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```
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# install - install a program, script, or datafile

scriptversion=2009-04-28.21; # UTC

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```
/* From openssh 4.3p2 filename openbsd-compat/fake-rfc2553.h */
/*
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/* From openssh4.3p2 compat/inet_aton.c */
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""" Easy DNS (including DNSSEC) via Idns.

Idns is a great library. It is a powerfull tool for working with DNS. python-ldns it is a straight up clone of the C interface, howver that is not a very good interface for python. Its documentation is incomplete and some functions don't work as described. And some objects don't have a full python API.

ldnsx aims to fix this. It wraps around the ldns python bindings, working around its limitations and providing a well-documented, more pythonistic interface.

/*

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```

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"http://www.boost.org/tools/boostbook/dtd/boostbook.dtd">
<article id="copyright_test" last-revision="DEBUG MODE Date: 2000/12/20 12:00:00 $"
xmlns:xi="http://www.w3.org/2001/XInclude">
<title>Copyright Test</title>
<articleinfo>
<copyright>
<year>1963</year> <year>1964</year> <year>1965</year> <holder>Jane Doe</holder>
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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.

The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser.

The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely

due to Vernon Lee, on machines made available to Rice by IBM.

Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood.

Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code.

Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems.

Parag Patel (parag@netcom.com) supplied the A/UX code.

Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port.

Thomas Funke (thf@zelator.in-berlin.de(?)) and Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports.

Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code.

Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code.

Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code.

Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes.

Alistair G. Crooks(agg@uts.amdahl.com) supplied the NetBSD and 386BSD ports.

Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port.

Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk).

Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task).

Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port.

David Chase, then at Olivetti Research, suggested several improvements.

Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC.

Jesse Hull and John Ellis supplied the C++ interface code.

Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't made it into the released version of the collector, yet.)

1.3 libtool 2.4.6

1.3.1 Available under license :

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@c End:
```

1.4 curl 7.63.0

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1.5 pcre 8.43

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

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1.7 zlib 1.2.8

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1.8 libevent 2.0.20

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1.9 newtonsoft-json 6.0.2.16931

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1.11 curl 7.64.0

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=====

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1.12 openssl-fipscanister 1.0.2q

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1.13 openssl 1.0.2q

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```

```
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* /opt/cola/permits/1515619198_1671569425.8832202/0/tinyxml-2-6-2-1-tar-gz/tinyxml/tinyxml.cpp

*

/opt/cola/permits/1515619198_1671569425.8832202/0/tinyxml-2-6-2-1-tar-gz/tinyxml/tinyxml.h

No license file was found, but licenses were detected in source scan.

/*

www.sourceforge.net/projects/tinyxml

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*/

Found in path(s):

* /opt/cola/permits/1515619198_1671569425.8832202/0/tinyxml-2-6-2-1-tar-gz/tinyxml/tinysttr.cpp

*

/opt/cola/permits/1515619198_1671569425.8832202/0/tinyxml-2-6-2-1-tar-gz/tinyxml/tinysttr.h

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Found in path(s):

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/*

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*/

Found

in path(s):

* /opt/cola/permits/1515619198_1671569425.8832202/0/tinyxml-2-6-2-1-tar-gz/tinyxml/tinyxmlerror.cpp

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/** @mainpage

<h1> TinyXML </h1>

TinyXML is a simple, small, C++ XML parser that can be easily integrated into other programs.

<h2> What it does. </h2>

In brief, TinyXML parses an XML document, and builds from that a Document Object Model (DOM) that can be read, modified, and saved.

XML stands for "eXtensible Markup Language." It allows you to create

your own document markups. Where HTML does a very good job of marking documents for browsers, XML allows you to define any kind of document markup, for example a document that describes a "to do" list for an organizer application. XML is a very structured and convenient format. All those random file formats created to store application data can all be replaced with XML. One parser for everything.

The best place for the complete, correct, and quite frankly hard to read spec is at <http://www.w3.org/TR/2004/REC-xml-20040204/>.

An intro to XML

(that I really like) can be found at

<http://skew.org/xml/tutorial/>.

There are different ways to access and interact with XML data.

TinyXML uses a Document Object Model (DOM), meaning the XML data is parsed into a C++ objects that can be browsed and manipulated, and then written to disk or another output stream. You can also construct an XML document from scratch with C++ objects and write this to disk or another output stream.

