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CM_CI1_RN_PIVI_Scope 3.x

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1 List of used Open Source Components.

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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

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remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a

derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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3.1.21 LibTomCrypt - 1.16

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3.1.22 LibTomMath - 0.39

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3.1.23 Base64.java - 2.3.5.2.

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3.1.24 Internal Android OS APIs

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3.1.25 ExtractMpeg FramesTest. java

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3.1.26 Libupnp (pupnp) - 1.6.19

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3.1.28 OpenSSL - 0.9.8x

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3.1.29 Wpa_supplicant - 2.3

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3.1.30 Pythonpsutil_2.1.3.bb

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3.1.31 Android SupportLibraries - 19.0.0

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3.1.33 axTLS - 1.1.8

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3.1.34 Action - 0.1.1

Home Page: http://repo1.maven.org/maven2/com/ning/metrics.action/

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3.1.35 Android - platform - frameworks – base - 4.0.1_r1

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3.1.36 Android - platform - prebuilts – sdk - 4.4_r1

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3.1.37 Android SDK Support Libraries – 19,23.1.1

Home Page: https://developer.android.com/tools/support-library/index.html

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3.1.38 Android SDK Support Libraries

Drools:: Scorecards - 5.5.0.Final

Home Page : http://mirrors.ibiblio.org/maven2/org/drools/drools-scorecards/

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3.1.39 Mongolduu - master-20121109

Home Page: http://github.com/tugstugi/mongolduu/

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3.1.40 Stan-for-Android - 0.1.0

Home Page: http://github.com/Label305/Stan-for-Android/

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3.1.41 doT - 1.0.1

Home Page: http://github.com/olado/doT/

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3.1.42 JQuery: 2.0.3

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3.1.43 jquery_mobile_rails - 1.3.2

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3.1.44 SafeSlinger-Android - 1.8.3-messenger

Home Page: http://github.com/SafeSlingerProject/SafeSlinger-Android/

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3.1.45 OpenSSL

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3.1.46 CRC32

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3.1.47 SHA-1 in C

Home Page: http://www.mirrors.wiretapped.net/security/cryptography/hashes/sha1

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3.1.48 SyncML C Toolkit - 4.0.3

Home Page: http://sourceforge.net/projects/syncml-ctoolkit/

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3.1.49 CMarkup - 11.05

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3.1.51 LZO real-time data compression library - 2.04

Home Page http://www.oberhumer.com/opensource/lzo/
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3.1.52 UCL Data Compression Library - 1.03

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3.1.53 Android - platform - bootable – recovery - 4.0.1_r1

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3.1.57 File system in Userspace - 2.8.7

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3.1.58 lz4 Compression algorithm - r111

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3.1.60 lucy search engine – lucy - 0.6.0

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3.1.65 IGEP Linux Kernel - 2.6.28.10-igep0020b-0

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3.1.66 squashfs - a compressed fs for Linux - squashfs4.3

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3.1.67 File system in User space - 2.9.3

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3.1.69 Test-SQLite-blob - trunk-20120916-svn

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3.1.70 7 Zip - LZMA SDK - 9.2

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3.1.75 Android - platform – dalvik - 2.1_r1

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3.1.76 gpclib

http://github.com/rdpeng/gpclib/

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Version Unspecified

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3.1.78 Android - platform - frameworks - base

Version android-7.0.0_r1

https://android.googlesource.com/platform/frameworks/base

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3.1.79 Android - platform - frameworks - base

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3.1.80 Boost C++ Libraries - boost

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http://boost.org/

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http://github.com/mozilla/gecko-dev/

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3.1.82 libogg

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3.1.83 Opus

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http://opus-codec.org

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3.1.84 Speex

1.2beta2 dev

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3.1.85 wosh

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http://code.google.com/p/wosh/

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3.1.86 jsoncpp

Version

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http://sourceforge.net/projects/jsoncpp/

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3.1.87 libxml2

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3.1.88 pugixml

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3.1.89 SQLite

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3.1.90 Sunrise/set calculator

Version Unspecified

https://stjarnhimlen.se/comp/sunriset.c

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3.1.91 tiny-AES128-C

Version master-20141218

http://github.com/kokke/tiny-AES128-C/

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3.1.92 PVRTC Library

Version Unspecified

https://www.imgtec.com/developers/powervr-sdk-tools/installers/

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3.1.93 GSM 06.10 Lossy Speech Compression

