

## GUI Composer v2 Manifest

2020-01-10

Manifest ID - SRAS00007537

### Legend

(explanation of the fields in the Manifest Table below)

<b>Software Name</b>	The name of the application or file
<b>Version</b>	Version of the application or file
<b>License Type</b>	Type of license(s) under which TI will be providing software to the licensee (e.g. BSD-3-Clause, GPL-2.0, TI TSPA License, TI Commercial License). The license could be under Commercial terms or Open Source. See Open Source Reference License Disclaimer in the Disclaimers Section. Whenever possible, TI will use an <a href="#">SPDX Short Identifier</a> for an Open Source License. TI Commercial license terms are not usually included in the manifest and are conveyed through a variety of means such as a clickwrap license upon install, a signed license agreement and so forth.
<b>Location</b>	The directory name and path on the media or a specific file where the Software is located. Typically fully qualified path names are not used and instead the relevant top level directory of the application is given. A notation often used in the manifests is [as installed]/directory/*. Note that the asterisk implies that all files under that directory are licensed as the License Type field denotes. Any exceptions to this will generally be denoted as [as installed]/directory/* except as noted below which means as shown in subsequent rows of the manifest.
<b>Delivered As</b>	This field will either be "Source", "Binary" or "Source and Binary" and is the primary form the content of the Software is delivered in. If the Software is delivered in an archive format, this field applies to the contents of the archive. If the word Limited is used with Source, as in "Limited Source" or "Limited Source and Binary" then only portions of the Source for the application are provided.
<b>Modified by TI</b>	This field will either be "Yes" or "No". A "Yes" means TI has made changes to the Software. A "No" means TI has not made any changes. Note: This field is not applicable for Software "Obtained from" TI.
<b>Obtained from</b>	This field specifies from where or from whom TI obtained the Software. It may be a URL to an Open Source site, a 3 <sup>rd</sup> party licensor, or TI. See Links Disclaimer in the Disclaimers Section.

Disclaimers

Export Control Classification Number (ECCN)

Any use of ECCNs listed in the Manifest is at the user’s risk and without recourse to TI. Your company, as the exporter of record, is responsible for determining the correct classification of any item at the time of export. Any export classification by TI of Software is for TI’s internal use only and shall not be construed as a representation or warranty regarding the proper export classification for such Software or whether an export license or other documentation is required for exporting such Software

Links in the Manifest

Any links appearing on this Manifest (for example in the “Obtained from” field) were verified at the time the Manifest was created. TI makes no guarantee that any listed links will remain active in the future.

Open Source License References

Your company is responsible for confirming the applicable license terms for any open source Software listed in this Manifest that was not “Obtained from” TI. Any open source license specified in this Manifest for Software that was not “Obtained from” TI is for TI’s internal use only and shall not be construed as a representation or warranty regarding the proper open source license terms for such Software.

Export Information

ECCN for Software included in this release:

Publicly Available

GUI Composer v2 Manifest Table

See the Legend above for a description of these columns.

Software Name	Version	License Type	Delivered As	Modified by TI		
Node webkit	0.47	See Credits.html in node-webkit folder.	Binary and Source	No	Location	node-w Source SRC.zi
					Obtained from	https://i
Boost	1.59	BSL-1.0	Binary	No	Location	HostOS
					Obtained from	http://w
Mozilla XPCOM	1.9	MPL-1.1	Binary	Yes	Location	HostOS
					Obtained from	http://w
DebugServer and device support files	10.1.0.2076	TI Text File	Binary	No	Location	HostOS
					Obtained from	TI
Emulation components	9.2.0.00002	TI Text File	Binary	No	Location	HostOS
					Obtained from	TI
FTDI Driver (Windows)	2.08.14	FTDI License	Binary	No	Location	HostOS
					Obtained from	http://w
					Location	HostOS

Software Name	Version	License Type	Delivered As	Modified by TI	Obtained from	http://w
					Location	Deskdt
libUSB	0.1.12	LGPL-2.1-only	Binary	No	Obtained from	http://w
					Location	Deskdt
Microsoft Visual C Runtime Libraries	MSVC120, MSVC140	Microsoft Redistributable	Binary	No	Obtained from	C:\Win
					Location	www.m
Dpinst	2.1	MS Windows Driver Kit License	Binary	No	Obtained from	HostOS
					Location	www.m
Google Breakpad		BSD-3-Clause	Binary	No	Obtained from	HostOS
					Location	https://h
Xerces	2.8	Apache-2.0	Binary	No	Obtained from	HostOS
					Location	http://xe
Expat	2.0.1	MIT	Binary	No	Obtained from	HostOS
					Location	http://e:
Websocket library	0.6.0	BSD-3-Clause	Binary	No	Obtained from	Deskdt
					Location	http://w
JSON Library	1.6.5	MIT	Binary	No	Obtained from	Deskdt
					Location	https://g
Dinfra	18.12	TI Text File	Source	Yes	Obtained from	dinfra- l
					Location	TI
Ticloudagent	20.06	TI Text File	Binary	Yes	Obtained from	Ticloud
					Location	TI
Python Interpreter	2.7.13	Python-2.0	Binary	No	Obtained from	Deskdt
					Location	https://h
Python serial library	3.2.1	BSD-3-Clause	Binary	No	Obtained from	Deskdt
					Location	ttps://py
Polymer	1.10.1	BSD-2-Clause	Binary and Source	No	Obtained from	Cloud,
					Location	https://h
					Obtained from	\compo
					Location	

plotly.js	1.29.3	MIT	Source	Yes	Obtained from	https://g
Software Name	Version	License Type	Delivered As	Modified by TI		
					Location	\compo
Plotly.js	1.41.3	MIT	Source	Yes	Obtained from	https://g
Flot	0.8.2	MIT	Source	No	Location	compo
					Obtained from	https://g
Xtermjs	4.3.0	MIT	Source	No	Location	Cloud,
					Obtained from	https://g
StreamSaver.js	1.0.1	MIT	Source	Yes	Location	Cloud,
					Obtained from	https://g
Monaco – Editor	0.13.1	MIT	Source	No	Location	Cloud,
					Obtained from	https://g
mark-down	1.0.0	MIT	Source	No	Location	Cloud,
					Obtained from	https://g
paho-mqtt	1.0.0	EPL	Source	No	Location	Cloud,
					Obtained from	https://g
Font-Awesome	4.7.0	Font Awesome Free License	Source	No	Location	Cloud,
					Obtained from	https://g
abbrev	1.0.5	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
ansi-regex	1.1.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
ansi-styles	2.0.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
ansi	0.3.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
archiver	0.5.2	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
asn1	0.1.11	MIT	Binary and	No	Location	Cloud I
					Obtained	https://g

Software Name	Version	License Type	Source Delivered	Modified	from	https://g
			As Binary	by TI	Location	Cloud I
assert-plus	0.1.5	MIT	and Source	No	Obtained from	https://g
assertion-error	1.0.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
async	1.4.2	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
aws-sign2	0.5.0	Apache	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
balanced-match	0.2.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
big-integer	1.6.19	Unlicense	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
binary	0.3.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
bindings	1.2.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
bl	1.0.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
block-stream	0.0.7	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
bluebird	3.4.7	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
boom	2.7.0	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
brace-expansion	1.1.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
buffer-crc32	0.2.5	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g

Software Name buffer-indexof- polyfill	Version 1.0.1	License Type MIT	Delivered As Binary and Source	Modified by TI No	Location	Cloud I
					Obtained from	https://g
buffer-shims	1.0.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
buffers	0.1.1	Custom: <a href="http://github.com/substack/node-bufferlist">http://github.com/substack/node-bufferlist</a>	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
bufferutil	1.2.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
caseless	0.9.0	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
chai	1.10.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
chainsaw	0.1.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
chalk	1.0.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
colors	1.0.3	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
combined-stream	0.0.7	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
commander	2.7.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
commist	1.0.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
compress- commons	0.3.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
concat-map	0.0.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g

Software Name	Version	License Type	Delivered as Source	Modified by TI	Location	Cloud I
					Obtained from	https://g
core-util-is	1.0.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
crc32-stream	0.3.4	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
cryptiles	2.0.4	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
cycle	1.0.3	Custom: https://github.com/douglascrockford/JSON-js	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
debug	2.2.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
deep-eql	0.1.3	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
defined	0.0.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
delayed-stream	0.0.5	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
depd	1.0.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
destroy	1.0.3	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
diff	1.0.2	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
dom-serializer	0.1.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
domelementtype	1.3.0	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
			Binary		Location	Cloud I

domhandler Software Name	2.3.0 Version	BSD License Type	Delivered As	Modified by TI	Obtained from	https://g
domutils	1.5.1	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
duplexer2	0.1.4	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
duplexer	0.1.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
duplexify	3.4.2	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
ee-first	1.1.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
ee-first	1.1.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
end-of-stream	1.1.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
entities	1.1.1	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
escape-html	1.0.2	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
escape-string- regexp	1.0.3	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
etag	1.7.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
event-stream	3.0.20	Custom: https://secure.travis-ci.org/dominictarr/event-stream.png	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
eventemitter3	1.1.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
eyes	0.1.8	MIT	Binary and	No	Location	Cloud I
					Obtained from	



Software Name	Version	License Type	Delivered As	Modified by TI	Obtained from	undefined
					Location	Cloud E
file-utils	0.1.5	MIT	Binary and Source	No	Obtained from	https://g
findup-sync	0.1.3	MIT	Binary and Source	No	Location	Cloud E
					Obtained from	https://g
forever-agent	0.6.1	Apache	Binary and Source	No	Location	Cloud E
					Obtained from	https://g
form-data	0.2.0	MIT	Binary and Source	No	Location	Cloud E
					Obtained from	https://g
fresh	0.3.0	MIT	Binary and Source	No	Location	Cloud E
					Obtained from	https://g
from	0.1.3	MIT	Binary and Source	No	Location	Cloud E
					Obtained from	https://g
fstream	1.0.11	ISC	Binary and Source	No	Location	Cloud E
					Obtained from	https://g
generate-function	2.0.0	MIT	Binary and Source	No	Location	Cloud E
					Obtained from	https://g
generate-object-property	1.1.1	MIT	Binary and Source	No	Location	Cloud E
					Obtained from	https://g
get-stdin	4.0.1	MIT	Binary and Source	No	Location	Cloud E
					Obtained from	https://g
glob	3.2.11	BSD	Binary and Source	No	Location	Cloud E
					Obtained from	https://g
graceful-fs	3.0.6	BSD	Binary and Source	No	Location	Cloud E
					Obtained from	https://g
graceful-readlink	1.0.1	MIT	Binary and Source	No	Location	Cloud E
					Obtained from	https://g
growl	1.7.0	MIT	Binary and Source	No	Location	Cloud E
					Obtained from	undefined

Software Name	Version	License Type	Source Delivered As	Modified by TI	from Location	
har-validator	1.6.1	MIT	Binary and Source	No	Obtained from	https://g
has-ansi	1.0.3	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
hawk	2.3.1	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
help-me	0.1.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
hoek	2.12.0	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
htmlparser2	3.8.3	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
http-errors	1.3.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
http-proxy	1.11.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
http-signature	0.10.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
iconv-lite	0.2.11	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
indexof	0.0.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	undefin
inflight	1.0.4	ISC	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
inherits	2.0.1	ISC	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
is-my-json-valid	2.10.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g

Software Name is-property	Version 1.0.2	License Type MIT	Delivered As Binary and Source	Modified by TI No	Location	Cloud I
					Obtained from	https://g
is-typedarray	1.0.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
isarray	1.0.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
isbinaryfile	0.1.9	Custom: http://stackoverflow.com/questions/899206/how-does-perl-know-a-file-is-binary	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
isstream	0.1.2	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
jade	0.26.3	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
json-stringify-safe	5.0.0	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
jsonpointer	1.1.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
lazystream	0.1.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
leven	1.0.2	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
listenercount	1.0.1	ISC	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
lodash	3.10.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
lru-cache	2.5.2	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
map-stream	0.0.6	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
					Location	Cloud I

Software Name	Version	MIT License Type	Binary Delivered and As Source	Modified No by TI	Location	Cloud I
					Obtained from	https://g
mime-db	1.8.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
mime-types	2.0.10	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
mime	1.3.4	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
minimatch	2.0.4	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
minimist	1.2.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
mkdirp	0.5.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
mocha	1.11.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
mqtt-connection	2.1.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
mqtt-packet	3.4.4	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
mqtt	1.4.3	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
ms	0.7.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
nan	2.1.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
node-int64	0.4.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
			Binary		Location	Cloud I

node-uuid Software Name	1.4.3 Version	MIT License Type	and Delivered Source As	No Modified by TI	Obtained from	https://g
nopt	2.2.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
npmlog	0.1.1	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
nw-gyp	0.12.4	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
oauth-sign	0.6.0	Apache	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
object-assign	4.1.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
object-keys	0.5.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
on-finished	2.3.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
once	1.3.1	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
opn	4.0.2	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
optimist	0.6.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
options	0.0.6	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
osenv	0.1.0	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
parseurl	1.3.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
path-is-absolute	1.0.0	MIT	Binary and	No	Location	Cloud I
					Obtained	

Software Name	Version	License Type	Source Delivered	Modified	from	https://g
			As Binary	by TI	Location	Cloud I
pause-stream	0.0.11	MIT	and Source	No	Obtained from	https://g
pinkie-promise	2.0.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
pinkie	2.0.4	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
pkginfo	0.3.0	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
process-nexttick-args	1.0.7	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
pump	1.0.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
punycode	1.3.2	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
q	1.0.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
qs	2.4.1	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
range-parser	1.0.2	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
readable-stream	2.1.5	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
reduplexer	1.1.0	ISC	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
request	2.55.0	Apache	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
requires-port	0.0.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g

Software Name	Version	License Type	Delivered as Binary and Source	Modified by TI	Location	Cloud Location
rimraf	2.3.2	MIT	Binary and Source	No	Obtained from	https://github.com/isaacs/rimraf
seaport	2.0.9	MIT	Binary and Source	No	Location	Cloud Location
					Obtained from	https://github.com/isaacs/seaport
secure-peer	0.2.1	MIT	Binary and Source	No	Location	Cloud Location
					Obtained from	https://github.com/isaacs/secure-peer
semver	2.2.1	BSD	Binary and Source	No	Location	Cloud Location
					Obtained from	https://github.com/npm/node-semver
send	0.13.0	MIT	Binary and Source	No	Location	Cloud Location
					Obtained from	https://github.com/pillarjs/send
serve-static	1.10.0	MIT	Binary and Source	No	Location	Cloud Location
					Obtained from	https://github.com/expressjs/serve-static
setimmediate	1.0.5	MIT	Binary and Source	No	Location	Cloud Location
					Obtained from	https://github.com/feross/setimmediate
sigmund	1.0.0	BSD	Binary and Source	No	Location	Cloud Location
					Obtained from	https://github.com/isaacs/sigmund
sntp	1.0.9	BSD	Binary and Source	No	Location	Cloud Location
					Obtained from	https://github.com/isaacs/sntp
spec-xunit-file	0.0.1-1	MIT	Binary and Source	No	Location	Cloud Location
					Obtained from	https://github.com/isaacs/spec-xunit-file
split	0.3.3	MIT	Binary and Source	No	Location	Cloud Location
					Obtained from	https://github.com/isaacs/stream-split
stack-trace	0.0.9	MIT	Binary and Source	No	Location	Cloud Location
					Obtained from	https://github.com/isaacs/stack-trace
statuses	1.2.1	MIT	Binary and Source	No	Location	Cloud Location
					Obtained from	https://github.com/jshttp/statuses
stream-combiner	0.0.4	MIT	Binary and Source	No	Location	Cloud Location
					Obtained from	https://github.com/isaacs/stream-combiner

Software Name string_decoder	Version 0.10.31	License Type MIT	Disturbed As	Modified By TI	Location	Cloud I
					Obtained from	https://g
stringstream	0.0.4	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
strip-ansi	2.0.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
supports-color	1.3.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
tar-fs	1.8.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
tar-stream	1.2.2	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
tar	0.1.20	BSD	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
through2	0.6.5	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
through	1.1.2	MIT	Binary and Source	No	Location	Cloud I
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through	2.3.8	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
tough-cookie	0.12.1	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
traverse	0.3.9	MIT	Binary and Source	No	Location	Cloud I
					Obtained from	https://g
tunnel-agent	0.4.0	Apache	Binary and Source	No	Location	Cloud I
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typedarray	0.0.6	MIT	Binary and Source	No	Location	Cloud, https://github.com/
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c. Device Simulation Framework. One user may install and use any number of copies of the Device Simulation Framework on your devices for the sole purpose of testing the interoperability of your devices, drivers and firmware with Windows. For the avoidance of doubt, the Device Simulation Framework shall not be used for testing software you have designed and developed using a software development kit other than the Windows Driver Kit.

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? Sample Code. You may modify, copy and distribute only in object code form the sample code found in the SRC directory of the Windows Driver Kit, except that you may also modify, copy, and distribute in source code form the sample code listed in the SAMPLES.TXT file.

