

J10 追加機能編 (Netflix)

本書について

- 本書は、ソフトウェア更新で追加された以下の機能と変更について説明しています。
 - ・「Netflix」対応
 - ・「インターネット制限設定」メニューでの表示変更と仕様変更

「Netflix」対応について

- 「Netflix」サービスに対応します。
「Netflix」は、映画やTVドラマなどのエンターテインメントを観ることができるストリーミングサービスです。

「Netflix」を利用するための準備

- テレビのソフトウェアが最新バージョンであることを確認します。
 - テレビの取扱説明書を参照して、ソフトウェアのバージョンを確認します。確認したバージョンが、ホームページ (<http://www.toshiba.co.jp/regza/support/>) の「ソフトウェアダウンロード情報」でお知らせしている最新のソフトウェアのバージョン番号と一致していることを確認してください。
- テレビをインターネットに接続します。
 - インターネットへの接続方法は、テレビの取扱説明書を参照してください。
- 「Netflix」のアカウントを取得します。
 - アカウントの取得方法は、「Netflix」のホームページ (<http://www.netflix.com/jp/>) を参照してください。

「Netflix」による操作の変更・追加

- 主な操作は「Netflix」の画面に従います。
- テレビの電源が「入」のときに **NETFLIX** を押すと、「Netflix」のサービスが起動します。
- テレビの電源が「待機」のときに **NETFLIX** を押すと、直接「Netflix」のサービスが起動します。テレビのチャンネルは表示されません。
- 設定メニューの「初期設定」項目に「Netflix設定」が追加されます。「Netflix設定」項目には「ESN表示」、「ログイン設定の初期化」が含まれます。
- 「すべての初期化」を実行すると、「Netflix」のログイン設定も削除されます。

「Netflix」サービス起動中の制限

- 無操作自動電源オフ機能が無効になります。
- 一部のリモコン操作について、リモコンコード1とリモコンコード2の両方のリモコンの操作に反応します。
- 画面サイズの切替はできません。
- 光デジタル音声出力はPCMに固定されます。

「Netflix」サービス起動中に予約開始の時刻になった場合

- アラーム、視聴予約またはW録予約開始の時刻になると、「Netflix」を終了して予約を実行するか問い合わせるメッセージが表示されます。画面の説明に従って、予約を実行するか、予約をキャンセルして「Netflix」を続けるか選ぶことができます。

「Netflix」サービスが起動できない場合

- アラーム、視聴予約またはW録予約開始の時刻が近いときは「Netflix」サービスを起動することができません。
- W録中は「Netflix」サービスを起動することができません。

「Netflix」に関するその他の操作

- 「Netflix」に関するその他の操作を設定メニューからおこなうことができます。これらの操作はインターネットに接続していないときでも、操作することができます。

ESN表示

- 「ESN」は、「Netflix」サービスのために発行される機器固有のIDです。保守サービスのために必要になります。

1  を押し、▲・▼と  で「初期設定」⇒「Netflix設定」の順に進む

2 ▲・▼で「ESN表示」を選び、 を押す
ESN情報が表示されます。

ログイン設定の初期化

1  を押し、▲・▼と  で「初期設定」⇒「Netflix設定」の順に進む

「Netflix」対応について つづき

2 ▲・▼で「ログイン設定の初期化」を選び、を押す

3 ◀▶で「はい」を選び、を押す
ログイン設定が初期化されます。

「インターネット制限設定」メニューでの表示変更と仕様変更

- 「インターネット制限設定」メニュー内の「ブラウザ制限設定」が「ネットワークサービス制限設定」に変更されます。名称のみの変更のため、機能については従来と同様で変更ありません。
- 『「ネットワークサービス制限設定(旧称：ブラウザ制限設定)」を「制限する』と『「レグザ版あんしんねっと設定」を「使用する』』の設定は、どちらか一方しかできませんでしたが、両方同時に設定することができるようになります。

変更の該当箇所

- 付属の取扱説明書では、以下のページの記載が該当します。
 - ・104ページ「クラウドサービスの基本操作」
 - ・127ページ「インターネットの利用を制限する」
 - ・130ページ「設定メニュー一覧」
 - ・162ページ「さくいん」
- 以降に、上記取扱説明書での該当記載箇所を「ネットワークサービス制限設定」に変更した記載を、ページごとに掲載します。(文言を変更した箇所は赤字で、削除した箇所は赤字で示します)

104ページ(変更箇所は赤字で示しています)

