

# Third Party Notices - Netflix Ready Device Platform

Open Source Software	License
alsa-lib	<a href="#">LGPL 2.1</a>
astc-codec	<a href="#">Apache 2.0</a>
avutil	<a href="#">LGPL 2.1</a>
Backward-cpp	<a href="#">MIT</a>
base32	<a href="#">MIT</a>
base85	<a href="#">MIT</a>
c-ares	<a href="#">MIT</a>
Catch2	<a href="#">Boost 1.0</a>
Chromium inspector (devtools) protocol	<a href="#">BSD 3-Clause</a>
cpu_features	<a href="#">Apache 2.0</a>
curl	<a href="#">BSD-3-Clause</a> <a href="#">BSD-4-Clause-U</a> <a href="#">C</a> <a href="#">ISC</a> <a href="#">curl</a>
Dawn	<a href="#">Apache 2.0</a>
dav1d	<a href="#">BSD 2-Clause</a>
dyncall	<a href="#">ISC</a>
Expat	<a href="#">MIT</a>
Fdk-aac (HE-AAC, xHE-AAC)	<a href="#">Fraunhofer FDK</a> <a href="#">AAC Codec</a> <a href="#">Library for Android</a>

freetype	<a href="#">FreeType</a>
harfbuzz	<a href="#">Old MIT</a>
ICU	<a href="#">UNICODE, INC.</a>
Jinja	<a href="#">BSD 3-Clause</a>
jQuery	<a href="#">MIT</a>
jQuery UI	<a href="#">CC0 1.0</a>
libavcodec	<a href="#">LGPL 2.1</a>
libavif	<a href="#">BSD 2-Clause</a>
libdwarf	<a href="#">LGPL 2.1</a>
libedit	<a href="#">BSD 2-Clause</a>
libelf	<a href="#">BSD 2-Clause</a>
libjpeg-turbo	<a href="#">IJG</a> <a href="#">BSD 3-Clause</a> <a href="#">zlib</a>
libpng	<a href="#">PNG Reference Library</a>
libsamplerate	<a href="#">BSD 2-Clause</a>
libsimdpp	<a href="#">Boost 1.0</a>
libevdev	<a href="#">MIT</a>
libyuv	<a href="#">BSD 3-Clause</a>
Little CMS	<a href="#">MIT</a>
LZ4	<a href="#">BSD 2-Clause</a>
LZHAM	<a href="#">PUBLIC DOMAIN</a>
Magic Enum C++	<a href="#">MIT</a>
MarkupSafe	<a href="#">BSD 3-Clause</a>
NVIDIA Video Codec	<a href="#">NVIDIA</a> <a href="#">DesignWorks SDK</a>

Ogg Vorbis	<a href="#">BSD 3-Clause</a>
OpenGL Mathematics (GLM)	<a href="#">MIT</a>
OpenH264	<a href="#">BSD 2-Clause</a>
OPENJPEG	<a href="#">BSD 2-Clause</a>
openssl	<a href="#">Apache 2.0</a>
Opus	<a href="#">BSD 3-Clause</a>
Portable SDK for UPnP devices	<a href="#">BSD 3-Clause</a>
rJSmin	<a href="#">Apache 2.0</a>
Ryu	<a href="#">Apache 2.0</a> <a href="#">Boost 1.0</a>
Shaderc	<a href="#">Apache 2.0</a>
SPIRV-Tools	<a href="#">Apache 2.0</a>
tinfo	<a href="#">MIT</a>
Tracy Profiler	<a href="#">BSD 3-Clause</a>
unwind	<a href="#">MIT</a>
UTF8-CPP	<a href="#">Boost 1.0</a>
V8	<a href="#">BSD 3-Clause</a>
Vulkan-Headers	<a href="#">Apache 2.0</a>
WebP Codec	<a href="#">BSD 3-Clause</a>
Wslay	<a href="#">MIT</a>
xsimd	<a href="#">BSD 3-Clause</a>
zlib	<a href="#">zlib</a>
aom	<a href="#">AOM</a>
cJSON	<a href="#">cJSON</a>
D3D12MemoryAllocator	<a href="#">MIT variant</a>
dlmalloc	<a href="#">Public Domain</a>

doctest	<a href="#">MIT</a>
protobuf	<a href="#">Google</a>
widevine	<a href="#">Google</a>