? Third Party Distribution. You may permit distributors of your programs to copy and distribute the Distributable Code as part of those programs.

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\*\*\*\*\* Third Party Distribution. You may permit distributors of your programs to copy and distribute the Distributable Code as part of those programs.

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EULAID: VS2013\_RTM\_PREM.1\_ENU

Distributable Code for Microsoft Visual Studio 2013 and Microsoft Visual Studio 2013 SDK (Includes Utilities & BuildServer Files)

On this Page:

\* Distributable Code Files for Visual Studio 2013 Ultimate, Visual Studio Premium 2013, and Visual Studio Professional 2013

\* Distributable Code Files for the Concurrency Visualizer Software Development Kit

\* Distributable Code Files for Visual Studio 2013 SDK

\* List of Utilities for Visual Studio 2013

\* List of Build Server Files for Visual Studio 2013

Distributable Code Files for Visual Studio Ultimate 2013, Visual Studio Premium 2013, and Visual Studio Professional 2013 editions

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Microsoft Azure:

Source

MobileServices.js

MobileServices.min.js

Object Code

Microsoft.WindowsAzure.Mobile.dll,

Microsoft.WindowsAzure.Mobile.resources.dll,

Microsoft.WindowsAzure.Mobile.UI.dll, and

Microsoft.WindowsAzure.Ext.dll

Blend and XAML Designers for Visual Studio:

Blend Project and Item Templates for Visual Studio

C:\Program Files (x86)\Microsoft Visual Studio 12.0\Blend\ProjectTemplates

C:\Program Files (x86)\Microsoft Visual Studio 12.0\Blend\ItemTemplates

Blend Fonts for Visual Studio

Buxton Sketch font, SketchFlow Print font, and SegoeMarker font.

Blend Sketch Styles and Simple Styles for Visual Studio

C:\Program Files (x86)\Microsoft Visual Studio 12.0\Blend\AppThemes\

Contents under: \MSBuild\Microsoft\Expression\Blend\Silverlight\

Target files and a .dll for subsettext

Contents under: \MSBuild\Microsoft\Expression\Blend\NETFramework

Target files and a .dll for subsettext

Behaviors Runtime for HTML

.JS files under C:\Program Files (x86)\Microsoft Visual Studio 12.0\Blend\Libraries\HTML\

Behaviors Runtime for XAML

C:\Program Files (x86)\Microsoft SDKs\Windows\v8.1\ExtensionSDKs\BehaviorsXamlSDKManaged\12.0\SDKManifest.xml

\Redist\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.pri

Microsoft.Xaml.Interactivity.pri

\References\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

\References\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

C:\Program Files (x86)\Microsoft SDKs\Windows\v8.1\ExtensionSDKs\BehaviorsXamlSDKNative\12.0

\SDKManifest.xml

\Redist\CommonConfiguration\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

\Redist\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.pri

Microsoft.Xaml.Interactivity.pri

\References\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

\References\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

Behaviors Runtime for Phone XAML:

C:\Program Files (x86)\Microsoft SDKs\WindowsPhoneApp\v8.1\ExtensionSDKs\BehaviorsXamlSDKManaged\12.0

\SDKManifest.xml

\Redist\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.pri

Microsoft.Xaml.Interactivity.pri

\References\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

\References\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

C:\Program Files (x86)\Microsoft SDKs\WindowsPhoneApp\v8.1\ExtensionSDKs\BehaviorsXamlSDKNative\12.0

\SDKManifest.xml

\Redist\CommonConfiguration\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

\Redist\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.pri

Microsoft.Xaml.Interactivity.pri

\References\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

\References\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

Sample Data Resources

C:\Program Files (x86)\Microsoft Visual Studio 12.0\Blend\SampleDataResources

Microsoft Visual Basic PowerPacks:

vb\_vbpowerpacks.exe

LightSwitch:

ajax-loader.gif  
dark-theme-2.0.0.css  
dark-theme-2.5.0.css  
datajs-1.1.1.js  
datajs-1.1.1.min.js  
icons-18-black.png  
icons-18-white.png  
icons-36-black.png  
icons-36-white.png  
jquery.mobile.structure-1.3.0.css  
jquery.mobile.structure-1.3.0.min.css  
jquery.mobile.theme-1.3.0.css  
jquery.mobile.theme-1.3.0.min.css  
jquery.mobile-1.3.0.css  
jquery.mobile-1.3.0.js  
jquery.mobile-1.3.0.min.css  
jquery.mobile-1.3.0.min.js  
jquery.mobile-1.3.0-vsdoc.js  
jquery-1.9.1.intellisense.js  
jquery-1.9.1.js  
jquery-1.9.1.min.js  
light-theme-2.0.0.css  
light-theme-2.5.0.css  
Microsoft.CSharp.dll  
Microsoft.Data.Edm.dll  
Microsoft.Data.Edm.SL.dll  
Microsoft.Data.OData.dll  
Microsoft.Data.OData.SL.dll  
Microsoft.Data.Services.Client.dll  
Microsoft.Data.Services.Client.SL.dll  
Microsoft.Data.Services.dll  
Microsoft.IdentityModel.dll  
Microsoft.IdentityModel.Extensions.dll  
Microsoft.LightSwitch.AppBridge.dll  
Microsoft.LightSwitch.Base.Client.dll  
Microsoft.LightSwitch.Client.dll  
Microsoft.LightSwitch.Client.Internal.dll  
Microsoft.LightSwitch.CodeMarker.dll  
Microsoft.LightSwitch.CodeMarker.dll  
Microsoft.LightSwitch.Cosmopolitan.Client.dll  
Microsoft.LightSwitch.dll  
Microsoft.LightSwitch.dll  
Microsoft.LightSwitch.ExportProvider.dll  
Microsoft.LightSwitch.ExportProvider.dll  
Microsoft.LightSwitch.Extensions.Client.dll  
Microsoft.LightSwitch.Extensions.Design.Client.dll  
Microsoft.LightSwitch.Extensions.Server.dll  
Microsoft.LightSwitch.ManifestService.Client.dll  
Microsoft.LightSwitch.ManifestService.dll  
Microsoft.LightSwitch.Model.Xaml.Client.dll  
Microsoft.LightSwitch.Model.Xaml.dll  
Microsoft.LightSwitch.RuntimeEditor.Internal.dll  
Microsoft.LightSwitch.SDKProxy.dll  
Microsoft.LightSwitch.Server.dll  
Microsoft.LightSwitch.Server.Host.dll  
Microsoft.LightSwitch.Server.Manifest.dll  
Microsoft.LightSwitch.Server.Sap.dll  
Microsoft.VisualStudio.Debugger.Runtime.Dll.dll  
msls.js  
msls-2.0.0.css

msls-2.0.0.js  
msls-2.0.0.min.css  
msls-2.0.0.min.js  
msls-2.0.0-vsdoc.js  
msls-2.5.0.css  
msls-2.5.0.js  
msls-2.5.0.min.css  
msls-2.5.0.min.js  
msls-2.5.0-vsdoc.js  
msls-black-icons-18.png  
msls-black-icons-36.png  
msls-dark-2.0.0.css  
msls-dark-2.5.0.css  
msls-light-2.0.0.css  
msls-light-2.5.0.css  
msls-loader-dark.gif  
msls-loader-light.gif  
msls-white-icons-18.png  
msls-white-icons-36.png  
System.ComponentModel.Composition.dll  
System.ComponentModel.DataAnnotations.dll  
System.ServiceModel.DomainServices.Client.dll  
System.ServiceModel.DomainServices.Client.Web.dll  
System.ServiceModel.DomainServices.EntityFramework.dll  
System.ServiceModel.DomainServices.Hosting.dll  
System.ServiceModel.DomainServices.Hosting.OData.dll  
System.ServiceModel.DomainServices.Server.dll  
System.ServiceModel.Extensions.dll  
System.ServiceModel.PollingDuplex.dll  
System.ServiceModel.PollingDuplex.dll  
System.ServiceModel.Web.Extensions.dll  
System.Spatial.dll  
System.Spatial.SL.dll  
System.Windows.Controls.Data.dll  
System.Windows.Controls.Data.Input.dll  
System.Windows.Controls.dll  
System.Windows.Controls.DomainServices.dll  
System.Windows.Controls.Input.dll  
System.Windows.Controls.Navigation.dll  
System.Windows.Data.dll  
System.Xml.Linq.dll  
System.Xml.Serialization.dll  
user-customization.css  
user-logo.png  
user-splash-screen.png  
winjs-1.0.0.js  
winjs-1.0.0.min.js  
.NET Framework 4.5.1

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Web Installer:

\* NDP451-KB2859818-Web.exe

Offline Installer:

\* NDP451-KB2858728-x86-x64-AllOS-ENU.exe

Language Packs:

\* NDP451-KB2858728-x86-x64-AllOS-.exe

uses three letter language code. For instance, NDP451-KB2858728-x86-x64-AllOS-ESN.exe

Note: represents the specific language identifier. Language Packs are available for the following (listed here with their associated identifier code):

Arabic (ar), Chinese-Taiwan (zh-cht), Czech (cs), Danish (da), German (de), Greek (el), Finnish (fi), French (fr), Hebrew (he), Hungarian

(hu), Italian (it), Japanese (ja), Korean (ko), Dutch-Netherlands (nl), Norwegian (no), Polish (pl), Portuguese-Brazil (pt-BR), Russian (ru), Swedish (sv), Turkish (tr), Chinese (zh-chs), Portuguese-Portugal (pt-PT), Spanish (es)

Individual Packages:

- \* NDP451-KB2858725-x86-x64-ENU.exe
- \* NDP451-KB2858725-x86-ENU.exe
- \* Windows8-RT-KB2881468-x86.msu
- \* Windows8-RT-KB2881468-x64.msu
- \* Windows8-RT-KB2881468-arm.msu

F# Runtime:

Fsharp.Core.dll

ADO.NET:

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- \* System.Data.dll
- \* System.Data.DatasetExtensions.dll
- \* System.Data.OracleClient.dll
- \* Adonetdiag.dll

Visual C++ Runtime:

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These files can be run as prerequisites during installation.

vc\_redist\_x86.exe

vc\_redist\_x64.exe

vc\_redist\_arm.exe

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- Microsoft\_VC120\_CRT\_arm.msm
- Microsoft\_VC120\_CRT\_x64.msm
- Microsoft\_VC120\_CRT\_x86.msm
- Microsoft\_VC120\_CXXAMP\_x64.msm
- Microsoft\_VC120\_CXXAMP\_x86.msm
- Microsoft\_VC120\_CXXAMP\_arm.msm
- Microsoft\_VC120\_MFCLOC\_x64.msm
- Microsoft\_VC120\_MFCLOC\_x86.msm
- Microsoft\_VC120\_MFC\_x64.msm
- Microsoft\_VC120\_MFC\_x86.msm
- Microsoft\_VC120\_OpenMP\_arm.msm
- Microsoft\_VC120\_OpenMP\_x64.msm
- Microsoft\_VC120\_OpenMP\_x86.msm

Side-loading of Windows 8.1 Store Apps. The AppX files downloaded from the following location can be distributed unmodified with your Windows Store 8.1 apps that you intend to side-load:

[http://download.microsoft.com/download/5/F/0/5F0F8404-9329-44A9-8176-ED6F7F746F25/VCLibs\\_Redist\\_Packages.zip](http://download.microsoft.com/download/5/F/0/5F0F8404-9329-44A9-8176-ED6F7F746F25/VCLibs_Redist_Packages.zip)

Visual C++ Runtime Files:

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- \\VC\\redist\\arm\\Microsoft.VC120.CRT\\msvcp120.dll
- \\VC\\redist\\arm\\Microsoft.VC120.CRT\\msvcr120.dll
- \\VC\\redist\\arm\\Microsoft.VC120.CRT\\vccorlib120.dll
- \\VC\\redist\\arm\\Microsoft.VC120.CXXAMP\\vcamp120.dll
- \\VC\\redist\\arm\\Microsoft.VC120.OPENMP\\vcomp120.dll
- \\VC\\redist\\x64\\Microsoft.VC120.CRT\\msvcp120.dll
- \\VC\\redist\\x64\\Microsoft.VC120.CRT\\msvcr120.dll
- \\VC\\redist\\x64\\Microsoft.VC120.CRT\\vccorlib120.dll
- \\VC\\redist\\x64\\Microsoft.VC120.CXXAMP\\vcamp120.dll
- \\VC\\redist\\x64\\Microsoft.VC120.MFC\\mfc120.dll
- \\VC\\redist\\x64\\Microsoft.VC120.MFC\\mfc120u.dll
- \\VC\\redist\\x64\\Microsoft.VC120.MFC\\mfc120.dll
- \\VC\\redist\\x64\\Microsoft.VC120.MFC\\mfc120u.dll
- \\VC\\redist\\x64\\Microsoft.VC120.MFCLOC\\mfc120chs.dll
- \\VC\\redist\\x64\\Microsoft.VC120.MFCLOC\\mfc120cht.dll

VC redistributable files for Visual Studio 2013: Premium, Professional and Visual Studio Express for Windows 8.1 editions

\\VC\\redist\\x64\\Microsoft.VC120.MFCLOC\\mfc120deu.dll

\\VC\\redist\\x64\\Microsoft.VC120.MFCLOC\\mfc120enu.dll

\\VC\\redist\\x64\\Microsoft.VC120.MFCLOC\\mfc120esn.dll

\\VC\\redist\\x64\\Microsoft.VC120.MFCLOC\\mfc120fra.dll

\\VC\\redist\\x64\\Microsoft.VC120.MFCLOC\\mfc120ita.dll

\\VC\\redist\\x64\\Microsoft.VC120.MFCLOC\\mfc120jpn.dll

\\VC\\redist\\x64\\Microsoft.VC120.MFCLOC\\mfc120kor.dll

\\VC\\redist\\x64\\Microsoft.VC120.MFCLOC\\mfc120rus.dll

\\VC\\redist\\x64\\Microsoft.VC120.OpenMP\\vcomp120.dll

\\VC\\redist\\x86\\Microsoft.VC120.CRT\\msvcp120.dll

\\VC\\redist\\x86\\Microsoft.VC120.CRT\\msvcr120.dll

\\VC\\redist\\x86\\Microsoft.VC120.CRT\\vccorlib120.dll

\\VC\\redist\\x86\\Microsoft.VC120.CXXAMP\\vcamp120.dll

\\VC\\redist\\x86\\Microsoft.VC120.MFC\\mfc120.dll

\\VC\\redist\\x86\\Microsoft.VC120.MFC\\mfc120u.dll

\\VC\\redist\\x86\\Microsoft.VC120.MFC\\mfc120u.dll

\\VC\\redist\\x86\\Microsoft.VC120.MFC\\mfc120u.dll

\\VC\\redist\\x86\\Microsoft.VC120.MFCLOC\\mfc120chs.dll

\\VC\\redist\\x86\\Microsoft.VC120.MFCLOC\\mfc120cht.dll

\\VC\\redist\\x86\\Microsoft.VC120.MFCLOC\\mfc120deu.dll

\\VC\\redist\\x86\\Microsoft.VC120.MFCLOC\\mfc120enu.dll

\\VC\\redist\\x86\\Microsoft.VC120.MFCLOC\\mfc120esn.dll

\\VC\\redist\\x86\\Microsoft.VC120.MFCLOC\\mfc120fra.dll

\\VC\\redist\\x86\\Microsoft.VC120.MFCLOC\\mfc120ita.dll

\\VC\\redist\\x86\\Microsoft.VC120.MFCLOC\\mfc120jpn.dll

\\VC\\redist\\x86\\Microsoft.VC120.MFCLOC\\mfc120kor.dll

\\VC\\redist\\x86\\Microsoft.VC120.MFCLOC\\mfc120rus.dll

\\VC\\redist\\x86\\Microsoft.VC120.OPENMP\\vcomp120.dll

Microsoft Visual Studio 12.0\\DIA SDK\\bin\\msdia120.dll

Microsoft Visual Studio 12.0\\DIA SDK\\bin\\amd64\\msdia120.dll

Microsoft Visual Studio 12.0\\DIA SDK\\bin\\arm\\msdia120.dll

Microsoft SDKs\\Windows\\v8.1\\ExtensionSDKs\\CppREST\\WindowsSDK\\1.0\\redist\\Retail\\x86\\casablanca120.winrt.dll

Microsoft SDKs\\Windows\\v8.1\\ExtensionSDKs\\CppREST\\WindowsSDK\\1.0\\redist\\Retail\\x64\\casablanca120.winrt.dll

Microsoft SDKs\\Windows\\v8.1\\ExtensionSDKs\\CppREST\\WindowsSDK\\1.0\\redist\\Retail\\arm\\casablanca120.winrt.dll

Microsoft SDKs\\Windows\\v8.1\\ExtensionSDKs\\MobileServices\\CppClient\\1.0\\redist\\Retail\\x86\\zumosdk120.winrt.dll

Microsoft SDKs\\Windows\\v8.1\\ExtensionSDKs\\MobileServices\\CppClient\\1.0\\redist\\Retail\\x64\\zumosdk120.winrt.dll

Microsoft SDKs\\Windows\\v8.1\\ExtensionSDKs\\MobileServices\\CppClient\\1.0\\redist\\Retail\\arm\\zumosdk120.winrt.dll

Microsoft SDKs \\Microsoft Cpp REST SDK for Visual Studio 2013\\SDK\\bin\\x86\\Release\\casablanca120.dll

Microsoft SDKs \\Microsoft Cpp REST SDK for Visual Studio 2013\\SDK\\bin\\x64\\Release\\casablanca120.dll

Subject to the License Terms for the software, you may copy and distribute the following files with your program in your program's application local folder or by deploying them into the Global Assembly Cache (GAC):

VC\\atl\\mfc\\lib\\mfcmifc80.dll

VC\\atl\\mfc\\lib\\amd64\\mfcmifc80.dll

Distributable Code Files for the Concurrency Visualizer Software Development Kit

Subject to the License Terms for the software, you may copy and distribute the following files, unmodified, with your program:

Microsoft.ConcurrencyVisualizer.Markers.dll (for .NET 3.5)

Microsoft.ConcurrencyVisualizer.Markers.dll (for .NET 4.0)

cvmarkers.h

cvmarkersobj.h

Redistributable Code list for Visual Studio Ultimate 2013: Premium, Professional and Visual Studio Express for Windows 8.1 editions

ASP.NET Libraries

The following software components are licensed and supported separately under the Microsoft .NET Library terms located

at [http://www.microsoft.com/web/webpi/eula/aspnetcomponent\\_rtw\\_enu.htm](http://www.microsoft.com/web/webpi/eula/aspnetcomponent_rtw_enu.htm). If you do not agree to the license terms for these software components, you may not use them.