Version Unspecified

http://kbs.cs.tu-berlin.de/~jutta/toast.html

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3.1.94 Curl and Libcurl

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3.1.95 aladdin-md5

Version Unspecified

https://opensource.apple.com/source/cups/cups-30/cups/md5.h.auto.html

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3.1.96 OpenGL-Examples

Version master-20141123

http://github.com/progschj/OpenGL-Examples/

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3.1.97 SDL

Version 2.0

http://www.libsdl.org/index.php

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3.1.96.1 SDL_gfx

Version Unspecified

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3.1.96.2 zlib

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3.1.98pkgconf

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http://github.com/pkgconf/pkgconf/

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3.1.99 Code Project - C++ Memory Pool

Version 1.0

http://www.codeproject.com/KB/cpp/MemoryPool.aspx

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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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RealVNC has made the following modifications to OpenSSL 0.9.8zf:

- The hard-coding of config options in opensslconf.h.
- The addition of compile-time
-
-
- s to remove dependencies of the C stio library and on Win32 UI.
- The addition of compile-time checks to remove filename strings from release binaries.

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```
printf("%s",png_get_copyright(NULL));
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Glenn Randers-Pehrson
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- On Windows, in libzip.h and zipint.h, no-op ZIP_EXTERN so that we build for linking statically.
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3.2.14 keysymdef

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3.2.17 JThread

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3.2.18 portaudio

Provides cross-platform Audio I/O. See http://www.portaudio.com/ for further information.

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3.2.19 libxml2

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3.2.19.2 hash.c

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3.2.19.3 list.c

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3.2.19.4 trio.c, trio.h

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3.2.19.5 RealVNC modifications to libxml2

This is libxml2-2.9.1. Some small changes have been made to allow it to build for QNX and

Android.

3.2.20 miniupnpc

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Project: miniupnp

Project web page: http://miniupnp.free.fre/ or http://miniupnp.tuxfamily.org/

Author: Thomas Bernard

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3.2.20.3 RealVNC modifications to

miniupnpc The following modifications

have been made:

- Requests have been cancelled.
- MirrorLink-specific functionality has been added.
- Functionality specific to building for different hardware architectures has been added.

3.2.21 LibTomCrypt

LibTomCrypt, modular cryptographic library -- Tom St Denis

LibTomCrypt is a library that provides various cryptographic algorithms in a highly modular and flexible manner.

The library is free for all purposes without any express guarantee it works.

Tom St Denis, tomstdenis@gmail.com, http://libromcrypt.com

3.2.22 LibTomMath

LibTomMath, multiple-precision integer library -- Tom St Denis

LibTomMath is a library that provides multiple-precision integer arithmetic as well as number theoretic functionality.

The library was designed directly after the MPI library by Michael Fromberger but has been written from scratch with additional optimizations in place.

The library is free for all purposes without any express guarantee it works.

Tom St Denis, tomstdenis@gmail.com, http://math.libtomcrypt.com

3.2.23 Base64.java

I am placing this code in the Public Domain. Do with it as you will.

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Please visit http://iharder.net/base64 periodically to check for updates or to contribute improvements.

@author Robert Harder

@author rob@iharder.net

@version 2.3.5.2.

3.2.24 Internal Android OS APIs

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3.2.25 ExtractMpegFramesTest.java

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3.2.26 libupnp (pupnp)

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3.2.27 libudev

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3.2.28 WPA Supplicant

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3.2.28.1 RealVNC modifications to WPA Supplicant

RealVNC has applied the following patch:

http://w1.fi/cgit/hostap/patch/?id=f2b3acc9d5.2.b91fbaccfc9dd8d408

252bda4f1be9 Copyright © 2002-2014 Jouni Malinen and

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3.2.28.2 ath9k_faf1dc64_backport.patch

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3.2.28.3 python-psutil_2.1.3.bb

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3.2.30 VNC Wi-Fi Display i.MX6 sample decoder

The information in this section expands upon that summarized in section 6.2, *VNC Wi-Fi Display i.MX6 sample decoder*.

3.2.31 mxcfb.h

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3.2.32 axTLS

axTLS Embedded SSL

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2005.2., Cameron Rich All

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3.2.32 RealVNC modifications to axTLS

Some unwanted type and function definitions have been removed.