TinyXML is designed to be easy and fast to learn. It is two headers and four cpp files. Simply add these to your project and off you go. There is an example file - xmltest.cpp - to get you started.

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TinyXML attempts to be a flexible parser, but with truly correct and compliant XML output. TinyXML should compile on any reasonably C++ compliant system. It does not rely on exceptions or RTTI. It can be compiled with or without STL support. TinyXML fully supports the UTF-8 encoding, and the first 64k character entities.

<h2> What it doesn't do. </h2>

TinyXML doesn't parse or use DTDs (Document Type Definitions) or XSLs (eXtensible Stylesheet Language.) There are other parsers out there (check out www.sourceforge.org, search for XML) that are much more fully featured. But they are also much bigger, take longer to set up in your project, have a higher learning curve, and often have a more restrictive license. If you are working with browsers or have more complete XML needs, TinyXML is not the parser for you.

The following DTD syntax will not parse at this time in TinyXML:

```
@verbatim
<!DOCTYPE Archiv [
  <!ELEMENT Comment (#PCDATA)>
]>
@endverbatim
```

because TinyXML sees this as a !DOCTYPE node with an illegally embedded !ELEMENT node. This may be addressed in the future.

```
<h2> Tutorials. </h2>
```

For

the impatient, here is a tutorial to get you going. A great way to get started, but it is worth your time to read this (very short) manual completely.

- @subpage tutorial0

```
<h2> Code Status. </h2>
```

TinyXML is mature, tested code. It is very stable. If you find bugs, please file a bug report on the sourceforge web site (www.sourceforge.net/projects/tinyxml). We'll get them straightened out as soon as possible.

There are some areas of improvement; please check sourceforge if you are interested in working on TinyXML.

```
<h2> Related Projects </h2>
```

TinyXML projects you may find useful! (Descriptions provided by the projects.)

```
<ul>
```

```
<li> <b>TinyXPath</b> (http://tinyxpath.sourceforge.net). TinyXPath is a small footprint XPath syntax decoder, written in C++.</li>
```

```
<li> <b>TinyXML++</b> (http://code.google.com/p/ticpp/). TinyXML++ is a completely new interface to TinyXML that uses MANY of the C++ strengths. Templates, exceptions, and much better error handling.</li>
```

```
</ul>
```

```
<h2>
```

```
Features </h2>
```

```
<h3> Using STL </h3>
```

TinyXML can be compiled to use or not use STL. When using STL, TinyXML uses the `std::string` class, and fully supports `std::istream`, `std::ostream`, `operator<<`, and `operator>>`. Many API methods have both `'const char*'` and

'const std::string&' forms.

When STL support is compiled out, no STL files are included whatsoever. All the string classes are implemented by TinyXML itself. API methods all use the 'const char*' form for input.

Use the compile time #define:

```
TIXML_USE_STL
```

to compile one version or the other. This can be passed by the compiler, or set as the first line of "tinyxml.h".

Note: If compiling the test code in Linux, setting the environment variable TINYXML_USE_STL=YES/NO will control STL compilation. In the Windows project file, STL and non STL targets are provided. In your project, It's probably easiest to add the line "#define TIXML_USE_STL" as the first line of tinyxml.h.

UTF-8

TinyXML supports UTF-8 allowing to manipulate XML files in any language. TinyXML also supports "legacy mode" - the encoding used before UTF-8 support and probably best described as "extended ascii".

Normally, TinyXML will try to detect the correct encoding and use it. However, by setting the value of TIXML_DEFAULT_ENCODING in the header file, TinyXML can be forced to always use one encoding.

TinyXML will assume Legacy Mode until one of the following occurs:

 If the non-standard but common "UTF-8 lead bytes" (0xef 0xbb 0xbf) begin the file or data stream, TinyXML will read it as UTF-8.

 If the declaration tag is read, and it has an encoding="UTF-8", then TinyXML will read it as UTF-8.

 If the declaration tag is read, and it has no encoding specified, then TinyXML will read it as UTF-8.

 If the declaration tag is read, and it has an encoding="something else", then TinyXML will read it as Legacy Mode. In legacy mode, TinyXML will work as it did before. It's

not clear what that mode does exactly, but old content should keep working.