\* MVC

\* Web API

\* Web Pages with Razor

\* Entity Framework

\* SignalR

- \* Katana

- \* Microsoft XML Document Transformation

Redist list for Microsoft Windows Phone SDK 8.0

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Microsoft XNA Game Studio 4.0

- \* Andyb.ttf

- \* JingJing.ttf

- \* Kooten.ttf

- \* Linds.ttf

- \* Miramo.ttf

- \* Miramob.ttf

- \* Moire-Bold.ttf

- \* Moire-ExtraBold.ttf

- \* Moire-Light.ttf

- \* Moire-Regular.ttf

- \* MotorwerkOblique.ttf

- \* NGO\_\_\_\_.ttf

- \* NGOB\_\_\_\_.ttf

- \* OcrExt.ttf

- \* Peric.ttf

- \* Pericl.ttf

- \* Pesca.ttf

- \* Pescab.ttf

- \* QuartMS.ttf

- \* SegoeKeycaps.ttf

- \* Segoepr.ttf

- \* Segoeprb.ttf

- \* SegoeUIMono-Bold.ttf

- \* SegoeUIMono-Regular.ttf

- \* Wscsnbd.ttf

- \* Wscsnbdit.ttf

- \* Wscsnit.ttf

- \* Wscsnrg.ttf

Blend for Visual Studio

Redistributable files from Blend for Visual Studio are installed in the following locations:

- \* C:\Program files (x86)\Microsoft SDKs\Expression\Blend\Windows Phone\v8.0

- \* C:\Program files (x86)\Microsoft SDKs\Expression\Blend\Windows Phone\v7.1

- \* C:\Program Files\Microsoft SDKs\Expression\Blend\.NETFramework\v4.0

- \* C:\Program Files\Microsoft SDKs\Expression\Blend\.NETFramework\v4.5

- \* C:\Program Files\Microsoft SDKs\Expression\Blend\Silverlight\v5.0

Microsoft Advertising SDK for Windows Phone:

- \* Microsoft.Advertising.Mobile.dll

- \* Microsoft.Advertising.Mobile.resources.dll

- \* Microsoft.Advertising.Mobile.UI.dll

- \* Microsoft.Advertising.Mobile.XNA.dll

Windows Phone Assemblies:

- \* DoneListeningEarcon.wav

- \* ListeningEarcon.wav

- \* Microsoft.Phone.Controls.dll

- \* Microsoft.Phone.Controls.Maps.dll

Windows Phone icon files:

- \* paths: %programfiles%\Microsoft SDKs\Windows Phone\v7.0\Icons\Dark, %programfiles%\Microsoft SDKs\Windows

Phone\v7.0\Icons\Light, %programfiles%\Microsoft SDKs\Windows Phone\v7.1\Icons\Dark, %programfiles%\Microsoft SDKs\Windows

Phone\v7.1\Icons\Light, %programfiles%\Microsoft SDKs\Windows Phone\v8.0\Icons\Dark, %programfiles%\Microsoft SDKs\Windows

Phone\v8.0\Icons\Light

- \* appbar.add.rest.png

- \* appbar.back.rest.png

- \* appbar.backcircle.rest.png



appbar.vasection.rest.png  
 \* appbar.cancel.rest.png  
 \* appbar.check.rest.png  
 \* appbar.close.rest.png  
 \* appbar.delete.rest.png  
 \* appbar.download.rest.png  
 \* appbar.edit.rest.png  
 \* appbar.favs.addto.rest.png  
 \* appbar.favs.rest.png  
 \* appbar.feature.camera.rest.png  
 \* appbar.feature.email.rest.png  
 \* appbar.feature.search.rest.png  
 \* appbar.feature.settings.rest.png  
 \* appbar.feature.video.rest.png  
 \* appbar.folder.rest.png  
 \* appbar.minus.rest.png  
 \* appbar.new.rest.png  
 \* appbar.next.rest.png  
 \* appbar.overflowdots.png  
 \* appbar.questionmark.rest.png  
 \* appbar.refresh.rest.png  
 \* appbar.save.rest.png  
 \* appbar.share.rest.png  
 \* appbar.stop.rest.png  
 \* appbar.sync.rest.png  
 \* appbar.transport.ff.rest.png  
 \* appbar.transport.pause.rest.png  
 \* appbar.transport.play.rest.png  
 \* appbar.transport.rew.rest.png  
 \* appbar.upload.rest.png

#### Distributable Code Files for Visual Studio 2013 SDK

This is the "REDIST list" that is referenced in the "Distributable Code" section of the Microsoft Software License Terms for the Microsoft Visual Studio 2013 Software Development Kit ("the software"). If you have a validly licensed copy of the software, you may copy and distribute the unmodified object code form of the files listed below, subject to the License Terms for the software.

vs120\_piaredist.exe  
 vs\_isoshell.exe  
 vs\_isoshellLP.exe  
 vs\_intshelladditional.exe  
 vs\_intshelladditionalLP.exe

#### Visual Studio Express 2013 for Windows Desktop

##### Visual C++ Runtime Redistributable Packages:

These packages install runtime components of C Runtime (CRT), Standard C++, C++ AMP, and OpenMP libraries.

Subject to the License Terms for the software, you may copy and distribute the following MSM files, unmodified, as a part of the installation package of your program:Microsoft\_VC120\_CRT\_x64.msm

Microsoft\_VC120\_CRT\_x86.msm

Microsoft\_VC120\_CXXAMP\_x64.msm

Microsoft\_VC120\_CXXAMP\_x86.msm

Microsoft\_VC120\_OpenMP\_x64.msm

Microsoft\_VC120\_OpenMP\_x86.msm

##### Visual C++ Runtime files

For your convenience, we have provided the following folders for use when distributing VC++ runtime files. Subject to the License Terms for the software, you may copy and distribute with your program any of the files within the folders listed below. You may not modify these files.

\\VC\\redist\\x86\\Microsoft.VC120.CRT\\

msvcp120.dll

msvcr120.dll

vccorlib120.dll

\\VC\\redist\\x64\\Microsoft.VC120.CRT\\

msvcp120.dll

msvcr120.dll

vccorlib120.dll  
\\VC\\redist\\x86\\Microsoft.VC120.OpenMP\\  
vcomp120.dll  
\\VC\\redist\\x64\\Microsoft.VC120.OpenMP\\  
vcomp120.dll  
\\VC\\redist\\x86\\Microsoft.VC120.CXXAMP\\  
vcamp120.dll  
\\VC\\redist\\x64\\Microsoft.VC120.CXXAMP\\  
vcamp120.dll

Microsoft SDKs \\Microsoft Cpp REST SDK for Visual Studio 2013\\SDK\\bin\\x86\\Release\\casablanca120.dll  
Microsoft SDKs \\Microsoft Cpp REST SDK for Visual Studio 2013\\SDK\\bin\\x64\\Release\\casablanca120.dll

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Distributable Code for Microsoft Visual Studio 2015 and Microsoft Visual Studio 2015 SDK (Includes Utilities and BuildServer Files)

Last Updated: 8/30/2016

Last updated: August 2016

On this Page

\* Distributable Code Files for Visual Studio 2015

\* Distributable Code Files for the Concurrency Visualizer Software Development Kit

\* Distributable Code Files for Visual Studio 2015 SDK

\* List of Utilities for Visual Studio 2015

\* List of BuildServer Files for Visual Studio 2015

\* List of Application Insights Files

Note: In the lists below, [arch] represents the processor architecture identifier, for instance "x86", "x64", or "arm". [locale] represents a specific language, locale, or culture identifier, for instance "ENU", "en-us", or "1033".

Distributable Code Files for Visual Studio 2015

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ASP.NET Libraries

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MVC

Web API

Web Pages with Razor

Entity Framework

SignalR

Katana

Microsoft XML Document Transformation

Microsoft Azure

Source

MobileServices.js

MobileServices.min.js

Object Code

Microsoft.WindowsAzure.Mobile.dll

Microsoft.WindowsAzure.Mobile.resources.dll

Microsoft.WindowsAzure.Mobile.UI.dll

Microsoft.WindowsAzure.Ext.dll

Blend and XAML Designers for Visual Studio

Blend Project and Item Templates for Visual Studio

Contents under

C:\Program Files (x86)\Microsoft Visual Studio 14.0\Common7\IDE\ProjectTemplates

C:\Program Files (x86)\Microsoft Visual Studio 14.0\Common7\IDE\ItemTemplates

C:\Program Files (x86)\Microsoft Visual Studio 14.0\DesignTools\AppThemes

C:\Program Files (x86)\MSBuild\Microsoft\Expression\Blend\Silverlight\

C:\Program Files (x86)\MSBuild\Microsoft\Expression\Blend.NETFramework

Behaviors Runtime for XAML

C:\Program Files (x86)\Microsoft SDKs\Windows\v8.1\ExtensionSDKs\BehaviorsXamlSDKManaged\12.0

\SDKManifest.xml

\Redist\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.pri

Microsoft.Xaml.Interactivity.pri

\References\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

\References\CommonConfiguration\Neutral\[locale]\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

C:\Program Files (x86)\Microsoft SDKs\Windows\v8.1\ExtensionSDKs\BehaviorsXamlSDKNative\12.0

\SDKManifest.xml

\Redist\CommonConfiguration\[arch]\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

\Redist\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.pri

Microsoft.Xaml.Interactivity.pri

\References\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.winmd

Microsoft.Xaml.Interactivity.winmd

\References\CommonConfiguration\Neutral\[locale]\

Microsoft.Xaml.Interactions.xml

Microsoft.Xaml.Interactivity.xml

Behaviors Runtime for Phone XAML

C:\Program Files (x86)\Microsoft SDKs\WindowsPhoneApp\v8.1\ExtensionSDKs\BehaviorsXamlSDKManaged\12.0

\SDKManifest.xml

\Redist\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.pri

Microsoft.Xaml.Interactivity.pri

\References\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

\References\CommonConfiguration\Neutral\[locale]\

Microsoft.Xaml.Interactions.xml

Microsoft.Xaml.Interactivity.xml

C:\Program Files (x86)\Microsoft SDKs\WindowsPhoneApp\v8.1\ExtensionSDKs\BehaviorsXamlSDKNative\12.0

\SDKManifest.xml

\Redist\CommonConfiguration\[arch]\

Microsoft.Xaml.Interactions.dll

Microsoft.Xaml.Interactivity.dll

\Redist\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.pri

Microsoft.Xaml.Interactivity.pri

\References\CommonConfiguration\Neutral\

Microsoft.Xaml.Interactions.winmd

Microsoft.Xaml.Interactivity.winmd

\References\CommonConfiguration\Neutral\[locale]\

Microsoft.Xaml.Interactions.xml

Microsoft.Xaml.Interactivity.xml

Blend for Visual Studio

Redistributable files from Blend for Visual Studio are installed in the following locations:

C:\Program files (x86)\Microsoft SDKs\Expression\Blend\Windows Phone\v8.0

C:\Program files (x86)\Microsoft SDKs\Expression\Blend.NETFramework\v4.0

C:\Program files (x86)\Microsoft SDKs\Expression\Blend.NETFramework\v4.5

C:\Program files (x86)\Microsoft SDKs\Expression\Blend\Silverlight\v5.0

Sample Data Resources

C:\Program Files (x86)\Microsoft Visual Studio 14.0\DesignTools\SampleData

Microsoft Visual Basic PowerPacks

vb\_vbpowerpacks.exe  
LightSwitch  
ajax-loader.gif  
dark-theme-2.0.0.css  
dark-theme-2.5.3.css  
datajs-1.1.3.js  
datajs-1.1.3.min.js  
icons-18-black.png  
icons-18-white.png  
icons-36-black.png  
icons-36-white.png  
jquery.mobile.structure-1.3.0.css  
jquery.mobile.structure-1.3.0.min.css  
jquery.mobile.theme-1.3.0.css  
jquery.mobile.theme-1.3.0.min.css  
jquery.mobile-1.3.0.css  
jquery.mobile-1.3.0.js  
jquery.mobile-1.3.0.min.css  
jquery.mobile-1.3.0.min.js  
jquery.mobile-1.3.0-vsdoc.js  
jquery-1.9.1.intellisense.js  
jquery-1.9.1.js  
jquery-1.9.1.min.js  
light-theme-2.0.0.css  
light-theme-2.5.3.css  
Microsoft.CSharp.dll  
Microsoft.Data.Edm.dll  
Microsoft.Data.Edm.SL.dll  
Microsoft.Data.OData.dll  
Microsoft.Data.OData.SL.dll  
Microsoft.Data.Services.Client.dll  
Microsoft.Data.Services.Client.SL.dll  
Microsoft.Data.Services.dll  
Microsoft.IdentityModel.dll  
Microsoft.IdentityModel.Extensions.dll  
Microsoft.LightSwitch.AppBridge.dll  
Microsoft.LightSwitch.Base.Client.dll  
Microsoft.LightSwitch.Client.dll  
Microsoft.LightSwitch.Client.Internal.dll  
Microsoft.LightSwitch.CodeMarker.dll  
Microsoft.LightSwitch.CodeMarker.dll  
Microsoft.LightSwitch.Cosmopolitan.Client.dll  
Microsoft.LightSwitch.dll  
Microsoft.LightSwitch.dll  
Microsoft.LightSwitch.ExportProvider.dll  
Microsoft.LightSwitch.ExportProvider.dll  
Microsoft.LightSwitch.Extensions.Client.dll  
Microsoft.LightSwitch.Extensions.Design.Client.dll  
Microsoft.LightSwitch.Extensions.Server.dll  
Microsoft.LightSwitch.ManifestService.Client.dll  
Microsoft.LightSwitch.ManifestService.dll  
Microsoft.LightSwitch.Model.Xaml.Client.dll  
Microsoft.LightSwitch.Model.Xaml.dll  
Microsoft.LightSwitch.RuntimeEditor.Internal.dll  
Microsoft.LightSwitch.SDKProxy.dll  
Microsoft.LightSwitch.Server.dll  
Microsoft.LightSwitch.Server.Host.dll  
Microsoft.LightSwitch.Server.Manifest.dll  
Microsoft.LightSwitch.Server.Sap.dll  
Microsoft.VisualStudio.Debugger.Runtime.Dll.dll

msls.js  
msls-2.0.0.css  
msls-2.0.0.js  
msls-2.0.0.min.css  
msls-2.0.0.min.js  
msls-2.0.0-vsdoc.js  
msls-2.5.3.css  
msls-2.5.3.js  
msls-2.5.3.min.css  
msls-2.5.3.min.js  
msls-2.5.3-vsdoc.js  
msls-black-icons-18.png  
msls-black-icons-36.png  
msls-dark-2.0.0.css  
msls-dark-2.5.3.css  
msls-light-2.0.0.css  
msls-light-2.5.3.css  
msls-loader-dark.gif  
msls-loader-light.gif  
msls-white-icons-18.png  
msls-white-icons-36.png  
System.ComponentModel.Composition.dll  
System.ComponentModel.DataAnnotations.dll  
System.ServiceModel.DomainServices.Client.dll  
System.ServiceModel.DomainServices.Client.Web.dll  
System.ServiceModel.DomainServices.EntityFramework.dll  
System.ServiceModel.DomainServices.Hosting.dll  
System.ServiceModel.DomainServices.Hosting.OData.dll  
System.ServiceModel.DomainServices.Server.dll  
System.ServiceModel.Extensions.dll  
System.ServiceModel.PollingDuplex.dll  
System.ServiceModel.PollingDuplex.dll  
System.ServiceModel.Web.Extensions.dll  
System.Spatial.dll  
System.Spatial.SL.dll  
System.Windows.Controls.Data.dll  
System.Windows.Controls.Data.Input.dll  
System.Windows.Controls.dll  
System.Windows.Controls.DomainServices.dll  
System.Windows.Controls.Input.dll  
System.Windows.Controls.Navigation.dll  
System.Windows.Data.dll  
System.Xml.Linq.dll  
System.Xml.Serialization.dll  
user-customization.css  
user-logo.png  
user-splash-screen.png  
winjs-1.0.0.js  
winjs-1.0.0.min.js  
.NET Framework 4.6

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Web Installer

dotNetFx-Web.exe

NDP46-KB3006565-Web.exe

Offline Installer

dotNetFx-x86-x64-AllOS-ENU.exe

NDP46-KB3006563-x86-x64-AllOS-ENU.exe

Note: Both files are identical but may use different names for different distribution channels.