クラウドサービスの基本操作

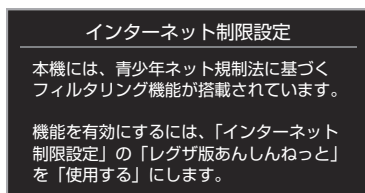
1 クラウドメニューを押す

- クラウドサービスの画面が表示されます。
- クラウドメニューの操作や項目などについては、画面に表示される「クラウド操作ガイド」やホームページ(<http://timeon.jp/>)をご覧ください。

2 ▲・▼・◀・▶でお好みのクラウドサービスを選んで決定を押す

はじめて使用するとき

- 「インターネット制限設定」127が未設定の場合、一部の機能をはじめて利用する際に、「インターネット制限設定」の説明画面が表示されます。



1 画面の説明を読み、決定を押す

- 説明画面が消えます。

2 暗証番号の入力画面が表示された場合は、1～10(0)で入力する

- 暗証番号の入力画面は、「ネットワークサービス制限設定(旧称：ブラウザ制限設定)」127を「制限する」に設定している場合に表示されます。

閲覧制限の説明画面が表示されたとき

- 「レグザ版あんしんねっと設定」127で「閲覧設定」をしている場合、設定した制限レベルを超えるサイトにアクセスすると、閲覧制限の説明画面が表示されます。

1 画面の説明を読み、決定を押す

- 前のページに戻ります。

一時的に閲覧制限を変更するとき

1 サブメニューを押す

2 ▲・▼で「閲覧制限一時変更」を選び、決定を押す

3 1～10(0)暗証番号を入力する

- 「暗証番号の設定」126で設定した暗証番号を入力します。
- 閲覧制限が解除されます。
- 制限が解除された状態は、対象のサービスを終了するまで継続されます。
- 利用中に再び閲覧制限を有効にする場合は、サブメニューを押して「閲覧制限再設定」を選びます。

3 見たい項目を▲・▼・◀・▶で選び、決定を押す

4 クラウドサービスを終了するには、終了を押す

- 確認のメッセージが表示されたら、◀・▶で「はい」を選んで、決定を押します。



- クラウドサービスの名称およびサービス内容は、予告なく変更・終了する場合があります。
- クラウドサービスの利用アプリやネットサービスによっては、事前に利用者登録などが必要なサービスがあります。
- ご利用の回線業者やプロバイダーが採用している接続方式・契約約款によっては、サービスを利用できない場合があります。
- クラウドサービスの利用できるアプリやネットサービス提供者が提供するサービスやコンテンツに関して当社は一切の責任を負いません。
- クラウドサービスの内容は録画することはできません。
- クラウドメニューを押してもクラウドサービスの画面が表示されない場合は、終了を2秒以上押してから、クラウドメニューを押します。
- 終了を2秒以上押すと、クラウドサービス終了後再読み込みが行われ、クラウドメニューを押すと再読み込み後の画面が表示されます。

「インターネット制限設定」メニューでの表示変更と仕様変更 つづき

127ページ(変更箇所は赤字、削除箇所は赤枠で示しています)

インターネットの利用を制限する

- ネットワークサービスを使用する際に、青少年を有害サイトから保護することを意図した以下の閲覧制限機能を使用することができます。
- 「レグザ版あんしんねっと」のフィルタリングによるアクセス制限(プロキシ制限機能)と、アクセス先にかかわらずブラウザ起動時にパスワードで利用を制限する機能(パスワードロック機能)の2種類があります。
- 暗証番号を設定していない場合は、先に前ページの手順で暗証番号を設定します。

レグザ版あんしんねっと設定(プロキシ制限機能)

- 閲覧できるサイトを制限することができます。

1 を押し、▲・▼と で「機能設定」
⇒「放送・インターネット制限設定」⇒「インターネット制限設定」の順に進む

- 暗証番号の入力画面になります。

2 1 ~ 10 (0) で暗証番号を入力する

3 ▲・▼で「レグザ版あんしんねっと設定」を選び、 を押す

4 ▲・▼で「レグザ版あんしんねっと」を選び、 を押す

5 ▲・▼で「使用する」または「使用しない」を選び、 を押す

- 「使用しない」に設定した場合は、 を押します。

6 「ご利用上の注意」を読み、同意する場合は◀▶で「はい」を選んで を押す

- 「いいえ」を選択した場合は、 を押します。

7 ▲・▼で「閲覧設定」を選び、 を押す

8 制限するレベルを▲・▼で選び、 を押す

- 設定するレベルに応じて、それぞれ以下のサイトの閲覧が制限されます。
- 小学生以下……有害サイト、ウェブメール、掲示板、チャット、ブログ、ショッピング
- 中学生……有害サイト、ウェブメール、掲示板、チャット
- 高校生……有害サイトのみ
- 大人……フィッシング詐欺サイトのみ