 Until one of the above criteria is met, TinyXML runs in Legacy Mode.

What happens if the encoding is incorrectly set or detected? TinyXML will try to read and pass through text seen as improperly encoded. You may get some strange results or mangled characters. You may want to force TinyXML to the correct mode.

You may force TinyXML to Legacy Mode by using `LoadFile(TIXML_ENCODING_LEGACY)` or `LoadFile(filename, TIXML_ENCODING_LEGACY)`. You may force it to use legacy mode all the time by setting `TIXML_DEFAULT_ENCODING = TIXML_ENCODING_LEGACY`. Likewise, you may force it to `TIXML_ENCODING_UTF8` with the same technique.

For English users, using English XML, UTF-8 is the same as low-ASCII. You don't need to be aware of UTF-8 or change your code in any way. You can think of UTF-8 as a "superset" of ASCII.

UTF-8 is not a double byte format - but it is a standard encoding of Unicode!

TinyXML

does not use or directly support `wchar`, `TCHAR`, or Microsoft's `_UNICODE` at this time. It is common to see the term "Unicode" improperly refer to UTF-16, a wide byte encoding of unicode. This is a source of confusion.

For "high-ascii" languages - everything not English, pretty much - TinyXML can handle all languages, at the same time, as long as the XML is encoded in UTF-8. That can be a little tricky, older programs and operating systems tend to use the "default" or "traditional" code page. Many apps (and almost all modern ones) can output UTF-8, but older or stubborn (or just broken) ones still output text in the default code page.

For example, Japanese systems traditionally use SHIFT-JIS encoding.

Text encoded as SHIFT-JIS can not be read by TinyXML.

A good text editor can import SHIFT-JIS and then save as UTF-8.

The `Skew.org link` does a great job covering the encoding issue.

The test file "utf8test.xml" is an XML containing English, Spanish, Russian, and Simplified Chinese. (Hopefully they are translated correctly). The file "utf8test.gif" is a screen capture of the XML file, rendered in IE. Note that if you don't have the correct fonts (Simplified Chinese or Russian) on your system, you won't see output that matches the GIF file even if you can parse it correctly. Also note that (at least on my Windows machine) console output is in a Western code page, so that `Print()` or `printf()` cannot correctly display the file. This is not a bug in TinyXML - just an OS issue. No data is lost or destroyed by TinyXML. The console just doesn't render UTF-8.

`<h3> Entities </h3>`

TinyXML recognizes the pre-defined "character entities", meaning special characters. Namely:

`@verbatim`

`&` &

< <
> >
" "
' '
&endverbatim

These are recognized when the XML document is read, and translated to there UTF-8 equivalents. For instance, text with the XML of:

```
@verbatim  
Far &amp; Away  
&endverbatim
```

will have the Value() of "Far & Away" when queried from the TiXmlText object, and will be written back to the XML stream/file as an ampersand. Older versions of TinyXML "preserved" character entities, but the newer versions will translate them into characters.

Additionally, any character can be specified by its Unicode code point: The syntax " " or " " are both to the non-breaking space character.

<h3> Printing </h3>

TinyXML can print output in several different ways that all have strengths and limitations.

- Print(FILE*). Output to a std-C stream, which includes all C files as well as stdout.
- "Pretty prints", but you don't have control over printing options.
- The output is streamed directly to the FILE object, so there is no memory overhead in the TinyXML code.
- used by Print() and SaveFile()

- operator<<. Output to a c++ stream.
- Integrates with standart C++ iostreams.
- Outputs in "network printing" mode without line breaks. Good for network transmission and moving XML between C++ objects, but hard for a human to read.

- TiXmlPrinter. Output to a std::string or memory buffer.
- API is less concise
- Future printing options will be put here.
- Printing may change slightly in future versions as it is refined and expanded.

<h3> Streams </h3>

With TIXML_USE_STL on TinyXML supports C++ streams (operator <<,>>) streams as well as C (FILE*) streams. There are some differences that you may need to be aware of.

C style output:

- based on FILE*

- the Print() and SaveFile() methods

Generates formatted output, with plenty of white space, intended to be as human-readable as possible. They are very fast, and tolerant of ill formed XML documents. For example, an XML document that contains 2 root elements and 2 declarations, will still print.