Language Packs



dotNetFx-x86-x64-AllOS-[locale].exe

NDP46-KB3006563-x86-x64-AllOS-[locale].exe

Note: Both files are identical but may use different names for different distribution channels.

Language Packs are available for the following locales (listed here with their associated identifier code): Arabic (ARA), Chinese-Taiwan (CHT), Czech (CSY), Danish (DAN), German (DEU), Greek (ELL), Finnish (FIN), French (FRA), Hebrew (HEB), Hungarian (HUN), Italian (ITA), Japanese (JPN), Korean (KOR), Dutch-Netherlands (NLD), Norwegian (NOR), Polish (PLK), Portuguese-Brazil (PTB), Russian (RUS), Swedish (SVE), Turkish (TRK), Chinese (CHS), Portuguese-Portugal (PTG), and Spanish (ESN).

F# Runtime

Fsharp.Core.dll

ADO.NET

Subject to the License Terms for the software, you may copy and distribute the following .dll files, unmodified, with your program:

System.Data.dll

System.Data.DatasetExtensions.dll

System.Data.OracleClient.dll

Adonetdiag.dll

Visual C++ Runtime

Subject to the License Terms for the software, you may copy and distribute the following files, unmodified, with your program:

\\VC\\redist\\[locale]\\vc\_redist\_arm.exe

\\VC\\redist\\[locale]\\vc\_redist\_x64.exe

\\VC\\redist\\[locale]\\vc\_redist\_x86.exe

Subject to the License Terms for the software, you may copy and distribute the following files, unmodified, as a part of the installation package of your program:

C:\\Program Files (x86)\\Common Files\\Merge Modules\\

Microsoft\_VC110\_CRT\_arm.msm

Microsoft\_VC110\_CRT\_x64.msm

Microsoft\_VC110\_CRT\_x86.msm

Microsoft\_VC110\_CXXAMP\_arm.msm

Microsoft\_VC110\_CXXAMP\_x64.msm

Microsoft\_VC110\_CXXAMP\_x86.msm

Microsoft\_VC110\_OpenMP\_arm.msm

Microsoft\_VC110\_OpenMP\_x64.msm

Microsoft\_VC110\_OpenMP\_x86.msm

Microsoft\_VC120\_CRT\_arm.msm

Microsoft\_VC120\_CRT\_x64.msm

Microsoft\_VC120\_CRT\_x86.msm

Microsoft\_VC120\_CXXAMP\_arm.msm

Microsoft\_VC120\_CXXAMP\_x64.msm

Microsoft\_VC120\_CXXAMP\_x86.msm

Microsoft\_VC120\_OpenMP\_arm.msm

Microsoft\_VC120\_OpenMP\_x64.msm

Microsoft\_VC120\_OpenMP\_x86.msm

Microsoft\_VC140\_CRT\_arm.msm

Microsoft\_VC140\_CRT\_x64.msm

Microsoft\_VC140\_CRT\_x86.msm

Microsoft\_VC140\_CXXAMP\_arm.msm

Microsoft\_VC140\_CXXAMP\_x64.msm

Microsoft\_VC140\_CXXAMP\_x86.msm

Microsoft\_VC140\_MFCLOC\_x64.msm

Microsoft\_VC140\_MFCLOC\_x86.msm

Microsoft\_VC140\_MFC\_x64.msm

Microsoft\_VC140\_MFC\_x86.msm

Microsoft\_VC140\_OpenMP\_arm.msm

Microsoft\_VC140\_OpenMP\_x64.msm

Microsoft\_VC140\_OpenMP\_x86.msm

These files can be run as prerequisites during installation.

Visual C++ Runtime Files

Subject to the License Terms for the software, you may copy and distribute with your program any of the files within the following folder and its subfolders except as noted below. You may not modify these files.

\* C:\\Program Files (x86)\\Microsoft Visual Studio 14.0\\VC\\redist

You may not distribute the contents of the following folders:

You may not distribute the contents of the following folders:

- \* C:\Program Files (x86)\Microsoft Visual Studio 14.0\VC\redist\debug\_nonredist
- \* C:\Program Files (x86)\Microsoft Visual Studio 14.0\VC\redist\onecore\debug\_nonredist

Subject to the License Terms for the software, you may copy and distribute the following files with your program in your program's application local folder or by deploying them into the Global Assembly Cache (GAC):

VC\atl\mfclib\mfcmifc80.dll

VC\atl\mfclib\amd64\mfcmifc80.dll

Universal Windows Apps and Windows Store Apps

Windows Phone 8.0 Apps C:\Program Files (x86)\Microsoft SDKs\Windows

Phone\v8.0\ExtensionSDKs\CppUnitTestFramework\11.0\Redist\CommonConfiguration C:\Program Files (x86)\Microsoft SDKs\Windows Phone\v8.0\ExtensionSDKs\TestPlatform\11.0\Redist\CommonConfiguration

Side-loading of Windows 8.1 Store Apps The AppX and DLL files downloaded from the following location can be distributed unmodified with your Windows Store 8.1 apps that you intend to side-load:[http://download.microsoft.com/download/5/F/0/5F0F8404-9329-44A9-8176-ED6F7F746F25/VCLibs\\_Redist\\_Packages.zip](http://download.microsoft.com/download/5/F/0/5F0F8404-9329-44A9-8176-ED6F7F746F25/VCLibs_Redist_Packages.zip)

\* C:\Program Files (x86)\Microsoft SDKs\Windows Phone\v8.1\ExtensionSDKs\Microsoft.VCLibs\12.0\AppX\Retail

\* C:\Program Files (x86)\Microsoft SDKs\WindowsPhoneApp\v8.1\ExtensionSDKs\Microsoft.VCLibs\12.0\AppX\Retail

\* C:\Program Files (x86)\Microsoft

SDKs\WindowsPhoneApp\v8.1\ExtensionSDKs\CppUnitTestFramework\12.0\Redist\CommonConfiguration

\* C:\Program Files (x86)\Microsoft

SDKs\WindowsPhoneApp\v8.1\ExtensionSDKs\CppUnitTestFramework\14.0\Redist\CommonConfiguration

\* C:\Program Files (x86)\Microsoft SDKs\WindowsPhoneApp\v8.1\ExtensionSDKs\TestPlatform\14.0\Redist\CommonConfiguration

Side-loading of Universal Windows Apps The AppX files contained in the following locations can be distributed unmodified with your Universal Windows apps that you intend to side-load:

\* C:\Program Files (x86)\Microsoft SDKs\Windows Kits\10\ExtensionSDKs\Microsoft.VCLibs\14.0\AppX\Retail

\* C:\Program Files (x86)\Microsoft SDKs\Windows Kits\10\ExtensionSDKs\Microsoft.VCLibs.120\14.0\AppX\Retail

\* C:\Program Files (x86)\Microsoft SDKs\Windows

Kits\10\ExtensionSDKs\CppUnitTestFramework.Universal\14.0\Redist\CommonConfiguration

\* C:\Program Files (x86)\Microsoft SDKs\Windows Kits\10\ExtensionSDKs\MSTestFramework.Universal\14.0\Redist\CommonConfiguration

\* C:\Program Files (x86)\Microsoft SDKs\Windows Kits\10\ExtensionSDKs\TestPlatform.Universal\14.0\Redist\CommonConfiguration

\* C:\Program Files (x86)\Microsoft SDKs\Windows Kits\10\ExtensionSDKs\Microsoft.NET.Native.Framework.1.2\1.2\{arch}\ret\Native

\* C:\Program Files (x86)\Microsoft SDKs\Windows Kits\10\ExtensionSDKs\Microsoft.NET.Native.Framework.1.3\1.3\{arch}\ret\Native

\* C:\Program Files (x86)\Microsoft SDKs\Windows Kits\10\ExtensionSDKs\Microsoft.NET.Native.Runtime.1.1\1.1\AppX\{arch}

\* C:\Program Files (x86)\Microsoft SDKs\Windows Kits\10\ExtensionSDKs\Microsoft.NET.Native.Runtime.1.3\1.3\AppX\{arch}

\* C:\Program Files (x86)\Microsoft SDKs\Windows Kits\10\ExtensionSDKs\Microsoft.NET.Native.Runtime.1.4\1.4\AppX\{arch}

Microsoft Windows Phone SDK 8.0 and Microsoft Windows Phone SDK 8.1

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Microsoft XNA Game Studio 4.0

Andyb.ttf

JingJing.ttf

Kooten.ttf

Linds.ttf

Miramo.ttf

Miramob.ttf

Moire-Bold.ttf

Moire-ExtraBold.ttf

Moire-Light.ttf

Moire-Regular.ttf

MotorwerkOblique.ttf

NGO\_\_\_\_.ttf

NGOB\_\_\_\_.ttf

OcraExt.ttf

Peric.ttf

Pericl.ttf

Pesca.ttf

Pescab.ttf

QuartMS.ttf

SegoeKeycaps.ttf

Segoepr.ttf

Segoeprb.ttf  
egoeUIMono-Bold.ttf  
SegoeUIMono-Regular.ttf  
Wscsnbd.ttf  
Wscsnbdit.ttf  
Wscsnit.ttf  
Wscsnrg.ttf  
Windows Phone Assemblies  
DoneListeningEarcon.wav  
ListeningEarcon.wav  
Microsoft.Phone.Controls.dll  
Microsoft.Phone.Controls.Maps.dll  
Windows Phone icon files

The files contained in the following locations may be distributed unmodified with your Windows Phone apps:

%programfiles%\Microsoft SDKs\Windows Phone\v8.0\icons\Dark %programfiles%\Microsoft SDKs\Windows Phone\v8.0\icons\Light  
%programfiles%\Microsoft SDKs\Windows Phone\v8.1\icons\Dark %programfiles%\Microsoft SDKs\Windows Phone\v8.1\icons\Light

The following files may be distributed unmodified with your Windows Phone apps: appbar.add.rest.png

appbar.back.rest.png  
appbar.basecircle.rest.png  
appbar.cancel.rest.png  
appbar.check.rest.png  
appbar.close.rest.png  
appbar.delete.rest.png  
appbar.download.rest.png  
appbar.edit.rest.png  
appbar.favs.addto.rest.png  
appbar.favs.rest.png  
appbar.feature.camera.rest.png  
appbar.feature.email.rest.png  
appbar.feature.search.rest.png  
appbar.feature.settings.rest.png  
appbar.feature.video.rest.png  
appbar.folder.rest.png  
appbar.minus.rest.png  
appbar.new.rest.png  
appbar.next.rest.png  
appbar.overflowdots.png  
appbar.questionmark.rest.png  
appbar.refresh.rest.png  
appbar.save.rest.png  
appbar.share.rest.png  
appbar.stop.rest.png  
appbar.sync.rest.png  
appbar.transport.ff.rest.png  
appbar.transport.pause.rest.png  
appbar.transport.play.rest.png  
appbar.transport.rew.rest.png  
appbar.upload.rest.png

Microsoft Advertising SDK for Windows Phone  
Microsoft.Advertising.Mobile.dll  
Microsoft.Advertising.Mobile.resources.dll  
Microsoft.Advertising.Mobile.UI.dll  
Microsoft.Advertising.Mobile.XNA.dll

SQL Server Database Tooling files

Subject to the License Terms for the software, you may copy and distribute the .dll files and .exe files, unmodified, in this folder with your program:

Common7\IDE\Extensions\Microsoft\SQLDB\DAC\120 Common7\IDE\Extensions\Microsoft\SQLDB\DAC\130

SQL Server Redistributable Components

Subject to the License Terms for the software, you may copy and distribute the .MSI and .EXE files, unmodified, with your program:

SqlCmdlnstlfile.msi

sqlnclui.msi

sqlnclui.msi

SSCERuntime\_x64-enu.exe

SSCERuntime\_x86-enu.exe

sqllocaldb.msi

SharedManagementObjects.msi

SqlDom.msi

SQLSysClrTypes.msi

TSqlLanguageService.msi

Microsoft WCF Data Services files

Subject to the License Terms for the software, you may copy and distribute the following .dll files, unmodified, with your program:

Microsoft.Data.Services.dll

Microsoft.Data.Services.Client.dll

Microsoft.Data.OData.dll

Microsoft.Data.Edm.dll

System.Spatial.dll

Distributable Code Files for the Concurrency Visualizer Software Development Kit

Subject to the License Terms for the software, you may copy and distribute the following files, unmodified, with your program:

Microsoft.ConcurrencyVisualizer.Markers.dll (for .NET 3.5)

Microsoft.ConcurrencyVisualizer.Markers.dll (for .NET 4.0)

cvmarkers.h

cvmarkersobj.h

Distributable Code Files for Visual Studio 2015 SDK

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vs120\_piaredist.exe

vs\_isoshell.exe

vs\_isoshellLP.exe

vs\_intshelladditional.exe

vs\_intshelladditionalLP.exe

List of Utilities for Visual Studio 2015

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Visual Studio IntelliTrace Standalone Collector

IntelliTraceCollection.cab

Visual Studio Concurrency Visualizer

concv\_standalonecollection.exe

Visual Studio Remote Tools

rtools\_setup\_x86.exe

rtools\_setup\_x64.exe

rtools\_setup\_arm.exe

Visual Studio Standalone Profiler

vs\_profiler\_x64\_\*.exe

vs\_profiler\_x86\_\*.exe

\\VC\\redist\\Debug\_NonRedist\\arm\\Microsoft.VC120.DebugCRT\\msvc120d.dll

\\VC\\redist\\Debug\_NonRedist\\arm\\Microsoft.VC120.DebugCRT\\msvcr120d.dll

\\VC\\redist\\Debug\_NonRedist\\arm\\Microsoft.VC120.DebugCRT\\vccorlib120d.dll

\\VC\\redist\\Debug\_NonRedist\\arm\\Microsoft.VC120.DebugCXXAMP\\vcamp120d.dll

\\VC\\redist\\Debug\_NonRedist\\arm\\Microsoft.VC120.DebugOPENMP\\vcomp120d.dll

\\VC\\redist\\Debug\_NonRedist\\x64\\Microsoft.VC120.DebugCRT\\msvc120d.dll

\\VC\\redist\\Debug\_NonRedist\\x64\\Microsoft.VC120.DebugCRT\\msvcr120d.dll

\\VC\\redist\\Debug\_NonRedist\\x64\\Microsoft.VC120.DebugCRT\\vccorlib120d.dll

\\VC\\redist\\Debug\_NonRedist\\x64\\Microsoft.VC120.DebugCXXAMP\\vcamp120d.dll

\\VC\\redist\\Debug\_NonRedist\\x64\\Microsoft.VC120.DebugMFC\\mfc120d.dll

\\VC\\redist\\Debug\_NonRedist\\x64\\Microsoft.VC120.DebugMFC\\mfc120ud.dll

\\VC\\redist\\Debug\_NonRedist\\x64\\Microsoft.VC120.DebugMFC\\mfcm120d.dll

\\VC\\redist\\Debug\_NonRedist\\x64\\Microsoft.VC120.DebugMFC\\mfcm120ud.dll

\\VC\\redist\\Debug\_NonRedist\\x64\\Microsoft.VC120.DebugOpenMP\\vcomp120d.dll  
\\VC\\redist\\Debug\_NonRedist\\x86\\Microsoft.VC120.DebugCRT\\msvcp120d.dll  
\\VC\\redist\\Debug\_NonRedist\\x86\\Microsoft.VC120.DebugCRT\\msvcr120d.dll  
\\VC\\redist\\Debug\_NonRedist\\x86\\Microsoft.VC120.DebugCRT\\vccorlib120d.dll  
\\VC\\redist\\Debug\_NonRedist\\x86\\Microsoft.VC120.DebugCXXAMP\\vcamp120d.dll  
\\VC\\redist\\Debug\_NonRedist\\x86\\Microsoft.VC120.DebugMFC\\mfc120d.dll  
\\VC\\redist\\Debug\_NonRedist\\x86\\Microsoft.VC120.DebugMFC\\mfc120ud.dll  
\\VC\\redist\\Debug\_NonRedist\\x86\\Microsoft.VC120.DebugMFC\\mfcm120d.dll  
\\VC\\redist\\Debug\_NonRedist\\x86\\Microsoft.VC120.DebugMFC\\mfcm120ud.dll  
\\VC\\redist\\Debug\_NonRedist\\x86\\Microsoft.VC120.DebugOpenMP\\vcomp120d.dll  
\\VC\\redist\\GraphicsDbgRedist\\ARM\\VsGraphicsHelper.dll  
\\VC\\redist\\GraphicsDbgRedist\\ARM\\[locale]\\VsGraphicsResources.dll  
\\VC\\redist\\GraphicsDbgRedist\\X64\\VsGraphicsHelper.dll  
\\VC\\redist\\GraphicsDbgRedist\\X64\\[locale]\\VsGraphicsResources.dll  
\\VC\\redist\\GraphicsDbgRedist\\X86\\VsGraphicsHelper.dll  
\\VC\\redist\\GraphicsDbgRedist\\X86\\[locale]\\VsGraphicsResources.dll  
\\VC\\bin\\arm\\[locale]\\pgort120ui.dll  
\\VC\\bin\\arm\\pgort120.dll  
\\VC\\bin\\arm\\pgosweep.exe

#### List of BuildServer Files for Visual Studio 2015

This is the "BUILDSERVER list" that is referenced in the "BUILDSERVER.TXT File" section of the Microsoft Software License Terms for certain editions of Visual Studio 2015 (the "software"). To determine your rights with respect to the following files, please refer to the License Terms that came with your edition of the software.