※ インターネットの利用時に、パスワードを使って一時的に閲覧設定を「大人」に変更することができます。詳しくは、「一時的に閲覧制限を変更するとき」 をご覧ください。

「レグザ版あんしんねっと」について

「レグザ版あんしんねっと」はYahoo! JAPANが運営する「Yahoo!あんしんねっと」のフィルタリング用URLデータベースを使用したサービスです。

有害サイトの判定にあたっては、利用者がリクエストしたURL情報がYahoo! JAPANに送付されることをあらかじめご了承ください。(Yahoo! JAPANのプライバシーの考え方については、<http://privacy.yahoo.co.jp/> をご参照ください)

※ 本サービスは予告なく変更・終了する場合があります。

ネットワークサービス制限設定(旧称: ブラウザ制限設定)(パスワードロック機能)

- ネットワークサービスを使用する際に、暗証番号の入力が必要となるように設定することができます。

1 を押し、▲・▼と で「機能設定」
⇒「放送・インターネット制限設定」⇒「インターネット制限設定」の順に進む

- 暗証番号の入力画面になります。

2 1 ~ 10 (0) で暗証番号を入力する

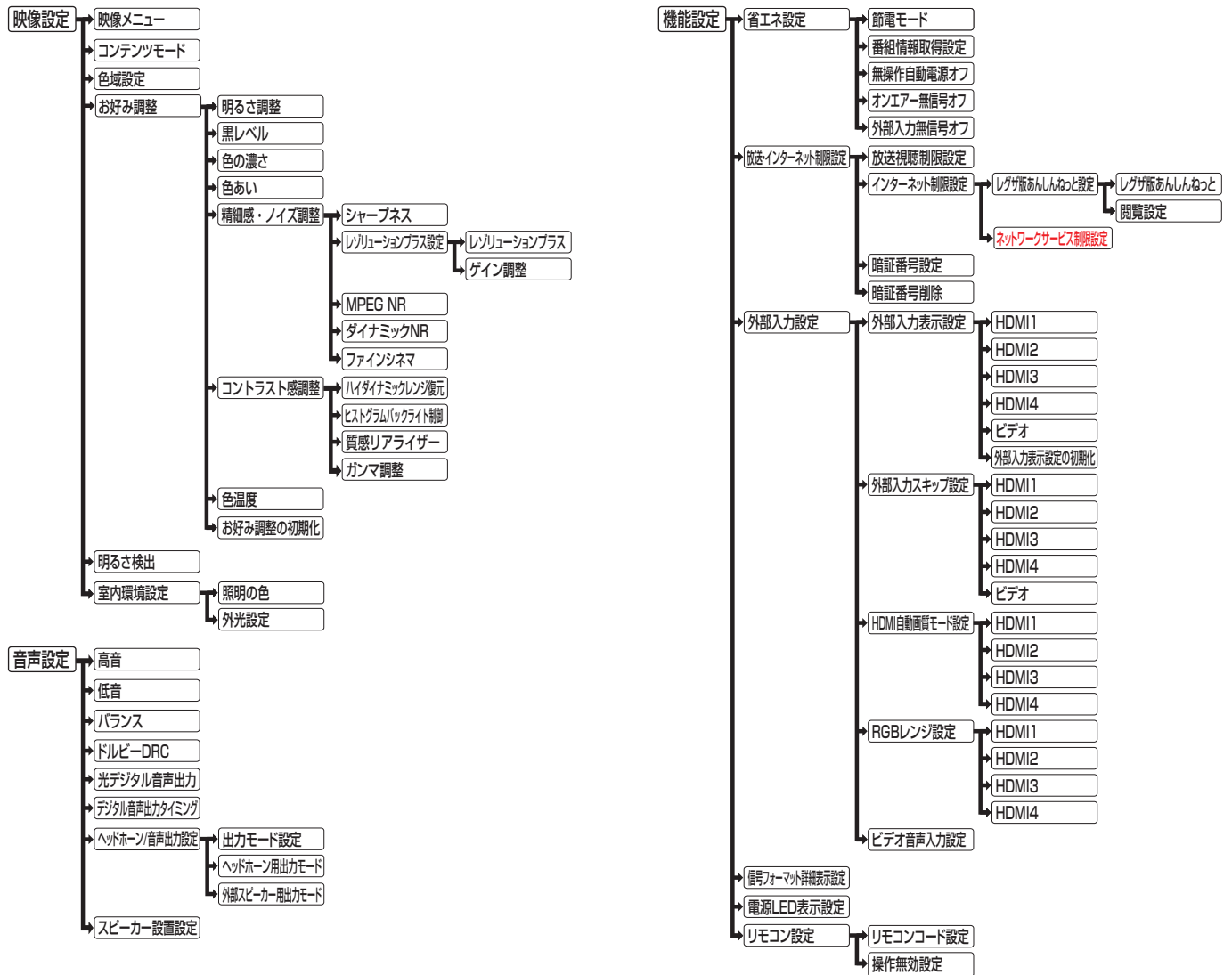
3 ▲・▼で「ネットワークサービス制限設定(旧称: ブラウザ制限設定)」を選び、 を押す