C style input:

- based on FILE*
- the Parse() and LoadFile() methods

A fast, tolerant read. Use whenever you don't need the C++ streams.

C++ style output:

- based on std::ostream
- operator<<

Generates

condensed output, intended for network transmission rather than readability. Depending on your system's implementation of the ostream class, these may be somewhat slower. (Or may not.) Not tolerant of ill formed XML: a document should contain the correct one root element. Additional root level elements will not be streamed out.

C++ style input:

- based on std::istream
- operator>>

Reads XML from a stream, making it useful for network transmission. The tricky part is knowing when the XML document is complete, since there will almost certainly be other data in the stream. TinyXML will assume the XML data is complete after it reads the root element. Put another way, documents that are ill-constructed with more than one root element will not read correctly. Also note that operator>> is somewhat slower than Parse, due to both implementation of the STL and limitations of TinyXML.

<h3> White space </h3>

The world simply does not agree on whether white space should be kept, or condensed.

For example, pretend the '_' is a space, and look at "Hello___world". HTML, and at least some XML parsers, will interpret this as "Hello_world". They condense white space. Some XML parsers do not, and will leave it as "Hello___world". (Remember to keep pretending the _ is a space.) Others suggest that ___Hello___world__ should become Hello___world.

It's an issue that hasn't been resolved to my satisfaction. TinyXML supports the first 2 approaches. Call TiXmlBase::SetCondenseWhiteSpace(bool) to set the desired behavior. The default is to condense white space.

If you change the default, you should call `TiXmlBase::SetCondenseWhiteSpace(bool)` before making any calls to Parse XML data, and I don't recommend changing it after it has been set.

<h3> Handles </h3>

Where browsing an XML document in a robust way, it is important to check for null returns from method calls. An error safe implementation can generate a lot of code like:

```
@verbatim
TiXmlElement* root = document.FirstChildElement(
    "Document" );
if ( root )
{
    TiXmlElement* element = root->FirstChildElement( "Element" );
    if ( element )
    {
        TiXmlElement* child = element->FirstChildElement( "Child" );
        if ( child )
        {
            TiXmlElement* child2 = child->NextSiblingElement( "Child" );
            if ( child2 )
            {
                // Finally do something useful.
            }
        }
    }
}
@endverbatim
```

Handles have been introduced to clean this up. Using the `TiXmlHandle` class, the previous code reduces to:

```
@verbatim
TiXmlHandle docHandle( &document );
TiXmlElement* child2 = docHandle.FirstChild( "Document" ).FirstChild( "Element" ).Child( "Child", 1
).ToElement();
if ( child2 )
{
    // do something useful
}
@endverbatim
```

Which is much easier to deal with. See `TiXmlHandle` for more information.

<h3> Row and Column tracking </h3>

Being able to track nodes and attributes back to their origin location in source files can be very important for some applications. Additionally, knowing where parsing errors occurred in the original source can be very

time
saving.

TinyXML can track the row and column origin of all nodes and attributes in a text file. The `TiXmlBase::Row()` and `TiXmlBase::Column()` methods return the origin of the node in the source text. The correct tabs can be configured in `TiXmlDocument::SetTabSize()`.

<h2> Using and Installing </h2>

To Compile and Run `xmltest`:

A Linux Makefile and a Windows Visual C++ `.dsw` file is provided. Simply compile and run. It will write the file `demotest.xml` to your disk and generate output on the screen. It also tests walking the DOM by printing out the number of nodes found using different techniques.

The Linux makefile is very generic and runs on many systems - it is currently tested on mingw and MacOSX. You do not need to run 'make depend'. The dependencies have been hard coded.

<h3>Windows project file for VC6</h3>

- tinyxml: tinyxml library, non-STL
- tinyxmlSTL: tinyxml library, STL
- tinyXmlTest: test app, non-STL
- tinyXmlTestSTL: test app, STL

<h3>Makefile</h3>

At the top of the makefile you can set:

`PROFILE`, `DEBUG`, and `TINYXML_USE_STL`. Details (such that they are) are in the makefile.

In the `tinyxml` directory, type "make clean" then "make". The executable file 'xmltest' will be created.