#### SharePoint Tooling for Visual Studio 2012

Program Files(86)\\MsBuild\\Microsoft\\Visual Studio\\v11.0\\SharePointTools\\  
    Microsoft.VisualStudio.SharePoint.targets  
    Microsoft.VisualStudio.SharePoint.Tasks.dll  
Windows\\Microsoft.NET\\assembly\\GAC\_MSIL\\  
    Microsoft.VisualStudio.SharePoint.Designers.Models.dll  
    Microsoft.VisualStudio.SharePoint.Designers.Models.Features.dll  
    Microsoft.VisualStudio.SharePoint.Designers.Models.Packages.dll  
    Microsoft.VisualStudio.SharePoint.dll

#### Visual C++ BuildServer files

All files in the following folders (and all files and folders within these folders, recursively)  
Program Files\\Common Files\\Merge Modules Program Files\\Microsoft Visual Studio 14.0\\VC\\  
Program Files\\Microsoft Visual Studio 14.0\\Common7\\Tools\\ProjectComponents  
Program Files\\MSBuild\\Microsoft.Cpp\\v4.0\\V140\\  
Individual Files

Program Files\\Microsoft Visual Studio 14.0\\Common7\\IDE\\msobj140.dll  
Program Files\\Microsoft Visual Studio 14.0\\Common7\\IDE\\msvcds140.dll  
Program Files\\Microsoft Visual Studio 14.0\\Common7\\Tools\\makehm.exe  
Program Files\\Microsoft Visual Studio 14.0\\Common7\\Tools\\VCVarsQueryRegistry.bat  
Program Files\\Microsoft Visual Studio 14.0\\Common7\\Tools\\vsvars32.bat

#### Light Switch BuildServer files

Microsoft.Data.Schema.dll  
Microsoft.Data.Schema.ScriptDom.dll  
Microsoft.Data.Schema.ScriptDom.Sql.dll  
Microsoft.Data.Schema.Sql.dll  
Microsoft.Data.Schema.Utilities.dll  
Microsoft.LightSwitch.AppBridge.dll  
Microsoft.LightSwitch.Base.Client.dll  
Microsoft.LightSwitch.Base.Server.dll  
Microsoft.LightSwitch.Build.Publish.targets  
Microsoft.LightSwitch.Build.Tasks.dll  
Microsoft.LightSwitch.Build.Tasks.targets  
Microsoft.LightSwitch.Client.dll  
Microsoft.LightSwitch.Client.Internal.dll  
Microsoft.LightSwitch.Client.Internal.Resources.dll  
Microsoft.LightSwitch.Client.Resources.dll  
Microsoft.LightSwitch.CodeMarker.dll

Microsoft.LightSwitch.CodeMarker.dll  
Microsoft.LightSwitch.CommandLineBuild.Manifest.dll  
Microsoft.LightSwitch.CommandLineBuildLoader.dll  
Microsoft.LightSwitch.Common.targets  
Microsoft.LightSwitch.Deploy.Provider.dll  
Microsoft.LightSwitch.Design.CodeGen.dll  
Microsoft.LightSwitch.Design.CodeGen.Internal.dll  
Microsoft.LightSwitch.Design.Core.dll  
Microsoft.LightSwitch.Design.Core.Internal.dll  
Microsoft.LightSwitch.Design.DataAccess.dll  
Microsoft.LightSwitch.Design.DataAccess.Internal.dll  
Microsoft.LightSwitch.Design.Designer.dll  
Microsoft.LightSwitch.Design.Designer.Extensions.dll  
Microsoft.LightSwitch.Design.Designer.Framework.dll  
Microsoft.LightSwitch.Design.Designer.Internal.dll  
Microsoft.LightSwitch.Design.DesignerWpfUtilities.dll  
Microsoft.LightSwitch.Design.dll  
Microsoft.LightSwitch.Design.Extensions.Internal.dll  
Microsoft.LightSwitch.Design.Extensions.Reader.dll  
Microsoft.LightSwitch.Design.Extensions.Reader.Internal.dll  
Microsoft.LightSwitch.Design.Internal.dll  
Microsoft.LightSwitch.Design.Loader.dll  
Microsoft.LightSwitch.Design.Manifest.dll  
Microsoft.LightSwitch.Design.Package.dll  
Microsoft.LightSwitch.Design.PackageUI.Neutral.dll  
Microsoft.LightSwitch.Design.Project.dll  
Microsoft.LightSwitch.Design.Project.Upgrade.dll  
Microsoft.LightSwitch.Design.Project.Upgrade.Internal.dll  
Microsoft.LightSwitch.Design.Publish.dll  
Microsoft.LightSwitch.Design.Publish.Internal.dll  
Microsoft.LightSwitch.Design.Server.Internal.dll  
Microsoft.LightSwitch.Design.Utilities.dll  
Microsoft.LightSwitch.Design.VSTemplateWizard.dll  
Microsoft.LightSwitch.Design.WpfUtils.dll  
Microsoft.LightSwitch.dll  
Microsoft.LightSwitch.ExportProvider.dll  
Microsoft.LightSwitch.ExportProvider.Resources.dll  
Microsoft.LightSwitch.ManifestService.Client.dll  
Microsoft.LightSwitch.ManifestService.Client.Resources.dll  
Microsoft.LightSwitch.ManifestService.dll  
Microsoft.LightSwitch.Model.Xaml.Client.dll Microsoft.LightSwitch.Model.Xaml.Client.Resources.dll  
Microsoft.LightSwitch.Model.Xaml.dll  
Microsoft.LightSwitch.Publish.targets  
Microsoft.LightSwitch.Publish.Tasks.dll  
Microsoft.LightSwitch.Resources.dll  
Microsoft.LightSwitch.RuntimeEditor.Internal.dll  
Microsoft.LightSwitch.RuntimeEditor.Internal.Resources.dll  
Microsoft.LightSwitch.SDK.BuildTasks.dll  
Microsoft.LightSwitch.SDK.targets  
Microsoft.LightSwitch.SDKProxy.dll  
Microsoft.LightSwitch.SecurityData.svc  
Microsoft.LightSwitch.Server.dll  
Microsoft.LightSwitch.Server.Host.dll  
Microsoft.LightSwitch.Server.Internal.dll  
Microsoft.VisualStudio.Debugger.Runtime.dll.dll  
Microsoft.VisualStudio.ExtensionManager.dll Microsoft.VisualStudio.Settings.11.0.dll  
Microsoft.VisualStudio.Shell.11.0.dll  
Microsoft.VisualStudio.Shell.Interop.9.0.dll  
Microsoft.VisualStudio.TextTemplating.11.0.dll  
Microsoft.Web.Deployment.dll

Microsoft.Web.Publishing.AllFilesInTheProject.targets  
Microsoft.Web.Publishing.AspNetCompileMerge.targets  
Microsoft.Web.Publishing.Deploy.FileSystem.targets  
Microsoft.Web.Publishing.Deploy.FPSE.targets  
Microsoft.Web.Publishing.Deploy.FTP.targets  
Microsoft.Web.Publishing.Deploy.MsDeploy.targets  
Microsoft.Web.Publishing.Deploy.Package.targets  
Microsoft.Web.Publishing.MsDeploy.Common.targets  
Microsoft.Web.Publishing.OnlyFilesToRunTheApp.targets  
Microsoft.Web.Publishing.targets  
Microsoft.Web.Publishing.Tasks.dll  
Microsoft.WebApplication.Build.Tasks.Dll  
Microsoft.WebApplication.targets  
Microsoft.WindowsAzure.ServiceRuntime.dll  
Microsoft.WindowsAzure.StorageClient.dll  
System.ServiceModel.PollingDuplex.dll  
vslsHost.exe

Distributable Code Files for Application Insights for Visual Studio 2015

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Microsoft.ApplicationInsights.2.0.0.nupkg  
Microsoft.ApplicationInsights.Agent.Intercept.1.2.1.nupkg  
Microsoft.ApplicationInsights.AspNet.1.0.0-rc1-update4.nupkg  
Microsoft.ApplicationInsights.AspNetCore.1.0.0-rc2-final.nupkg  
Microsoft.ApplicationInsights.DependencyCollector.2.0.0.nupkg  
Microsoft.ApplicationInsights.JavaScript.0.22.9-build00167.nupkg  
Microsoft.ApplicationInsights.PerfCounterCollector.2.0.0.nupkg  
Microsoft.ApplicationInsights.Web.2.0.0.nupkg  
Microsoft.ApplicationInsights.WindowsServer.2.0.0.nupkg  
Microsoft.ApplicationInsights.WindowsServer.TelemetryChannel.2.0.0.nupkg  
Microsoft.Bcl.Async.1.0.168.nupkg  
Microsoft.Diagnostics.Tracing.EventSource.Redist.1.1.24.nupkg

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ansi.js

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### Advanced ANSI formatting tool for Node.js

`ansi.js` is a module for Node.js that provides an easy-to-use API for writing ANSI escape codes to `Stream` instances. ANSI escape codes are used to do fancy things in a terminal window, like render text in colors, delete characters, lines, the entire window, or hide and show the cursor, and lots more!

#### Features:

- \* 256 color support for the terminal!
- \* Make a beep sound from your terminal!
- \* Works with \*any\* writable `Stream` instance.
- \* Allows you to move the cursor anywhere on the terminal window.
- \* Allows you to delete existing contents from the terminal window.
- \* Allows you to hide and show the cursor.
- \* Converts CSS color codes and RGB values into ANSI escape codes.
- \* Low-level; you are in control of when escape codes are used, it's not abstracted.

Installation

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Install with `npm`:

```
``` bash
$ npm install ansi
```
```

## Example

```
``` js
var ansi = require("ansi")
, cursor = ansi(process.stdout)

// You can chain your calls forever:
cursor
.red() // Set font color to red
.bg.grey() // Set background color to grey
.write("Hello World!") // Write "Hello World!" to stdout
.bg.reset() // Reset the bgcolor before writing the trailing \n,
// to avoid Terminal glitches
.write("\n") // And a final \n to wrap things up

// Rendering modes are persistent:
cursor.hex("#660000").bold().underline()

// You can use the regular logging functions, text will be green:
console.log("This is blood red, bold text")

// To reset just the foreground color:
cursor.fg.reset()

console.log("This will still be bold")

// to go to a location (x,y) on the console
// note: 1-indexed, not 0-indexed:
cursor.goto(10, 5).write("Five down, ten over")

// to clear the current line:
cursor.horizontalAbsolute(0).eraseLine().write("Starting again")

// to go to a different column on the current line:
cursor.horizontalAbsolute(5).write("column five")

// Clean up after yourself!
cursor.reset()
```
```

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# Archiver v0.16.0  (<https://travis-ci.org/archiverjs/node-archiver>)  (<https://ci.appveyor.com/api/projects/status/38kqu3yp159nodxe/branch/master?svg=true>) (<https://ci.appveyor.com/project/ctalkington/node-archiver/branch/master>)

a streaming interface for archive generation

 (<https://nodei.co/npm/archiver.png>) (<https://nodei.co/npm/archiver/>)

## ## Install

```
``bash
npm install archiver --save
``
```

## ## Usage

```
``js
var archiver = require("archiver");
var archive = archiver.create("zip", {}); // or archiver("zip", {});
``
```

## ## API

### #### Transform

Inherits [\[Transform Stream\]](http://nodejs.org/api/stream.html#stream_class_stream_transform) ([http://nodejs.org/api/stream.html#stream\\_class\\_stream\\_transform](http://nodejs.org/api/stream.html#stream_class_stream_transform)) methods.

### #### create(format, options)

Creates an Archiver instance based on the format (zip, tar, etc) passed. Parameters can be passed directly to `Archiver` constructor for convenience.

### #### abort()

Aborts the archiving process, taking a best-effort approach, by:

- \* removing any pending queue tasks
- \* allowing any active queue workers to finish
- \* detaching internal module pipes
- \* ending both sides of the Transform stream

\*It will NOT drain any remaining sources.\*

### #### append(input, data)

Appends an input source (text string, buffer, or stream) to the instance. When the instance has received, processed, and emitted the input, the `entry` event is fired.

Replaced `#addFile` in v0.5.

```
```js
archive.append("string", { name:"string.txt" });
archive.append(new Buffer("string"), { name:"buffer.txt" });
archive.append(fs.createReadStream("mydir/file.txt"), { name:"stream.txt" });
archive.append(null, { name:"dir/" });
```
```

#### bulk(mappings)

Appends multiple entries from passed array of src-dest mappings. A [lazystream](https://github.com/jpommerening/node-lazystream) wrapper is used to prevent issues with open file limits.

Globbering patterns are supported through use of the bundled [file-utils](https://github.com/SBoudrias/file-utils) module.

The `data` property can be set (per src-dest mapping) to define data for matched entries.

```
```js
archive.bulk([
  { src: ["mydir/**"], data: { date: new Date() } },
  { src: ["mydir/**"], data: function(data) {
    data.date = new Date();
    return data;
  }},
  { expand: true, cwd: "mydir", src: ["**"], dest: "newdir" }
]);
```
```

As of v0.15, the `data` property can also be a function that receives data for each matched entry and is expected to return it after making any desired adjustments.

For more detail on this feature, please see [BULK.md](https://github.com/archiverjs/node-archiver/blob/master/BULK.md).

#### directory(dirpath[, destpath, data])

Appends a directory and its files, recursively, given its dirpath. This is meant to be a simpler approach to something previously only possible with `bulk`. The use of `destpath` allows one to define a custom destination path within the resulting archive and `data` allows for setting data on each entry appended.

```
```js
// mydir/ -> archive.ext/mydir/
archive.directory("mydir");

// mydir/ -> archive.ext/abc/
archive.directory("mydir", "abc");

// mydir/ -> archive.ext/
archive.directory("mydir", false, { date: new Date() });
archive.directory("mydir", false, function(data) {
  data.date = new Date();
  return data;
});
```
```

As of v0.15, the `data` property can also be a function that receives data for each entry and is expected to return it after making any desired

adjustments.

#### file(filepath, data)

Appends a file given its filepath using a [lazystream](https://github.com/jpommerening/node-lazystream) wrapper to prevent issues with open file limits. When the instance has received, processed, and emitted the file, the `entry` event is fired.

```
```js
archive.file("mydir/file.txt", { name:"file.txt" });
```
```

#### finalize()

Finalizes the instance and prevents further appending to the archive structure (queue will continue til drained). The `end`, `close` or `finish` events on the destination stream may fire right after calling this method so you should set listeners beforehand to properly detect stream completion.

\*You must call this method to get a valid archive and end the instance stream.\*

#### pointer()

Returns the current byte length emitted by archiver. Use this in your end callback to log generated size.

#### use(plugin)

Add a plugin to the middleware stack. Currently this is designed for passing the module to use (replaces registerFormat/setFormat/setModule)

## Events

Inherits [Transform Stream](http://nodejs.org/api/stream.html#stream\_class\_stream\_transform) events.

#### entry

Fired when the entry's input has been processed and appended to the archive. Passes entry data as first argument.

## Zip

### Options

#### comment `string`

Sets the zip comment.

#### statConcurrency `number`

Sets the number of workers used to process the internal fs stat queue. Defaults to 4.

#### store `boolean`

If true, all entries will be archived without compression. Defaults to `false`.

#### zlib `object`

Passed to node's [zlib](http://nodejs.org/api/zlib.html#zlib\_options) module to control compression. Options may vary by node version.

### Entry Data

#### name `string` `required`

Sets the entry name including internal path.

#### date `string|Date`

Sets the entry date. This can be any valid date string or instance. Defaults to current time in locale.

When using the `bulk` or `file` methods, fs stat data is used as the default value.

#### store `boolean`

If true, this entry will be archived without compression. Defaults to global `store` option.