4 ▲・▼で「制限する」または「制限しない」を選び、 を押す

- 制限する……ネットワークサービスを起動したときに、暗証番号の入力が必要です。
- 制限しない……暗証番号入力不要です。

「インターネット制限設定」メニューでの表示変更と仕様変更 つづき

130ページ(変更箇所は赤字で示しています)



「インターネット制限設定」メニューでの表示変更と仕様変更 つづき

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「Netflix」で使われるソフトウェアのライセンス情報

「Netflix」に組み込まれたソフトウェアは、複数の独立したソフトウェアコンポーネントで構成され、個々のソフトウェアコンポーネントは、それぞれに東芝または第三者の著作権が存在します。

「Netflix」は、第三者が規定したエンドユーザーライセンスアグリーメントあるいは著作権通知(以下、「EULA」といいます)に基づきフリーソフトウェアとして配布されるソフトウェアコンポーネントを使用しております。

「EULA」の中には、実行形式のソフトウェアコンポーネントを配布する条件として、当該コンポーネントのソースコードの入手を可能にするよう求めているものがあります。当該「EULA」の対象となるソフトウェアコンポーネントに関しては、以下のホームページをご覧くださいようお願いいたします。

ホームページアドレス
www.toshiba.co.jp/regza/LZ1/eula/

また、「Netflix」のソフトウェアコンポーネントには、東芝自身が開発もしくは作成したソフトウェアも含まれており、これらソフトウェア及びそれに付帯したドキュメント類には、東芝の所有権が存在し、著作権法、国際条約条項及び他の準拠法によって保護されています。「EULA」の適用を受けない東芝自身が開発もしくは作成したソフトウェアコンポーネントは、ソースコード提供の対象とはなりませんのでご了承ください。

ただし、「EULA」に基づいて配布されるソフトウェアコンポーネントには、著作権者または弊社を含む第三者の保証がないことを前提に、お客様がご自身でご利用になられることが認められるものがあります。この場合、当該ソフトウェアコンポーネントは無償でお客様に使用許諾されますので、適用法令の範囲内で、当該ソフトウェアコンポーネントの保証は一切ありません。著作権やその他の第三者の権利等については、一切の保証がなく、「as is」(現状)の状態で、かつ、明示か黙示であるかを問わず一切の保証をつけないで、当該ソフトウェアコンポーネントが提供されます。ここでいう保証とは、市場性や特定目的適合性についての黙示の保証も含まれますが、それに限定されるものではありません。当該ソフトウェアコンポーネントの品質や性能に関するすべてのリスクはお客様が負うものとします。また、当該ソフトウェアコンポーネントに欠陥があるとわかった場合、それに伴う一切の派生費用や修理・訂正に要する費用は、東芝は一切の責任を負いません。適用法令の定め、又は書面による合意がある場合を除き、著作権者や上記許諾を受けて当該ソフトウェアコンポーネントの変更・再配布を為し得る者は、当該ソフトウェアコンポーネントを使用したこと、又は使用できないことに起因する一切の損害についてなんらの責任も負いません。著作権者や第三者が、そのような損害の発生する可能性について知らされていた場合でも同様です。なお、ここでいう損害には、通常損害、特別損害、偶発損害、間接損害が含まれます(データの消失、又はその正確さの喪失、お客様や第三者が被った損失、他のソフトウェアとのインタフェースの不適合化等も含まれますが、これに限定されるものではありません)。当該ソフトウェアコンポーネントの使用条件や遵守いただかなければならない事項等の詳細は、各「EULA」をお読みください。

「Netflix」に組み込まれた「EULA」の対象となるソフトウェアコンポーネントは、以下のとおりです。これらソフトウェアコンポーネントをお客様自身でご利用いただく場合は、対応する「EULA」をよく読んでから、ご利用くださるようお願いいたします。なお、各「EULA」は東芝以外の第三者による規定であるため、原文(英文)を記載します。