<h3>To Use in an Application:</h3>

Add `tinyxml.cpp`, `tinyxml.h`, `tinyxmlerror.cpp`, `tinyxmlparser.cpp`, `tinystr.cpp`, and `tinystr.h` to your project or make file. That's it! It should compile on any reasonably

compliant C++ system. You do not need to enable exceptions or RTTI for TinyXML.

<h2> How TinyXML works. </h2>

An example is probably the best way to go. Take:

```
@verbatim
<?xml version="1.0" standalone=no>
<!-- Our to do list data -->
<ToDo>
  <Item priority="1"> Go to the <bold>Toy store!</bold></Item>
  <Item priority="2"> Do bills</Item>
</ToDo>
@endverbatim
```

Its not much of a To Do list, but it will do. To read this file (say "demo.xml") you would create a document, and parse it in:

```
@verbatim
TiXmlDocument
doc( "demo.xml" );
doc.LoadFile();
@endverbatim
```

And its ready to go. Now lets look at some lines and how they relate to the DOM.

```
@verbatim
<?xml version="1.0" standalone=no>
@endverbatim
```

The first line is a declaration, and gets turned into the TiXmlDeclaration class. It will be the first child of the document node.

This is the only directive/special tag parsed by TinyXML. Generally directive tags are stored in TiXmlUnknown so the commands wont be lost when it is saved back to disk.

```
@verbatim
<!-- Our to do list data -->
@endverbatim
```

A comment. Will become a TiXmlComment object.

```
@verbatim
<ToDo>
@endverbatim
```

The "ToDo" tag defines a TiXmlElement object. This one does not have any attributes, but does contain 2 other elements.

```
@verbatim
<Item priority="1">
@endverbatim
```

Creates another TiXmlElement which is a child of the "ToDo" element. This element has 1 attribute, with the name "priority" and the value "1".

```
@verbatim
Go to the
@endverbatim
```

A TiXmlText.
This is a leaf node and cannot contain other nodes.
It is a child of the "Item" TiXmlElement.

```
@verbatim
<bold>
@endverbatim
```

Another TiXmlElement, this one a child of the "Item" element.

Etc.

Looking at the entire object tree, you end up with:

```
@verbatim
TiXmlDocument  "demo.xml"
TiXmlDeclaration "version='1.0' "standalone=no"
TiXmlComment   " Our to do list data"
TiXmlElement   "ToDo"
  TiXmlElement "Item" Attributes: priority = 1
    TiXmlText  "Go to the "
    TiXmlElement "bold"
    TiXmlText  "Toy store!"
  TiXmlElement "Item" Attributes: priority=2
    TiXmlText  "Do bills"
@endverbatim
```

```
<h2> Documentation </h2>
```

The documentation is build with Doxygen, using the 'dox' configuration file.

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<h2> References </h2>

The World Wide Web Consortium is the definitive standard body for XML, and their web pages contain huge amounts of information.

The definitive spec: http://www.w3.org/TR/2004/REC-xml-20040204/

I also recommend "XML Pocket Reference" by Robert Eckstein and published by OReilly...the book that got the whole thing started.

<h2> Contributors, Contacts, and a Brief History </h2>

Thanks very much to everyone who sends suggestions, bugs, ideas, and encouragement. It all helps, and makes this project fun. A special thanks to the contributors on the web pages that keep it lively.

So many people have sent in bugs and ideas, that rather than list here we try to give credit due in the "changes.txt" file.

TinyXML was originally written by Lee Thomason. (Often the "I" still in the documentation.) Lee reviews changes and releases new versions, with the help of Yves Berquin, Andrew Ellerton, and the tinyXml community.

We appreciate your suggestions, and would love to know if you use TinyXML. Hopefully you will enjoy it and find it useful. Please post questions, comments, file bugs, or contact us at:

www.sourceforge.net/projects/tinyxml

Lee Thomason, Yves Berquin, Andrew Ellerton

*/

Found in path(s):

* /opt/cola/permits/1515619198_1671569425.8832202/0/tinyxml-2-6-2-1-tar-gz/tinyxml/readme.txt

1.16 log4net 1.2.11

1.16.1 Available under license :

Apache License

Version 2.0, January 2004

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