#### comment `string`

Sets the entry comment.

#### mode `number`

Sets the entry permissions. Defaults to octal 0755 (directory) or 0644 (file).

When using the `bulk` or `file` methods, fs stat data is used as the default value.

#### stats `fs.Stats`

Sets the fs stat data for this entry. This allows for reduction of fs stat calls when stat data is already known.

## Tar

### Options

#### gzip `boolean`

Compresses the tar archive using gzip, default is false.

#### gzipOptions `object`

Passed to node's `zlib`([http://nodejs.org/api/zlib.html#zlib\\_options](http://nodejs.org/api/zlib.html#zlib_options)) module to control compression. Options may vary by node version.

#### statConcurrency `number`

Sets the number of workers used to process the internal fs stat queue. Defaults to 4.

### Entry Data

#### name `string` `required`

Sets the entry name including internal path.

#### date `string|Date`

Sets the entry date. This can be any valid date string or instance. Defaults to current time in locale.

When using the `bulk` or `file` methods, fs stat data is used as the default value.

#### mode `number`

Sets the entry permissions. Defaults to octal 0755 (directory) or 0644 (file).

When using the `bulk` or `file` methods, fs stat data is used as the default value.

#### stats `fs.Stats`

Sets the fs stat data for this entry. This allows for reduction of fs stat calls when stat data is already known.

## ## Custom Formats

Archiver ships with out of the box support for TAR and ZIP archives.

You can register additional formats with `registerFormat`.

\_Formats will be changing in the next few releases to implement a middleware approach.\_

## ## Libraries

Archiver makes use of several libraries/modules to avoid duplication of efforts.

- [zip-stream](https://npmjs.org/package/zip-stream)
- [tar-stream](https://npmjs.org/package/tar-stream)

## ## Things of Interest

- [Examples](https://github.com/archiverjs/node-archiver/blob/master/examples)
  - [Changelog](https://github.com/archiverjs/node-archiver/releases)
  - [Contributing](https://github.com/archiverjs/node-archiver/blob/master/CONTRIBUTING.md)
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# node-assert-plus

This library is a super small wrapper over node's assert module that has two things: (1) the ability to disable assertions with the environment variable `NODE_NDEBUG`, and (2) some API wrappers for argument testing. Like `assert.string(myArg, "myArg")`. As a simple example, most of my code looks like this:

```
var assert = require("assert-plus");

function fooAccount(options, callback) {
  assert.object(options, "options");
  assert.number(options.id, "options.id");
  assert.bool(options.isManager, "options.isManager");
  assert.string(options.name, "options.name");
  assert.arrayOfString(options.email, "options.email");
  assert.func(callback, "callback");

  // Do stuff
  callback(null, {});
}
```

# API

All methods that *aren't* part of node's core assert API are simply assumed to take an argument, and then a string "name" that's not a message; `AssertionError` will be thrown if the assertion fails with a message like:

```
AssertionError: foo (string) is required
at test (/home/mark/work/foo/foo.js:3:9)
at Object. (/home/mark/work/foo/foo.js:15:1)
at Module._compile (module.js:446:26)
at Object.js (module.js:464:10)
at Module.load (module.js:353:31)
at Function._load (module.js:311:12)
at Array.0 (module.js:484:10)
at EventEmitter._tickCallback (node.js:190:38)
```

from:

```
function test(foo) {
  assert.string(foo, "foo");
}
```

There you go. You can check that arrays are of a homogenous type with `ArrayOf$Type`:

```
function test(foo) {
  assert.arrayOfString(foo, "foo");
}
```

You can assert IFF an argument is not `undefined` (i.e., an optional arg):



```
assert.optionalString(foo, "foo");
```

Lastly, you can opt-out of assertion checking altogether by setting the environment variable `NODE_NDEBUG=1`. This is pseudo-useful if you have lots of assertions, and don't want to pay ``typeof`` taxes to v8 in production.

The complete list of APIs is:

- \* `assert.bool`
- \* `assert.buffer`
- \* `assert.func`
- \* `assert.number`
- \* `assert.object`
- \* `assert.string`
- \* `assert.arrayOfBool`
- \* `assert.arrayOfFunc`
- \* `assert.arrayOfNumber`
- \* `assert.arrayOfObject`
- \* `assert.arrayOfString`
- \* `assert.optionalBool`
- \* `assert.optionalBuffer`
- \* `assert.optionalFunc`
- \* `assert.optionalNumber`
- \* `assert.optionalObject`
- \* `assert.optionalString`
- \* `assert.optionalArrayOfBool`
- \* `assert.optionalArrayOfFunc`
- \* `assert.optionalArrayOfNumber`
- \* `assert.optionalArrayOfObject`
- \* `assert.optionalArrayOfString`
- \* `assert.AssertionError`
- \* `assert.fail`
- \* `assert.ok`
- \* `assert.equal`
- \* `assert.notEqual`
- \* `assert.deepEqual`
- \* `assert.notDeepEqual`
- \* `assert.strictEqual`
- \* `assert.notStrictEqual`
- \* `assert.throws`
- \* `assert.doesNotThrow`
- \* `assert.ifError`

# Installation

```
npm install assert-plus
```

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## ## Bugs

See .

# AssertionError  (<https://travis-ci.org/chaijs/assertion-error.png?branch=master>) (<https://travis-ci.org/chaijs/assertion-error>)

> Error constructor for test and validation frameworks that implements standardized AssertionError specification.

## ## Installation

### ### Node.js

`assertion-error` is available on [npm](<http://npmjs.org>).

\$ npm install assertion-error

### ### Component

`assertion-error` is available as a [component](<https://github.com/component/component>).

\$ component install chaijs/assertion-error

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# balanced-match

Match balanced string pairs, like `{` and `}` or `` and ``.

 <https://secure.travis-ci.org/juliangruber/balanced-match.svg> (http://travis-ci.org/juliangruber/balanced-match)

 <https://img.shields.io/npm/dm/balanced-match.svg> (https://www.npmjs.org/package/balanced-match)

 <https://ci.testling.com/juliangruber/balanced-match.png> (https://ci.testling.com/juliangruber/balanced-match)

## Example

Get the first matching pair of braces:

```
```js
var balanced = require("balanced-match");

console.log(balanced("{", "}", "pre{in{nested}}post"));
// { start: 8, end: 14, post: "pre{in{nested}}post" }
```

```
console.log(balanced("{", "}", "pre{first}between{second}post"));
...

```

The matches are:

```
```bash
$ node example.js
{ start: 3, end: 14, pre: "pre", body: "in{nested}", post: "post" }
{ start: 3,
  end: 9,
  pre: "pre",
  body: "first",
  post: "between{second}post" }
...

```

## API

```
### var m = balanced(a, b, str)
```

For the first non-nested matching pair of `a` and `b` in `str`, return an object with those keys:

```
* **start** the index of the first match of `a`
* **end** the index of the matching `b`
* **pre** the preamble, `a` and `b` not included
* **body** the match, `a` and `b` not included
* **post** the postscript, `a` and `b` not included

```

If there's no match, `undefined` will be returned.

If the `str` contains more `a` than `b` / there are unmatched pairs, the first match that was closed will be used. For example, `{a}` will match `["{", "a", ""]`.

## Installation

With [npm](https://npmjs.org) do:

```
```bash
npm install balanced-match
...

```

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For more information, please refer to

binary

=====

Unpack multibyte binary values from buffers and streams.

You can specify the endianness and signedness of the fields to be unpacked too.

This module is a cleaner and more complete version of `[bufferlist](https://github.com/substack/node-bufferlist)`'s binary module that runs on pre-allocated buffers instead of a linked list.

`[![build status](https://secure.travis-ci.org/substack/node-binary.png)](http://travis-ci.org/substack/node-binary)`

examples

=====

stream.js

-----

```
``` js
```

```
var binary = require("binary");
```

```
var ws = binary()
```

```
.word32lu("x")
```

```
.word16bs("y")
```

```
.word16bu("z")
```

```
.tap(function (vars) {
```

```
  console.dir(vars);
```

```
})
```

```
;
```

```
process.stdin.pipe(ws);
```

```
process.stdin.resume();
```

```
...
```

```
...
```

output:

```
...
```

```
$ node examples/stream.js
abcdefgh
{ x: 1684234849, y: 25958, z: 26472 }
^D
...
```

parse.js

-----

```
``` js
var buf = new Buffer([ 97, 98, 99, 100, 101, 102, 0 ]);

var binary = require("binary");
var vars = binary.parse(buf)
  .word16ls("ab")
  .word32bu("cf")
  .word8("x")
  .vars
  ;
console.dir(vars);
```
```

output:

```
...
```

```
{ ab: 25185, cf: 1667523942, x: 0 }
```

methods

=====

```
`var binary = require("binary")`
```

```
var b = binary()
```

-----

Return a new writable stream `b` that has the chainable methods documented below for buffering binary input.

binary.parse(buf)

-----

Parse a static buffer in one pass. Returns a chainable interface with the methods below plus a `vars` field to get at the variable stash as the last item in a chain.

In parse mode, methods will set their keys to `null` if the buffer isn't big enough except `buffer()` and `scan()` which read up to the end of the buffer and stop.

```
b.word{8,16,32,64}{l,b}{e,u,s}(key)
```

-----

Parse bytes in the buffer or stream given:



- \* number of bits
- \* endianness ( l : little, b : big ),
- \* signedness ( u and e : unsigned, s : signed )

These functions won't start parsing until all previous parser functions have run and the data is available.

The result of the parse goes into the variable stash at `key`.

If `key` has dots (`.s`), it refers to a nested address. If parent container values don't exist they will be created automatically, so for instance you can assign into `dst.addr` and `dst.port` and the `dst` key in the variable stash will be `{ addr : x, port : y }` afterwards.

b.buffer(key, size)

-----

Take `size` bytes directly off the buffer stream, putting the resulting buffer slice in the variable stash at `key`. If `size` is a string, use the value at `vars[size]`. The key follows the same dotted address rules as the word functions.

b.scan(key, buffer)

-----

Search for `buffer` in the stream and store all the intervening data in the stash at at `key`, excluding the search buffer. If `buffer` passed as a string, it will be converted into a Buffer internally.

For example, to read in a line you can just do:

```
```js
var b = binary()
.scan("line", new Buffer("\r\n"))
.tap(function (vars) {
  console.log(vars.line)
})
;
stream.pipe(b);
```
```

b.tap(cb)

-----

The callback `cb` is provided with the variable stash from all the previous actions once they've all finished.

You can nest additional actions onto `this` inside the callback.

b.into(key, cb)

-----

Like `.tap()`, except all nested actions will assign into a `key` in the `vars` stash.

b.loop(cb)

-----

Loop, each time calling `cb(end, vars)` for function `end` and the variable stash with `this` set to a new chain for nested parsing. The loop terminates

once `end` is called.

b.flush()

-----

Clear the variable stash entirely.

installation

=====

To install with [npm](http://github.com/isaacs/npm):

...

npm install binary

...

notes

=====

The word64 functions will only return approximations since javascript uses ieee floating point for all number types. Mind the loss of precision.

license

=====

MIT

node-bindings

=====

### Helper module for loading your native module's .node file

This is a helper module for authors of Node.js native addon modules.

It is basically the "swiss army knife" of `require()`ing your native module's `.node` file.

Throughout the course of Node's native addon history, addons have ended up being compiled in a variety of different places, depending on which build tool and which version of node was used. To make matters worse, now the `_gyp_` build tool can produce either a `_Release_` or `_Debug_` build, each being built into different locations.

This module checks `_all_` the possible locations that a native addon would be built at, and returns the first one that loads successfully.

Installation

-----

Install with `npm`:

``` bash

\$ npm install bindings

```

Or add it to the "dependencies" section of your `_package.json_` file.

Example

-----

`require()`ing the proper bindings file for the current node version. platform

requiring the proper change file for the current node version, platform, and architecture is as simple as:

```
```.js
var bindings = require("bindings")("binding.node")

// Use your bindings defined in your C files
bindings.your_c_function()
```.
```

#### Nice Error Output

-----

When the `.node` file could not be loaded, `node-bindings` throws an Error with a nice error message telling you exactly what was tried. You can also check the `err.tries` Array property.

```
...
Error: Could not load the bindings file. Tried:
? /Users/nrajlich/ref/build/binding.node
? /Users/nrajlich/ref/build/Debug/binding.node
? /Users/nrajlich/ref/build/Release/binding.node
? /Users/nrajlich/ref/out/Debug/binding.node
? /Users/nrajlich/ref/Debug/binding.node
? /Users/nrajlich/ref/out/Release/binding.node
? /Users/nrajlich/ref/Release/binding.node
? /Users/nrajlich/ref/build/default/binding.node
? /Users/nrajlich/ref/compiled/0.8.2/darwin/x64/binding.node
at bindings (/Users/nrajlich/ref/node_modules/bindings/bindings.js:84:13)
at Object. (/Users/nrajlich/ref/lib/ref.js:5:47)
at Module._compile (module.js:449:26)
at Object.Module._extensions..js (module.js:467:10)
at Module.load (module.js:356:32)
at Function.Module._load (module.js:312:12)
...
```.
```

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-----

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\* \* \*

The complete list of contributors can be found at: <https://github.com/hapijs/boom/graphs/contributors>  
# brace-expansion

[Brace expansion]([https://www.gnu.org/software/bash/manual/html\\_node/Brace-Expansion.html](https://www.gnu.org/software/bash/manual/html_node/Brace-Expansion.html)),  
as known from sh/bash, in JavaScript.

[](<http://travis-ci.org/juliangruber/brace-expansion>)

[](<https://ci.testling.com/juliangruber/brace-expansion>)

## Example

```
```js
var expand = require("brace-expansion");
```

```

expand("file-{a,b,c}.jpg")
// => ["file-a.jpg", "file-b.jpg", "file-c.jpg"]

expand("-v{,}")
// => ["-v", "-v", "-v"]

expand("file{0..2}.jpg")
// => ["file0.jpg", "file1.jpg", "file2.jpg"]

expand("file-{a..c}.jpg")
// => ["file-a.jpg", "file-b.jpg", "file-c.jpg"]

expand("file{2..0}.jpg")
// => ["file2.jpg", "file1.jpg", "file0.jpg"]

expand("file{0..4..2}.jpg")
// => ["file0.jpg", "file2.jpg", "file4.jpg"]

expand("file-{a..e..2}.jpg")
// => ["file-a.jpg", "file-c.jpg", "file-e.jpg"]

expand("file{00..10..5}.jpg")
// => ["file00.jpg", "file05.jpg", "file10.jpg"]

expand("{A..C},{a..c}")
// => ["A", "B", "C", "a", "b", "c"]

expand("ppp{,config,oe{,conf}}")
// => ["ppp", "pppconfig", "pppoe", "pppoeconf"]
...

```

## ## API

```

```js
var expand = require("brace-expansion");
...

```

```

### var expanded = expand(str)

```

Return an array of all possible and valid expansions of `str`. If none are found, `[str]` is returned.

Valid expansions are:

```

```js
/^(.*)(.+)?$/
// {a,b,...}
...

```

A comma seperated list of options, like `{a,b}` or `{a,{b,c}}` or `{,a,}`.

```

```js
/^-?\d+(\.\d+)?(\.\d+)?$/
// {x..y[.incr]}
...

```

A numeric sequence from `x` to `y` inclusive, with optional increment.

If `x` or `y` start with a leading `0`, all the numbers will be padded to have equal length. Negative numbers and backwards iteration work too.

```
```js
/^~?\d+\.\.\.?~?\d+(\.\.\.?~?\d+)?$/
// {x..y[..incr]}
```
```

An alphabetic sequence from `x` to `y` inclusive, with optional increment.  
`x` and `y` must be exactly one character, and if given, `incr` must be a number.

For compatibility reasons, the string `\${` is not eligible for brace expansion.

## ## Installation

With [npm](https://npmjs.org) do:

```
```bash
npm install brace-expansion
```
```

## ## Contributors

- [Julian Gruber](https://github.com/juliangruber)
- [Isaac Z. Schlueter](https://github.com/isaacs)

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buffer-shims

===

functions to make sure the new buffer methods work in older browsers.