「Netflix」で使われるフリーソフトウェアコンポーネントに関するエンドユーザーライセンスアグリーメント原文(英文)

対応ソフトウェアモジュール		対応ソフトウェアモジュール		対応ソフトウェアモジュール	
JavaScriptCore	Exhibit A	Linux Kernel	Exhibit G	libc-areas	Exhibit M
Livexpat	Exhibit B	DirectFB	Exhibit H	OpenSSL	Exhibit N
libmng	Exhibit C	libcurl	Exhibit I	Zlib	Exhibit O
libogg	Exhibit D	libjpeg	Exhibit J	mongoose	Exhibit P
libvorbis	Exhibit E	libpng	Exhibit K	libupnp	Exhibit Q
Libwebp	Exhibit F	libfreetype	Exhibit L		

「Netflix」で使われるフリーソフトウェアコンポーネントに関する エンドユーザーライセンスアグリーメント原文(英文)

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This library's function is primarily to read and display MNG animations. It is not meant as a full-featured image-editing component! It does however offer creation and editing functionality at the chunk level. (future modifications may include some more support for creation and/or editing)

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<signature of Ty Coon>, 1 April 1990

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The Independent JPEG Group's JPEG software

README for release 6b of 27-Mar-1998

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Serious users of this software (particularly those incorporating it into larger programs) should contact IJG at jpeg-info@uunet.uu.net to be added to our electronic mailing list. Mailing list members are notified of updates and have a chance to participate in technical discussions, etc.

This software is the work of Tom Lane, Philip Gladstone, Jim Boucher, Lee Crocker, Julian Mingullon, Luis Ortiz, George Phillips, Davide Rossi, Guido Vollbeding, Ge' Wajlers, and other members of the Independent JPEG Group.

IJG is not affiliated with the official ISO JPEG standards committee.

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.
RELATED SOFTWARE	Other stuff you should get.
FILE FORMAT WARS	Software "not" to get.
TO DO	Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

install.doc	How to configure and install the IJG software.
usage.doc	Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
*.1	Unix-style man pages for programs (same info as usage.doc).
wizard.doc	Advanced usage instructions for JPEG wizards only.
change.log	Version-to-version change highlights.

Programmer and internal documentation:

libjpeg.doc	How to use the JPEG library in your own programs.
example.c	Sample code for calling the JPEG library.
structure.doc	Overview of the JPEG library's internal structure.
filelist.doc	Road map of IJG files.
codertules.doc	Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful 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 compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images. JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

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. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. 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.

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.

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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, ltconfig, ltmain.sh). Another support script, install.sh, is copyright by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

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

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REFERENCES

We highly 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 ACM issue handy, a PostScript file containing a revised version of Wallace's article is available at <http://ftp.uu.net/graphics/jpeg/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 ACM, 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...

The best full 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). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging \$95 for Part 1 and \$47 for Part 2, plus 7% shipping/handling. The 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.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

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. A copy of the JFIF spec is available from:

Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at <http://ftp.uu.net/graphics/jpeg/jfif.ps.gz>. There is also a plain text version at <http://ftp.uu.net/graphics/jpeg/jfif.txt.gz>, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from <http://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 IJG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from ftp.sgi.com or from <http://ftp.uu.net/graphics/jpeg/>. 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. libtiff is available from <http://ftp.sgi.com/graphics/tiff/>.

ARCHIVE LOCATIONS

The "official" archive site for this software is ftp.uu.net (Internet address 192.48.96.9). The most recent released version can always be found there in directory [graphics/jpeg](http://ftp.uu.net/graphics/jpeg/). This particular version will be archived as [ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz](http://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz). If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only ftp.uu.net is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (<http://ftp.simtel.net/pub/simtelnet/msdos/graphics/>), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the ftp.uu.net release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups comp.graphics.misc, news.answers, and other groups.

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: http://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/](http://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 with body
send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2

RELATED SOFTWARE

Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBMPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably <http://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/>. Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from <http://havefun.stanford.edu/pub/jpeg/>. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

FILE FORMAT WARS

Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF.

SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

TO DO

The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

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July 23, 2015

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- o freetype@nongnu.org

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- o freetype-devel@nongnu.org

Discusses bugs, as well as engine internals, design issues, specific licenses, porting, etc.

Our home page can be found at <http://www.freetype.org>

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

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Jean-loup Gailly jloup@gzip.org

Mark Adler madler@alumni.caltech.edu

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