4.0 Node Modules Components

Name of OSS Component	Version of OSS Component	Name and Version of License	Home page
buffer-crc32	0.2.5	MIT	https://github.com/brianloveswords/buffer-crc32
dbus-native	0.2.0	MIT	https://github.com/sidorares/node-dbus
dbus-proxy	0.0.0-unreleasable	NA	NA
abstract-socket	1.1.0	MIT	https://github.com/saghul/node-abstractsocket
bindings	1.2.1	MIT	https://github.com/TooTallNate/node-bindings
nan	2.4.0	MIT	https://github.com/nodejs/nan#readme
1to2	1.0.0	MIT	NA
event-stream	3.3.4	MIT	http://github.com/dominictarr/event-stream
duplexer	0.1.1	MIT	https://github.com/Raynos/duplexer
from	0.1.3	MIT	https://github.com/dominictarr/from
map-stream	0.1.0	NA	http://github.com/dominictarr/map-stream
pause-stream	0.0.11	MIT, Apache2	https://github.com/dominictarr/pause-stream
split	0.3.3	MIT	http://github.com/dominictarr/split
stream-combiner	0.0.4	MIT	https://github.com/dominictarr/stream-combiner
through	2.3.8	MIT	https://github.com/dominictarr/through
put	0.0.6	MIT/X11	https://github.com/substack/node-put
xml2js	0.1.14	NA	https://github.com/Leonidas-from-XIV/node-xml2js
sax	1.2.1	ISC	https://github.com/isaacs/sax-js#readme
iconv-lite	0.4.15	MIT	https://github.com/ashtuchkin/iconv-lite
jbinary	2.1.2	MIT	https://github.com/jDataView/jBinary
es6-promise	2.0.1	MIT	NA

es6-promise	2.0.1	MIT	https://github.com/jakearchibald/ES6-Promises
jdataview	2.5.0	WTFPL	http://jDataView.github.io/
request	2.53.0	Apache-2.0	https://github.com/request/request
aws-sign2	0.5.0	NA	https://github.com/mikeal/aws-sign
bl	0.9.4	MIT	https://github.com/rvagg/bl
readable-stream	1.0.33	MIT	https://github.com/isaacs/readable-stream
core-util-is	1.0.1	MIT	https://github.com/isaacs/core-util-is
inherits	2.0.1	ISC	https://github.com/isaacs/inherits
isarray	0.0.1	MIT	https://github.com/juliangruber/isarray
string_decoder	0.10.31	MIT	https://github.com/rvagg/string_decoder
caseless	0.9.0	BSD	https://github.com/mikeal/caseless
combined-stream	0.0.7	NA	https://github.com/felixge/node-combined-stream
delayed-stream	0.0.5	NA	https://github.com/felixge/node-delayed-stream
forever-agent	0.5.2	NA	https://github.com/mikeal/forever-agent
form-data	0.2.0	MIT	https://github.com/felixge/node-form-data
async	0.9.0	MIT	https://github.com/caolan/async
hawk	NA	./LICENSE	NA
hawk	2.3.1	BSD	https://github.com/hueniverse/hawk
boom	2.6.1	BSD	https://github.com/hapijs/boom
cryptiles	2.0.4	BSD	https://github.com/hapijs/cryptiles
hoek	2.11.0	BSD	https://github.com/hapijs/hoek
sntp	1.0.9	BSD	https://github.com/hueniverse/sntp
http-signature	0.10.1	MIT	https://github.com/joyent/node-http-signature/
asn1	0.1.11	NA	NA
assert-plus	0.1.5	NA	https://github.com/mcavage/node-assert-plus
ctype	0.5.3	NA	https://github.com/rmustacc/node-ctype
isstream	0.1.1	MIT	https://github.com/rvagg/isstream
json-stringify-safe	5.0.0	BSD	https://github.com/isaacs/json-stringify-safe
mime-types	2.0.9	MIT	https://github.com/jshttp/mime-types
mime-db	1.7.0	MIT	https://github.com/jshttp/mime-db

node-uuid	1.4.2	MIT	https://github.com/broofa/node-uuid
oauth-sign	0.6.0	NA	https://github.com/mikeal/oauth-sign
qs	2.3.3	BSD	https://github.com/hapijs/qs
stringstream	0.0.4	MIT	https://github.com/mhart/StringStream
tough-cookie	0.12.1	MIT	https://github.com/goinstant/tough-cookie
punycode	1.3.2	MIT	https://mths.be/punycode
tunnel-agent	0.4.0	NA	https://github.com/mikeal/tunnel-agent
mkdirp	0.5.0	MIT	https://github.com/substack/node-mkdirp
minimist	0.0.8	MIT	https://github.com/substack/minimist
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