```
``js
var bufferShim = require("buffer-shims");
bufferShim.from("foo");
bufferShim.alloc(9, "cafe", "hex");
bufferShim.allocUnsafe(15);
bufferShim.allocUnsafeSlow(21);
``
```

should just use the original in newer nodes and on older nodes uses fallbacks.

Known Issues

===

- this does not patch the buffer object, only the constructor stuff
- it's actually a polyfill



buffers

=====

Treat a collection of Buffers as a single contiguous partially mutable Buffer.

Where possible, operations execute without creating a new Buffer and copying everything over.

This is a cleaner more Buffery rehash of

[bufferlist](http://github.com/substack/node-bufferlist).

example

=====

slice

-----

```
var Buffers = require("buffers");
var bufs = Buffers();
bufs.push(new Buffer([1,2,3]));
bufs.push(new Buffer([4,5,6,7]));
bufs.push(new Buffer([8,9,10]));
```

```
console.dir(bufs.slice(2,8))
```

output:

```
$ node examples/slice.js
```

splice

-----

```
var Buffers = require("buffers");
var bufs = Buffers([
  new Buffer([1,2,3]),
  new Buffer([4,5,6,7]),
  new Buffer([8,9,10]),
]);
```

```
var removed = bufs.splice(2, 4);
console.dir({
  removed : removed.slice(),
  bufs : bufs.slice(),
});
```

output:

```
$ node examples/splice.js
{ removed: ,
  bufs: }
```

methods

=====

Buffers(buffers)

-----

Create a Buffers with an array of `Buffer`s if specified, else `[]`.

`.push(buf1, buf2...)`

-----

Push buffers onto the end. Just like `Array.prototype.push`.

`.unshift(buf1, buf2...)`

-----

Unshift buffers onto the head. Just like `Array.prototype.unshift`.

`.slice(i, j)`

-----

Slice a range out of the buffer collection as if it were contiguous.

Works just like the ``Array.prototype.slice`` version.

`.splice(i, howMany, replacements)`

-----

Splice the buffer collection as if it were contiguous.

Works just like ``Array.prototype.splice``, even the replacement part!

`.copy(dst, dstStart, start, end)`

-----

Copy the buffer collection as if it were contiguous to the ``dst`` Buffer with the specified bounds.

Works just like ``Buffer.prototype.copy``.

`.get(i)`

-----

Get a single element at index ``i``.

`.set(i, x)`

-----

Set a single element's value at index ``i``.

`.indexOf(needle, offset)`

-----

Find a string or buffer ``needle`` inside the buffer collection. Returns the position of the search string or -1 if the search string was not found.

Provide an ``offset`` to skip that number of characters at the beginning of the search. This can be used to find additional matches.

This function will return the correct result even if the search string is spread out over multiple internal buffers.

`.toBuffer()`

-----

Convert the buffer collection to a single buffer, equivalent with ``slice(0, buffers.length)``;

`.toString(encoding, start, end)`

-----

Decodes and returns a string from the buffer collection.

Works just like ``Buffer.prototype.toString``

# bufferutil

[![Build Status](https://travis-ci.org/websockets/bufferutil.svg?branch=master)](https://travis-ci.org/websockets/bufferutil)

Buffer utils is one of the modules that makes ``ws`` fast. It's optimized for certain buffer based operations such as merging buffers, generating WebSocket masks and unmasking.

As the module consists of binary components, it should be used as an `optionalDependency` so when installation fails, it doesn't halt the installation of your module. There are fallback files available in this repository. See `fallback.js` for the suggested fallback implementation if installation fails.

## ## Installation

```
...  
npm install bufferutil  
...
```

## ## API

In all examples we assume that you've already required the BufferUtil as followed:

```
```js  
"use strict";  
  
var bu = require("bufferutil").BufferUtil;  
...
```

The module exposes 3 different functions:

### #### merge

Merge multiple buffers in the first supplied buffer argument:

```
```js  
bu.merge(buffer, [buffer1, buffer2]);  
...
```

This merges buffer1 and buffer2 which are in an array into buffer.

### #### mask

Apply a WebSocket mask on the given data.

```
```js  
bu.mask(buffer, mask);  
...
```

### #### unmask

Remove a WebSocket mask on the given data.;w

```
```js  
bu.unmask(buffer, mask);  
...
```

## ## License

MIT

## Caseless -- wrap an object to set and get property with caseless semantics but also preserve casing.

This library is incredibly useful when working with HTTP headers. It allows you to get/set/check for headers in a caseless manner while also preserving the casing of headers the first time they are set.

## ## Usage

```
```javascript
var headers = {}
, c = caseless(headers)
;
c.set("a-Header", "asdf")
c.get("a-header") === "asdf"
```
```

## ## has(key)

Has takes a name and if it finds a matching header will return that header name with the preserved caseing it was set with.

```
```javascript
c.has("a-header") === "a-Header"
```
```

## ## set(key, value[, clobber=true])

Set is fairly straight forward except that if the header exists and clobber is disabled it will add ``"+value` to the existing header.

```
```javascript
c.set("a-Header", "fdas")
c.set("a-HEADER", "more", false)
c.get("a-header") === "fdsa,more"
```
```

## ## swap(key)

Swaps the casing of a header with the new one that is passed in.

```
```javascript
var headers = {}
, c = caseless(headers)
;
c.set("a-Header", "fdas")
c.swap("a-HEADER")
c.has("a-header") === "a-HEADER"
headers === {"a-HEADER": "fdas"}
```
```

[!Chai Documentation](http://chaijs.com/public/img/chai-logo.png)(http://chaijs.com)

Chai is a BDD / TDD assertion library for [node](http://nodejs.org) and the browser that can be delightfully paired with any javascript testing framework.

For more information or to download plugins, view the [documentation](http://chaijs.com).

[!Build Status](https://travis-ci.org/chaijs/chai.svg?branch=master)(https://travis-ci.org/chaijs/chai)

[!Selenium Test Status](https://saucelabs.com/browser-matrix/chaijs.svg)(https://saucelabs.com/u/chaijs)

## ### Plugins

Chai offers a robust Plugin architecture for extending Chai's assertions and interfaces.

- Need a plugin? View the [official plugin list](http://chaijs.com/plugins).
- Have a plugin and want it listed? Open a Pull Request at [chaijs/chai-docs:plugin.js](https://github.com/chaijs/chai-docs/blob/master/plugins.js#L1-L12).

- Want to build a plugin? Read the [plugin api documentation](http://chaijs.com/guide/plugins/).

### ### Related Projects

- [chaijs / assertion-error](https://github.com/chaijs/assertion-error): Custom `Error` constructor thrown upon an assertion failing.
- [chaijs / deep-eql](https://github.com/chaijs/deep-eql): Improved deep equality testing for Node.js and the browser.

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Chainsaw

=====

Build chainable fluent interfaces the easy way in node.js.

With this meta-module you can write modules with chainable interfaces. Chainsaw takes care of all of the boring details and makes nested flow control super simple too.

Just call `Chainsaw` with a constructor function like in the examples below. In your methods, just do `saw.next()` to move along to the next event and `saw.nest()` to create a nested chain.

Examples

=====

add\_do.js

-----

This silly example adds values with a chainsaw.

```
var Chainsaw = require("chainsaw");
```

```
function AddDo (sum) {  
  return Chainsaw(function (saw) {  
    this.add = function (n) {  
      sum += n;  
    }  
  })  
}
```

```

saw.next();
};

this.do = function (cb) {
  saw.nest(cb, sum);
};
});
}

AddDo(0)
.add(5)
.add(10)
.do(function (sum) {
  if (sum > 12) this.add(-10);
})
.do(function (sum) {
  console.log("Sum: " + sum);
})
;

```

Output:  
Sum: 5

prompt.js  
-----

This example provides a wrapper on top of stdin with the help of [node-lazy](<https://github.com/pkrumins/node-lazy>) for line-processing.

```

var Chainsaw = require("chainsaw");
var Lazy = require("lazy");

module.exports = Prompt;
function Prompt (stream) {
  var waiting = [];
  var lines = [];
  var lazy = Lazy(stream).lines.map(String)
    .forEach(function (line) {
      if (waiting.length) {
        var w = waiting.shift();
        w(line);
      }
      else lines.push(line);
    })
  ;

  var vars = {};
  return Chainsaw(function (saw) {
    this.getline = function (f) {
      var g = function (line) {
        saw.nest(f, line, vars);
      };

      if (lines.length) g(lines.shift());
      else waiting.push(g);
    };

    this.do = function (cb) {
      saw.nest(cb, vars);
    }
  })
}

```



```
};  
});  
}
```

And now for the new Prompt() module in action:

```
var util = require("util");  
var stdin = process.openStdin();  
  
Prompt(stdin)  
.do(function () {  
  util.print("x = ");  
})  
.getline(function (line, vars) {  
  vars.x = parseInt(line, 10);  
})  
.do(function () {  
  util.print("y = ");  
})  
.getline(function (line, vars) {  
  vars.y = parseInt(line, 10);  
})  
.do(function (vars) {  
  if (vars.x + vars.y < 10) {  
    util.print("z = ");  
    this.getline(function (line) {  
      vars.z = parseInt(line, 10);  
    })  
  }  
  else {  
    vars.z = 0;  
  }  
})  
.do(function (vars) {  
  console.log("x + y + z = " + (vars.x + vars.y + vars.z));  
  process.exit();  
})  
;
```

Installation  
=====

With [npm](<http://github.com/isaacs/npm>), just do:  
npm install chainsaw

or clone this project on github:

git clone <http://github.com/substack/node-chainsaw.git>

To run the tests with [expresso](<http://github.com/visionmedia/expresso>),  
just do:

expresso

Light Mode vs Full Mode  
=====

`node-chainsaw` supports two different modes. In full mode, every  
action is recorded, which allows you to replay actions using the

``jump()`, `trap()`, and `down()`, methods.`

However, if your chainsaws are long-lived, recording every action can consume a tremendous amount of memory, so we also offer a "light" mode where actions are not recorded and the aforementioned methods are disabled.

To enable light mode simply use ``Chainsaw.light()`, to construct your saw, instead of `Chainsaw()`,.`

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# colors.js

## get color and style in your node.js console

```
→ node examples/normal-usage.js
First some yellow text
Underline that text
Make it bold and red
Double Rainbows All Day Long
dR0P THĚ ƁΔ$4
dR0P THĚ ЯΛı ηβ0ω βΛ42
Chains are also cool.
So are inverse styles!
Zebras are so fun!
This is not fun.
Background color attack!
Use random styles on everything!
America, Heck Yeah!
```

## Installation

npm install colors

## colors and styles!

### ### text colors

- black
- red
- green
- yellow
- blue
- magenta
- cyan
- white
- gray
- grey

### ### background colors

- bgBlack
- bgRed
- bgGreen
- bgYellow
- bgBlue
- bgMagenta
- bgCyan
- bgWhite

### ### styles

- reset
- bold
- dim
- italic
- underline
- inverse
- hidden
- strikethrough

### ### extras

- rainbow
- zebra
- america
- trap
- random

## ## Usage

By popular demand, `colors` now ships with two types of usages!

The super nifty way

```
```js
var colors = require("colors");

console.log("hello".green); // outputs green text
console.log("i like cake and pies".underline.red) // outputs red underlined text
console.log("inverse the color".inverse); // inverses the color
console.log("OMG Rainbows!".rainbow); // rainbow
```

```
console.log(OMG Rainbows! .rainbow); // rainbow
console.log("Run the trap".trap); // Drops the bass
```

```
...
```

or a slightly less nifty way which doesn't extend `String.prototype`

```
```js
var colors = require("colors/safe");

console.log(colors.green("hello")); // outputs green text
console.log(colors.red.underline("i like cake and pies")) // outputs red underlined text
console.log(colors.inverse("inverse the color")); // inverses the color
console.log(colors.rainbow("OMG Rainbows!")); // rainbow
console.log(colors.trap("Run the trap")); // Drops the bass
```

```
...
```

I prefer the first way. Some people seem to be afraid of extending `String.prototype` and prefer the second way.

If you are writing good code you will never have an issue with the first approach. If you really don't want to touch `String.prototype`, the second usage will not touch `String` native object.

## ## Disabling Colors

To disable colors you can pass the following arguments in the command line to your application:

```
```bash
node myapp.js --no-color
...
```

## Console.log [string substitution]([http://nodejs.org/docs/latest/api/console.html#console\\_console\\_log\\_data](http://nodejs.org/docs/latest/api/console.html#console_console_log_data))

```
```js
var name = "Marak";
console.log(colors.green("Hello %s"), name);
// outputs -> "Hello Marak"
...
```

## ## Custom themes

### ### Using standard API

```
```js

var colors = require("colors");

colors.setTheme({
  silly: "rainbow",
  input: "grey",
  verbose: "cyan",
  prompt: "grey",
  info: "green",
  data: "grey",
  help: "cyan",
  warn: "yellow",
  debug: "blue",
  error: "red"
});
```

```
// outputs red text
console.log("this is an error".error);
```

```
// outputs yellow text
console.log("this is a warning".warn);
...
```

### Using string safe API

```
```js
var colors = require("colors/safe");
```

```
// set single property
var error = colors.red;
error("this is red");
```

```
// set theme
colors.setTheme({
  silly: "rainbow",
  input: "grey",
  verbose: "cyan",
  prompt: "grey",
  info: "green",
  data: "grey",
  help: "cyan",
  warn: "yellow",
  debug: "blue",
  error: "red"
});
```

```
// outputs red text
console.log(colors.error("this is an error"));
```

```
// outputs yellow text
console.log(colors.warn("this is a warning"));
...
```

\*Protip: There is a secret undocumented style in `colors`. If you find the style you can summon him.\*  
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# Commander.js

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The complete solution for [node.js](http://nodejs.org) command-line interfaces, inspired by Ruby's [commander](https://github.com/visionmedia/commander).

[![Build Status](https://secure.travis-ci.org/visionmedia/commander.js.png)](http://travis-ci.org/visionmedia/commander.js)

## ## Installation

```
$ npm install commander
```

## ## Option parsing

Options with commander are defined with the `.option()` method, also serving as documentation for the options. The example below parses args and options from `process.argv`, leaving remaining args as the `program.args` array which were not consumed by options.

```
```js
#!/usr/bin/env node

/**
 * Module dependencies.
 */

var program = require("commander");

program
  .version("0.0.1")
  .option("-p, --peppers", "Add peppers")
  .option("-P, --pineapple", "Add pineapple")
  .option("-b, --bbq", "Add bbq sauce")
  .option("-c, --cheese [type]", "Add the specified type of cheese [marble]", "marble")
  .parse(process.argv);

console.log("you ordered a pizza with:");
if (program.peppers) console.log(" - peppers");
if (program.pineapple) console.log(" - pineapple");
if (program.bbq) console.log(" - bbq");
console.log(" - %s cheese", program.cheese);
```
```

Short flags may be passed as a single arg, for example `-abc` is equivalent to `-a -b -c`. Multi-word options such as `--template-engine` are camel-cased, becoming `program.templateEngine` etc.

## ## Automated --help

The help information is auto-generated based on the information commander already knows about your program, so the following `--help` info is for free:

```
...
$ ./examples/pizza --help
```

Usage: pizza [options]

Options:

- V, --version output the version number
- p, --peppers Add peppers
- P, --pineapple Add pineaple
- b, --bbq Add bbq sauce
- c, --cheese Add the specified type of cheese [marble]
- h, --help output usage information

```
...
```

### ## Coercion

```
```js
function range(val) {
  return val.split("..").map(Number);
}

function list(val) {
  return val.split(",");
}

program
  .version("0.0.1")
  .usage("[options] ")
  .option("-i, --integer ", "An integer argument", parseInt)
  .option("-f, --float ", "A float argument", parseFloat)
  .option("-r, --range ..", "A range", range)
  .option("-l, --list ", "A list", list)
  .option("-o, --optional [value]", "An optional value")
  .parse(process.argv);

console.log(" int: %j", program.integer);
console.log(" float: %j", program.float);
console.log(" optional: %j", program.optional);
program.range = program.range || [];
console.log(" range: %j..%j", program.range[0], program.range[1]);
console.log(" list: %j", program.list);
console.log(" args: %j", program.args);
...

