignored
```

```
tar: Child returned status 2
```

then you have encountered a gzip incompatibility that should be fixed

in gzip test version 1.3, which as of this writing is available at

[<ftp://alpha.gnu.org/gnu/gzip/>](http://ftp://alpha.gnu.org/gnu/gzip/). You can work around the

incompatibility by using a shell command like

```
'gzip -d <file.tar.gz | tar -xzf -'.
```

\*\* Solaris issues.

GNU tar exercises many features that can cause problems with older GCC

versions. In particular, GCC 2.8.1 (sparc, -O1 or -O2) is known to

miscompile GNU tar. No compiler-related problems have been reported

when using GCC 2.95.2 or later.

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Recent versions of Solaris tar sport a new -E option to generate extended headers in an undocumented format. GNU tar does not understand these headers.

### \*\* Static linking.

Some platform will, by default, prepare a smaller 'tar' executable which depends on shared libraries. Since GNU 'tar' may be used for system-level backups and disaster recovery, installers might prefer to force static linking, making a bigger 'tar' executable maybe, but able to work standalone, in situations where shared libraries are not available.

The way to achieve static linking varies between systems. Set LDFLAGS to a value from the table below, before configuration (see 'INSTALL').

Platform	Compiler	LDFLAGS
(any)	Gnu C	-static
AIX	(vendor)	-bnso -bI:/lib/syscalls.exp
HPUX	(vendor)	-Wl,-a,archive
IRIX	(vendor)	-non_shared
OSF	(vendor)	-non_shared
SCO 3.2v5	(vendor)	-dn
Solaris	(vendor)	-Bstatic
SunOS	(vendor)	-Bstatic

\*\* Failed tests 'ignfail.sh' or 'incremen.sh'.



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In an NFS environment, lack of synchronization between machine clocks might create difficulties to any tool comparing dates and file time stamps, like 'tar' in incremental dumps. This has been a recurrent problem with GNU Make for the last few years. We would like a general solution.

\*\* BSD compatibility matters.

Set LIBS to '-lbsd' before configuration (see 'INSTALL') if the linker complains about 'bsd\_ioctl' (Slackware). Also set CPPFLAGS to '-I/usr/include/bsd' if <sgtty.h> is not found (Slackware).

\*\* OPENStep 4.2 swap files

Tar cannot read the file /private/vm/swapfile.front (even as root). This file is not a real file, but some kind of uncompressed view of the real compressed swap file; there is no reason to back it up, so the simplest workaround is to avoid tarring this file.

\* Special topics

Here are a few special matters about GNU 'tar', not related to build matters. See previous section for such.

\*\* File attributes.

About \*security\*, it is probable that future releases of 'tar' will have some behavior changed. There are many pending suggestions to choose from.

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Today, extracting an archive not being 'root', 'tar' will restore suid/sgid bits on files but owned by the extracting user. 'root' automatically gets a lot of special privileges, '-p' might later become required to get them.

GNU 'tar' does not properly restore symlink attributes. Various systems implement flavors of symbolic links showing different behavior and properties. We did not successfully sorted all these out yet. Currently, the 'lchown' call will be used if available, but that's all.

\*\* POSIX compliance.

GNU 'tar' is able to create archive in the following formats:

\*\*\* The format of UNIX version 7

\*\*\* POSIX.1-1988 format, also known as "ustar format"

\*\*\* POSIX.1-2001 format, also known as "pax format"

\*\*\* Old GNU format (described below)

In addition to those, GNU 'tar' is also able to read archives produced by 'star' archiver.

A so called 'Old GNU' format is based on an early draft of the POSIX 1003.1 'ustar' standard which is different from the final standard. It defines its extensions (such as incremental backups and handling of the long file names) in a way incompatible with any existing tar archive format, therefore the use of old GNU format is strongly discouraged.

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Please read the file NEWS for more information about POSIX compliance and new 'tar' features.

\* What's next?

GNU tar will be merged into GNU paxutils: a project containing several utilities related to creating and handling archives in various formats. The project will include tar, cpio and pax utilities.

\* Bug reporting.

Send bug reports to <bug-tar@gnu.org>. A bug report should contain an adequate description of the problem, your input, what you expected, what you got, and why this is wrong. Diffs are welcome, but they only describe a solution, from which the problem might be uneasy to infer.

If needed, submit actual data files with your report. Small data files are preferred. Big files may sometimes be necessary, but do not send them to the report address; rather take special arrangement with the maintainer.

Your feedback will help us to make a better and more portable package.

Consider documentation errors as bugs, and report them as such. If you develop anything pertaining to 'tar' or have suggestions, let us know and share your findings by writing to <bug-tar@gnu.org>.

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### NOTE ON COPYRIGHT YEARS

In copyright notices where the copyright holder is the Free Software Foundation, then where a range of years appears, this is an inclusive range that applies to every year in the range. For example: 2005-2008 represents the years 2005, 2006, 2007, and 2008.

Local Variables:

mode: outline

paragraph-separate: "[ ]\*\$"

version-control: never

End:

---

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### u-boot (v2010.09):

U-Boot is Free Software. It is copyrighted by Wolfgang Denk and many others who contributed code (see the actual source code and the git commit messages for details). You can redistribute U-Boot and/or modify it under the terms of version 2 of the GNU General Public License as published by the Free Software Foundation. Most of it can also be distributed, at your option, under any later version of the GNU General Public License -- see individual files for exceptions.

NOTE! This license does not cover the so-called "standalone" applications that use U-Boot services by means of the jump table provided by U-Boot exactly for this purpose - this is merely considered normal use of U-Boot, and does not fall under the heading of "derived work" -- see file Licenses/Exceptions for details.

Also note that the GPL and the other licenses are copyrighted by the Free Software Foundation and other organizations, but the instance of code that they refer to (the U-Boot source code) is copyrighted by me and others who actually wrote it.

-- Wolfgang Denk

Like many other projects, U-Boot had a tradition of including big blocks of License headers in all files. This not only blew up the source code with mostly redundant information, but also made it very difficult to generate License Clearing Reports. An additional problem was that even the same licenses were referred to by a number of slightly varying text blocks (full, abbreviated, different indentation, line wrapping and/or white space, with obsolete address information, ...) which made automatic processing a nightmare.

To make this easier, such license headers in the source files have been replaced with a single line reference to Unique License Identifiers as defined by the Linux Foundation's SPDX project [1]. For example, in a source file the full "GPL v2.0 or later" header text was replaced by a single line:

```
SPDX-License-Identifier:    GPL-2.0+
```

We use the SPDX Unique License Identifiers here; these are available at [2].

[1] <http://spdx.org/>

[2] <http://spdx.org/licenses/>

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### uClibc (v0.9.31.1):

A C library for embedded Linux

uClibc (aka  $\mu$ Clibc/pronounced yew-see-lib-see) is a C library for developing embedded Linux systems. It is much smaller than the GNU C Library, but nearly all applications supported by glibc also work perfectly with uClibc. Porting applications from glibc to uClibc typically involves just recompiling the source code. uClibc even supports shared libraries and threading. It currently runs on standard Linux and MMU-less (also known as  $\mu$ Clinux) systems with support for alpha, amd64, ARM, Blackfin, cris, h8300, hppa, i386, i960, ia64, m68k, mips/mipsel, PowerPC, SH, SPARC, and v850 processors.

If you are building an embedded Linux system and you find that glibc is eating up too much space, you may want to consider using uClibc. If you are building a huge fileserver with 12 Terabytes of storage, then using glibc may make more sense. Unless, for example, that 12 Terabytes will be Network Attached Storage and you plan to burn Linux into the system's firmware...

uClibc is maintained by Erik Andersen and is licensed under the GNU LESSER GENERAL PUBLIC LICENSE . This license allows you to make closed source commercial applications using uClibc. (Please consider sharing some of the money you make ;-). You do not need to give away all your source code just because you use uClibc and/or run on Linux. See the list of Frequently Asked Questions for details.

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If you wish to be a sponsor, or if you have already contributed and would like your name added here, email Erik.

Do you like uClibc? Do you need support? Do you need some features added? Then why not help out? We are happy to accept donations (such as bandwidth, mirrors sites, and hardware for the various architectures). We can also provide support contracts, and implement funded feature requests. To contribute, you can either click on the Donate image to donate using PayPal, or you can contact Erik at CodePoet Consulting (we have a credit card machine so you can avoid PayPal if you wish).

-----

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### Udev (v058):

udev - a userspace implementation of devfs

For more information on the design, and structure of this project, see the files in the docs/ directory.

To use:

- You must be running a 2.6 version of the Linux kernel.
- Your 2.6 kernel must have had CONFIG\_HOTPLUG enabled when it was built.

- Make sure sysfs is mounted. udev will figure out where sysfs is mounted, but the traditional place for it is at /sys. You can mount it by hand by running:

```
mount -t sysfs none /sys
```

- Make sure you have the latest version of the linux-hotplug scripts. They are available at [linux-hotplug.sf.net](http://linux-hotplug.sf.net) or from your local kernel.org mirror at:

```
kernel.org/pub/linux/utils/kernel/hotplug/
```

They are required in order for udev to work properly.

If for some reason you do not install the hotplug scripts, you must tell the kernel to point the hotplug binary at wherever you install udev at. This can be done by:

```
echo "/sbin/udev" > /proc/sys/kernel/hotplug
```



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- Build the project:

```
make
```

Note:

There are a number of different flags that you can use when building udev. They are as follows:

`prefix`

set this to the default root that you want udev to be installed into. This works just like the 'configure --prefix' script does. Default value is ". Only override this if you really know what you are doing.

`USE_KLIBC`

if set to 'true', udev is built and linked against the included version of klibc. Default value is 'false'.

`USE_LOG`

if set to 'true', udev will emit messages to the syslog when it creates or removes device nodes. This is helpful to see what udev is doing. This is enabled by default. Note, if you are building udev against klibc it is recommended that you disable this option (due to klibc's syslog implementation.)

`USE_SELINUX`

if set to 'true', udev will be built with SELinux support enabled. This is disabled by default.

`DEBUG`

if set to 'true', debugging messages will be sent to the syslog as udev is run. Default value is 'false'.

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### KERNEL\_DIR

If this is not set it will default to `/lib/modules/`uname -r`/build`

This is used if `USE_KLIBC=true` to find the kernel include directory that klibc needs to build against. This must be set if you are not building udev while running a 2.6 kernel.

So, if you want to build udev using klibc with debugging messages, you would do:

```
make USE_KLIBC=true DEBUG=true
```

- Install the project:

```
make install
```

This will put the udev binary in `/sbin`, create the `/udev` and `/etc/udev` directories, and place the udev configuration files in `/etc/udev`. You will probably want to edit the `*.rules` files to create custom naming rules. More info on how the config files are set up are contained in comments in the files, and is located in the documentation.

- Add and remove devices from the system and marvel as nodes are created and removed in `/udev/` based on the device types.

- If you later get sick of it, uninstall it:

```
make uninstall
```

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Things are still quite rough, but it should work properly. If nothing seems to happen, make sure your build worked properly by running the udev-test.pl script as root in the test/ subdirectory of the udev source tree.

Development and documentation help is very much appreciated, see the TODO file for a list of things left to be done.

Any comment/questions/concerns please let me and the other udev developers know by sending a message to the linux-hotplug-devel mailing list at:

`linux-hotplug-devel@lists.sourceforge.net`

greg k-h

`greg@kroah.com`

---

### Util-Linux (v2.20.1):

`util-linux`

`util-linux` is a random collection of Linux utilities

Note that in years 2006-2010 this project used the name "util-linux-ng".

WEB PAGE:

<http://kernel.org/~kzak/util-linux/>

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### MAILING LIST:

E-MAIL: [util-linux@vger.kernel.org](mailto:util-linux@vger.kernel.org)

URL: <http://vger.kernel.org/vger-lists.html#util-linux>

### DOWNLOAD:

<ftp://ftp.kernel.org/pub/linux/utils/util-linux/>

### SOURCE CODE:

Web interface:

<http://git.kernel.org/?p=utils/util-linux/util-linux.git>

Checkout:

