

CityEngine Third-Party Software Acknowledgments

*This document acknowledges certain third-parties
whose software is used in CityEngine and CityEngine SDK.*

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1. List of OPEN SOURCE Components

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10. C/C++ Themes (dark mode colors)

vscode-cpptools

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The OpenGL Extension Wrangler Library

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Version: 7.0

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src/jogamp/graph/geom/plane/IllegalPathStateException.java

src/jogamp/graph/geom/plane/NoninvertibleTransformException.java

src/jogamp/graph/geom/plane/PathIterator.java

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src/jogl/classes/jogamp/graph/font/typecast/ot/*
src/jogl/classes/jogamp/graph/font/typecast/ot/mac/*
src/jogl/classes/jogamp/graph/font/typecast/ot/table/*
src/jogl/classes/jogamp/graph/font/typecast/tt/engine/*

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Author: Canonical Ltd., Dalton Maag

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Version 1.0

<http://font.ubuntu.com/ufl/ubuntu-font-licence-1.0.txt>

Or within this repository: doc/licenses/ubuntu-font-licence-1.0.txt

Files:

src/jogamp/graph/font/fonts/ubuntu/*

A.5) The JOGL source tree also contains header files from NVIDIA, reflecting Cg.

Files:

make/stub_includes/cg/CG/**

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PNGJ

====

PNGJ: Java library for reading and writing PNG images.

Version 1.12 (3 Dec 2012)

<<http://code.google.com/p/pngj/>>

Author: Hernan J. Gonzalez and Shawn Hartsock

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src/jogl/classes/jogamp/opengl/util/pngj/**

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61. double-conversion

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62. OpenEXR/IlmBase/Half

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63. Apple Technical Q&A QA1361

Detecting the Debugger

https://developer.apple.com/library/content/qa/qa1361/_index.html

Sample code project: Detecting the Debugger

Version: 1.0

Abstract: Shows how to determine if code is being run under the debugger.

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64. LZ4

LZ4 - Fast LZ compression algorithm
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You can contact the author at :

- LZ4 homepage : <http://www.lz4.org>
- LZ4 source repository : <https://github.com/lz4/lz4>

65. stb

stb_image - v2.19 - public domain image loader - <http://nothings.org/stb>
no warranty implied; use at your own risk

stb_image_resize - v0.95 - public domain image resizing
by Jorge L Rodriguez (@VinoBS) - 2014
<http://github.com/nothings/stb>

stb_image_write - v1.09 - public domain - http://nothings.org/stb/stb_image_write.h
writes out PNG/BMP/TGA/JPEG/HDR images to C stdio - Sean Barrett 2010-2015
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66. pugixml

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67. Vulkan C++ examples and demos

Vulkan C++ examples and demos (dome light texture filtering)
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68. PBRT

pbprt (Hammersley Low-Discrepancy Sampling Sequence)

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69. Draco

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71. zlib

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