```
git clone git://git.kernel.org/pub/scm/utils/util-linux/util-linux.git util-linux
```

### NLS (PO TRANSLATIONS):

PO files are maintained by:

<http://translationproject.org/domain/util-linux-ng.html>

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### NEUTRALITY:

The stuff in util-linux should be rather distribution-neutral.

No RPMs/DEBs/... are provided - get yours from your distributor.

### VERSION SCHEMA:

Standard releases:

`<major>.<minor>[.<maint>[.<bugfix>]]`

major = fatal and deep changes

minor = typical release with new features

maint = maintenance releases; bug fixes only

bugfix = unplanned releases for critical/security bugs

Development releases:

`<major>.<minor>-rc<N>`

### COMPILATION:

See the INSTALL file for more details.

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Notes:

\* use SUID\_CFLAGS and SUID\_LDFLAGS when you want to define special compiler options for typical suid programs, for example:

```
./configure SUID_CFLAGS="-fpie" SUID_LDFLAGS="-pie"
```

This feature is currently supported for chfn, chsh, newgrp, write, mount, and umount.

### STATIC LINKING:

Use `--enable-static-programs[=LIST]` configure option when you want to use statically linked programs.

Note, `mount(8)` uses `get{pw,gr}nam()` and `getpwuid()` functions for translation from username and groupname to UID and GID. These functions could be implemented by dynamically loaded independent modules (NSS) in your `libc` (e.g. `glibc`). These modules are not statically linked to `mount(8)` and `mount.static` is still using `dlopen()` like dynamically linked version.

The translation won't work in environment where NSS modules are not installed.

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For example normal system (NSS modules are available):

```
# ./mount.static -v -f -n -oid=kzak /mnt/foo  
  
LABEL=/mnt/foo on /mnt/foo type vfat (rw,uid=500)  
  
^^^^^^
```

and without NSS modules:

```
# chroot . ./mount.static -v -f -n -oid=kzak /mnt/win  
  
LABEL=/mnt/win on /mnt/win type vfat (rw,uid=kzak)  
  
^^^^^^
```

---

### XML-RPC++ (v0.7):

```
#ifndef _XMLRPC_H_  
  
#define _XMLRPC_H_  
  
//  
  
// XmlRpc++ Copyright (c) 2002-2003 by Chris Morley  
  
// This library is free software; you can redistribute it and/or  
// modify it under the terms of the GNU Lesser General Public  
// License as published by the Free Software Foundation; either  
// version 2.1 of the License, or (at your option) any later version.  
//  
  
// This library is distributed in the hope that it will be useful,  
// but WITHOUT ANY WARRANTY; without even the implied warranty of  
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// Lesser General Public License for more details.  
//  
  
// You should have received a copy of the GNU Lesser General Public
```

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```
// License along with this library; if not, write to the Free Software
// Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307
//

/* changed by ise GmbH 2013 */

#ifdef _MSC_VER
#pragma warning(disable:4786) // identifier was truncated in debug info
#endif

#ifndef MAKEDEPEND
#include <string>
#endif

#include "dllexport.h"
#include "XmlRpcClient.h"
#include "XmlRpcException.h"
#include "XmlRpcServer.h"
#include "XmlRpcServerProxy.h"
#include "XmlRpcServerMethod.h"
#include "XmlRpcValue.h"
#include "XmlRpcUtil.h"

namespace XmlRpc {
```



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//! An interface allowing custom handling of error message reporting.

```
class XMLRPC_DLLEXPORT XmlRpcErrorHandler {
```

```
public:
```

```
    //! Returns a pointer to the currently installed error handling object.
```

```
    static XmlRpcErrorHandler* getErrorHandler()
```

```
    { return _errorHandler; }
```

```
    //! Specifies the error handler.
```

```
    static void setErrorHandler(XmlRpcErrorHandler* eh)
```

```
    { _errorHandler = eh; }
```

```
    //! Report an error. Custom error handlers should define this method.
```

```
    virtual void error(const char* msg) = 0;
```

```
    //! Define virtual destructor to avoid compiler warnings
```

```
    virtual ~XmlRpcErrorHandler(){};
```

```
protected:
```

```
    static XmlRpcErrorHandler* _errorHandler;
```

```
};
```

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```
//! An interface allowing custom handling of informational message reporting.

class XMLRPC_DLLEXPORT XmlRpcLogHandler {

public:

    //! Returns a pointer to the currently installed message reporting object.

    static XmlRpcLogHandler* getLogHandler()

    { return _logHandler; }

    //! Specifies the message handler.

    static void setLogHandler(XmlRpcLogHandler* lh)

    { _logHandler = lh; }

    //! Returns the level of verbosity of informational messages. 0 is no output, 5 is very verbose.

    static int getVerbosity()

    { return _verbosity; }

    //! Specify the level of verbosity of informational messages. 0 is no output, 5 is very verbose.

    static void setVerbosity(int v)

    { _verbosity = v; }

    //! Output a message. Custom error handlers should define this method.

    virtual void log(int level, const char* msg) = 0;

    //! Define virtual destructor to avoid compiler warnings

    virtual ~XmlRpcLogHandler(){};
};
```

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protected:

```
static XmlRpcLogHandler* _logHandler;
```

```
static int _verbosity;
```

```
};
```

```
//! Returns log message verbosity. This is short for XmlRpcLogHandler::getVerbosity()
```

```
int XMLRPC_DLLEXPORT getVerbosity();
```

```
//! Sets log message verbosity. This is short for XmlRpcLogHandler::setVerbosity(level)
```

```
void XMLRPC_DLLEXPORT setVerbosity(int level);
```

```
//! Version identifier
```

```
extern const char XMLRPC_VERSION[];
```

```
} // namespace XmlRpc
```

```
#endif // _XMLRPC_H_
```

---

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### Zlib (v1.2.6):

#### ZLIB DATA COMPRESSION LIBRARY

zlib 1.2.6 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://tools.ietf.org/html/rfc1950> (zlib format), rfc1951 (deflate format) and rfc1952 (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](mailto:zlib@gzip.org)). A usage example of the library is given in the file `test/example.c` which also tests that the library is working correctly. Another example is given in the file `test/minigzip.c`. The compression library itself is composed of all source files in the root directory.

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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`.

Questions about zlib should be sent to [<zlib@gzip.org>](mailto:zlib@gzip.org), or to Gilles Vollant [<info@winimage.com>](mailto:info@winimage.com) for the Windows DLL version. The zlib home page is <http://zlib.net/>. Before reporting a problem, please check this site to verify that you have the latest version of zlib; otherwise get the latest version and check whether the problem still exists or not.

PLEASE read the zlib FAQ [http://zlib.net/zlib\\_faq.html](http://zlib.net/zlib_faq.html) before asking for help.

Mark Nelson [<markn@ieee.org>](mailto: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/>.

The changes made in version 1.2.6 are documented in the file `ChangeLog`.

Unsupported third party contributions are provided in directory `contrib/`.

zlib is available in Java using the `java.util.zip` package, documented at <http://java.sun.com/developer/technicalArticles/Programming/compression/>.

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A Perl interface to zlib written by Paul Marquess <pmqs@cpan.org> is available at CPAN (Comprehensive Perl Archive Network) sites, including <http://search.cpan.org/~pmqs/IO-Compress-Zlib/> .

A Python interface to zlib written by A.M. Kuchling <amk@amk.ca> is available in Python 1.5 and later versions, see <http://docs.python.org/library/zlib.html> .

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.

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.

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- 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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```
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---

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