```

### ## Custom help

You can display arbitrary `-h, --help` information by listening for `--help`. Commander will automatically exit once you are done so that the remainder of your program does not execute causing undesired behaviours, for example in the following executable "stuff" will not output when `--help` is used.

```
```js
#!/usr/bin/env node

/**
 * Module dependencies.
 */

var program = require("../");

function list(val) {
  return val.split(",").map(Number);
}

program
  .version("0.0.1")
  .option("-f, --foo", "enable some foo")
  .option("-b, --bar", "enable some bar")
  .option("-B, --baz", "enable some baz");

```

```
// must be before .parse() since
// node"s emit() is immediate
```

```
program.on("--help", function(){
  console.log(" Examples:");
  console.log("");
  console.log(" $ custom-help --help");
  console.log(" $ custom-help -h");
  console.log("");
});
```

```
program.parse(process.argv);
```

```
console.log("stuff");
...
```

yielding the following help output:

```
...
```

Usage: custom-help [options]

Options:

```
-h, --help output usage information
-V, --version output the version number
-f, --foo enable some foo
-b, --bar enable some bar
-B, --baz enable some baz
```

Examples:

```
$ custom-help --help
$ custom-help -h
```

```
...
```

## .prompt(msg, fn)

Single-line prompt:

```
```js
program.prompt("name: ", function(name){
  console.log("hi %s", name);
});
```
```

Multi-line prompt:

```
```js
program.prompt("description:", function(name){
  console.log("hi %s", name);
});
```
```

Coercion:

```
```js
program.prompt("Age: ", Number, function(age){
```



```
console.log("age: %j", age);
});
...
```

```
```js
program.prompt("Birthdate: ", Date, function(date){
  console.log("date: %s", date);
});
...
```

```
## .password(msg[, mask], fn)
```

Prompt for password without echoing:

```
```js
program.password("Password: ", function(pass){
  console.log("got \"%s\"", pass);
  process.stdin.destroy();
});
...
```

Prompt for password with mask char "\*\*\*":

```
```js
program.password("Password: ", "***", function(pass){
  console.log("got \"%s\"", pass);
  process.stdin.destroy();
});
...
```

```
## .confirm(msg, fn)
```

Confirm with the given `msg`:

```
```js
program.confirm("continue? ", function(ok){
  console.log(" got %j", ok);
});
...
```

```
## .choose(list, fn)
```

Let the user choose from a `list`:

```
```js
var list = ["tobi", "loki", "jane", "manny", "luna"];

console.log("Choose the coolest pet:");
program.choose(list, function(i){
  console.log("you chose %d \"%s\"", i, list[i]);
});
...
```

```
## Links
```

- [API documentation](<http://visionmedia.github.com/commander.js/>)
- [ascii tables](<https://github.com/LearnBoost/cli-table>)
- [progress bars](<https://github.com/visionmedia/node-progress>)
- [more progress bars](<https://github.com/substack/node-multimeter>)

- [examples](https://github.com/visionmedia/commander.js/tree/master/examples)

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# Compress Commons v0.3.0 [![Build Status](https://travis-ci.org/archiverjs/node-compress-commons.svg?branch=master)](https://travis-ci.org/archiverjs/node-compress-commons)

Compress Commons is a library that defines a common interface for working with archive formats within node.

[![NPM](https://nodei.co/npm/compress-commons.png)](https://nodei.co/npm/compress-commons/)

## ## Install

```
``bash
npm install compress-commons --save
``
```

You can also use `npm install https://github.com/archiverjs/node-compress-commons/archive/master.tar.gz` to test upcoming versions.

## ## Things of Interest

- [Changelog](https://github.com/archiverjs/node-compress-commons/releases)
- [Contributing](https://github.com/archiverjs/node-compress-commons/blob/master/CONTRIBUTING.md)
- [MIT License](https://github.com/archiverjs/node-compress-commons/blob/master/LICENSE-MIT)

## ## Credits

Concept inspired by [Apache Commons Compress](http://commons.apache.org/proper/commons-compress/)<sup>TM</sup>.

Some logic derived from [Apache Commons Compress](http://commons.apache.org/proper/commons-compress/)<sup>TM</sup> and [OpenJDK 7](http://openjdk.java.net/).

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## # concat-stream

Writable stream that concatenates all the data from a stream and calls a callback with the result. Use this when you want to collect all the data from a stream into a single buffer.

[![Build Status](https://travis-ci.org/maxogden/concat-stream.svg?branch=master)](https://travis-ci.org/maxogden/concat-stream)

[![NPM](https://nodei.co/npm/concat-stream.png)](https://nodei.co/npm/concat-stream/)

### ### description

Streams emit many buffers. If you want to collect all of the buffers, and when the stream ends concatenate all of the buffers together and receive a single buffer then this is the module for you.

Only use this if you know you can fit all of the output of your stream into a single Buffer (e.g. in RAM).

There are also `objectMode` streams that emit things other than Buffers, and you can concatenate these too. See below for details.

### ## Related

`stream-each` is part of the [mississippi stream utility collection](https://github.com/maxogden/mississippi) which includes more useful stream modules similar to this one.

### ### examples

#### #### Buffers

```
```js
var fs = require("fs")
var concat = require("concat-stream")

var readStream = fs.createReadStream("cat.png")
var concatStream = concat(gotPicture)

readStream.on("error", handleError)
readStream.pipe(concatStream)

function gotPicture(imageBuffer) {
  // imageBuffer is all of `cat.png` as a node.js Buffer
}

function handleError(err) {
  // handle your error appropriately here, e.g.:
  console.error(err) // print the error to STDERR
  process.exit(1) // exit program with non-zero exit code
}

...
```
```

#### #### Arrays

```
```js
var write = concat(function(data) {})
write.write([1,2,3])
write.write([4,5,6])
write.end()
// data will be [1,2,3,4,5,6] in the above callback
...
```
```

#### #### Uint8Arrays

```
```js
var write = concat(function(data) {})
```

```

var write = concat(function(data) {
  var a = new Uint8Array(3)
  a[0] = 97; a[1] = 98; a[2] = 99
  write.write(a)
  write.write("!")
  write.end(Buffer("!!1"))
})

```

See ``test/`` for more examples

# methods

```

```js
var concat = require("concat-stream")

```

```

## var writable = concat(opts={}, cb)

```

Return a ``writable`` stream that will fire ``cb(data)`` with all of the data that was written to the stream. Data can be written to ``writable`` as strings, Buffers, arrays of byte integers, and Uint8Arrays.

By default ``concat-stream`` will give you back the same data type as the type of the first buffer written to the stream. Use ``opts.encoding`` to set what format ``data`` should be returned as, e.g. if you if you don't want to rely on the built-in type checking or for some other reason.

- \* ``string`` - get a string
- \* ``buffer`` - get back a Buffer
- \* ``array`` - get an array of byte integers
- \* ``uint8array`, `u8`, `uint8`` - get back a Uint8Array
- \* ``object``, get back an array of Objects

If you don't specify an encoding, and the types can't be inferred (e.g. you write things that aren't in the list above), it will try to convert concat them into a ``Buffer``.

# error handling

``concat-stream`` does not handle errors for you, so you must handle errors on whatever streams you pipe into ``concat-stream``. This is a general rule when programming with node.js streams: always handle errors on each and every stream. Since ``concat-stream`` is not itself a stream it does not emit errors.

We recommend using `[`end-of-stream`](https://npmjs.org/end-of-stream)` or `[`pump`](https://npmjs.org/pump)` for writing error tolerant stream code.

# license

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# core-util-is

The ``util.is*`` functions introduced in Node v0.12.

# `crc32-stream` v0.3.4 [\[!Build Status\]\(https://travis-ci.org/archiverjs/node-crc32-stream.svg?branch=master\)](https://travis-ci.org/archiverjs/node-crc32-stream.svg?branch=master) [\[https://travis-ci.org/archiverjs/node-crc32-stream\]](https://travis-ci.org/archiverjs/node-crc32-stream)

`crc32-stream` is a streaming CRC32 checksumer. It uses `[buffer-crc32](https://www.npmjs.org/package/buffer-crc32)` behind the scenes to reliably handle binary data and fancy character sets. Data is passed through untouched.

[\[!NPM\]\(https://nodei.co/npm/crc32-stream.png\)](https://nodei.co/npm/crc32-stream.png) [\[https://nodei.co/npm/crc32-stream/\]](https://nodei.co/npm/crc32-stream/)

### Install

```
```bash
npm install crc32-stream --save
```
```

You can also use `npm install <https://github.com/archiverjs/node-crc32-stream/archive/master.tar.gz>` to test upcoming versions.

### ### Usage

#### #### CRC32Stream

Inherits [Transform Stream]([http://nodejs.org/api/stream.html#stream\\_class\\_stream\\_transform](http://nodejs.org/api/stream.html#stream_class_stream_transform)) options and methods.

```
```js
var CRC32Stream = require("crc32-stream");

var source = fs.createReadStream("file.txt");
var checksum = new CRC32Stream();

checksum.on("end", function(err) {
  // do something with checksum.digest() here
});

// either pipe it
source.pipe(checksum);

// or write it
checksum.write("string");
checksum.end();
```
```

#### #### DeflateCRC32Stream

Inherits [zlib.DeflateRaw]([http://nodejs.org/api/zlib.html#zlib\\_class\\_zlib\\_deflateraw](http://nodejs.org/api/zlib.html#zlib_class_zlib_deflateraw)) options and methods.

```
```js
var DeflateCRC32Stream = require("crc32-stream").DeflateCRC32Stream;

var source = fs.createReadStream("file.txt");
var checksum = new DeflateCRC32Stream();

checksum.on("end", function(err) {
  // do something with checksum.digest() here
});

// either pipe it
source.pipe(checksum);

// or write it
checksum.write("string");
checksum.end();
```
```

### ### Instance API

#### #### digest()

Returns the checksum digest in unsigned form.

#### #### hex()

Returns the hexadecimal representation of the checksum digest. (ie E81722F0)

#### size(compressed)

Returns the raw size/length of passed-through data.

If `compressed` is `true`, it returns compressed length instead. (DeflateCRC32Stream)

## Things of Interest

- [Changelog](https://github.com/archiverjs/node-crc32-stream/releases)

- [Contributing](https://github.com/archiverjs/node-crc32-stream/blob/master/CONTRIBUTING.md)

- [MIT License](https://github.com/archiverjs/node-crc32-stream/blob/master/LICENSE-MIT)

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Fork of <https://github.com/douglascrockford/JSON-js>, maintained in npm as `cycle`.

# Contributors

\* Douglas Crockford

\* Nuno Job

\* Justin Warkentin

# JSON in JavaScript

Douglas Crockford

[douglas@crockford.com](mailto:douglas@crockford.com)

2010-11-18

JSON is a light-weight, language independent, data interchange format.

See <http://www.JSON.org/>

The files in this collection implement JSON encoders/decoders in JavaScript.

JSON became a built-in feature of JavaScript when the ECMAScript Programming Language Standard - Fifth Edition was adopted by the ECMA General Assembly in December 2009. Most of the files in this collection are for applications that are expected to run in obsolete web browsers. For most purposes, `json2.js` is the best choice.

`json2.js`: This file creates a JSON property in the global object, if there

is no native JSON support. It is the only file in this collection that



isn't already one, setting its value to an object containing a stringify method and a parse method. The parse method uses the eval method to do the parsing, guarding it with several regular expressions to defend against accidental code execution hazards. On current browsers, this file does nothing, preferring the built-in JSON object.

json.js: This file does everything that json2.js does. It also adds a toJSONString method and a parseJSON method to Object.prototype. Use of this file is not recommended.

json\_parse.js: This file contains an alternative JSON parse function that uses recursive descent instead of eval.

json\_parse\_state.js: This file contains an alternative JSON parse function that uses a state machine instead of eval.

cycle.js: This file contains two functions, JSON.decycle and JSON.retrocycle, which make it possible to encode cyclical structures and dags in JSON, and to then recover them. JSONPath is used to represent the links.

<http://GOESSNER.net/articles/JsonPath/>  
# debug

tiny node.js debugging utility modelled after node core's debugging technique.

## ## Installation

```
``bash
$ npm install debug
``
```

## ## Usage

With `debug` you simply invoke the exported function to generate your debug function, passing it a name which will determine if a noop function is returned, or a decorated `console.error`, so all of the `console` format string goodies you're used to work fine. A unique color is selected per-function for visibility.

Example \_app.js\_:

```
``js
var debug = require("debug")("http")
, http = require("http")
, name = "My App";

// fake app

debug("booting %s", name);

http.createServer(function(req, res){
  debug(req.method + " " + req.url);
  res.end("hello\n");
}).listen(3000, function(){
  debug("listening");
});

// fake worker of some kind

require("./worker");
``
```

Example \_worker.js\_:

```

```js
var debug = require("debug")("worker");

setInterval(function(){
  debug("doing some work");
}, 1000);
```

```

The `__DEBUG__` environment variable is then used to enable these based on space or comma-delimited names. Here are some examples:

```

![debug http and worker](http://f.cl.ly/items/18471z1H402O24072r1J/Screenshot.png)

```

```

![debug worker](http://f.cl.ly/items/1X413v1a3M0d3C2c1E0i/Screenshot.png)

```

### #### Windows note

On Windows the environment variable is set using the `set` command.

```

```cmd
set DEBUG=*,-not_this
```

```

Then, run the program to be debugged as usual.

### ## Millisecond diff

When actively developing an application it can be useful to see when the time spent between one `debug()` call and the next. Suppose for example you invoke `debug()` before requesting a resource, and after as well, the `"+NNNms"` will show you how much time was spent between calls.

```



```

When stdout is not a TTY, `Date#toUTCString()` is used, making it more useful for logging the debug information as shown below:

```



```

### ## Conventions

If you're using this in one or more of your libraries, you should use the name of your library so that developers may toggle debugging as desired without guessing names. If you have more than one debuggers you should prefix them with your library name and use `:"` to separate features. For example `"bodyParser"` from `Connect` would then be `"connect:bodyParser"`.

### ## Wildcards

The `*` character may be used as a wildcard. Suppose for example your library has debuggers named `"connect:bodyParser"`, `"connect:compress"`, `"connect:session"`, instead of listing all three with ``DEBUG=connect:bodyParser,connect.compress,connect.session``, you may simply do ``DEBUG=connect:*``, or to run everything using this module simply use ``DEBUG=*``.

You can also exclude specific debuggers by prefixing them with a `-` character. For example, ``DEBUG=*,-connect:*`` would include all debuggers except those starting with `"connect:"`.

### ## Browser support

Debug works in the browser as well, currently persisted by `localStorage`. Consider the situation shown below where you have ``worker:a`` and ``worker:b``, and wish to debug both. Somewhere in the code on your page, include:

```

-----

```

```
````js
window.myDebug = require("debug");
````
```

("debug" is a global object in the browser so we give this object a different name.) When your page is open in the browser, type the following in the console:

```
````js
myDebug.enable("worker:*")
````
```

Refresh the page. Debug output will continue to be sent to the console until it is disabled by typing `myDebug.disable()` in the console.

```
````js
a = debug("worker:a");
b = debug("worker:b");
```

```
setInterval(function(){
a("doing some work");
}, 1000);
```

```
setInterval(function(){
b("doing some work");
}, 1200);
````
```

#### #### Web Inspector Colors

Colors are also enabled on "Web Inspectors" that understand the `%c`` formatting option. These are WebKit web inspectors, Firefox ([since version 31](<https://hacks.mozilla.org/2014/05/editable-box-model-multiple-selection-sublime-text-keys-much-more-firefox-developer-tools-episode-31/>)) and the Firebug plugin for Firefox (any version).

Colored output looks something like:



#### ### stderr vs stdout

You can set an alternative logging method per-namespace by overriding the `log`` method on a per-namespace or globally:

Example `_stdout.js`:

```
````js
var debug = require("debug");
var error = debug("app:error");

// by default stderr is used
error("goes to stderr!");

var log = debug("app:log");
// set this namespace to log via console.log
log.log = console.log.bind(console); // don't forget to bind to console!
log("goes to stdout");
error("still goes to stderr!");

// set all output to go via console.info
// overrides all per-namespace log settings
```

```
debug.log = console.info.bind(console);
error("now goes to stdout via console.info");
log("still goes to stdout, but via console.info now");
````
```

## ## Authors

- TJ Holowaychuk  
- Nathan Rajlich

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, http = require("http")
, name = "My App";

// fake app
```

```
debug("booting %s", name);
```

```
http.createServer(function(req, res){  
  debug(req.method + " " + req.url);  
  res.end("hello\n");  
}).listen(3000, function(){  
  debug("listening");  
});
```

```
// fake worker of some kind
```

```
require("./worker");  
...
```

Example `_worker.js`:

```
```js  
var debug = require("debug")("worker");  
  
setInterval(function(){  
  debug("doing some work");  
}, 1000);  
```
```

The `__DEBUG__` environment variable is then used to enable these based on space or comma-delimited names. Here are some examples:

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![debug http and worker](http://f.cl.ly/items/18471z1H402O24072r1J/Screenshot.png)
```

```
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## Wildcards

```
... } } } } }
```

The `*` character may be used as a wildcard. Suppose for example your library has debuggers named "connect:bodyParser", "connect:compress", "connect:session", instead of listing all three with ``DEBUG=connect:bodyParser,connect:compress,connect:session``, you may simply do ``DEBUG=connect:*``, or to run everything using this module simply use ``DEBUG=*``.

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Debug works in the browser as well, currently persisted by ``localStorage``. Consider the situation shown below where you have ``worker:a`` and ``worker:b``, and wish to debug both. Somewhere in the code on your page, include:

```
``js
window.myDebug = require("debug");
``
```

("debug" is a global object in the browser so we give this object a different name.) When your page is open in the browser, type the following in the console:

```
``js
myDebug.enable("worker:*")
``
```

Refresh the page. Debug output will continue to be sent to the console until it is disabled by typing ``myDebug.disable()`` in the console.

```
``js
a = debug("worker:a");
b = debug("worker:b");
```

```
setInterval(function(){
a("doing some work");
}, 1000);
```

```
setInterval(function(){
b("doing some work");
}, 1200);
``
```

## #### Web Inspector Colors

Colors are also enabled on "Web Inspectors" that understand the ``%c`` formatting option. These are WebKit web inspectors, Firefox ([since version 31](https://hacks.mozilla.org/2014/05/editable-box-model-multiple-selection-sublime-text-keys-much-more-firefox-developer-tools-episode-31/)) and the Firebug plugin for Firefox (any version).

Colored output looks something like:



## ### stderr vs stdout

You can set an alternative logging method per-namespace by overriding the ``log`` method on a per-namespace or globally:

Example `_stdout.js`:

```

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var error = debug("app:error");

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log.log = console.log.bind(console); // don't forget to bind to console!
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error("still goes to stderr!");

// set all output to go via console.info
// overrides all per-namespace log settings
debug.log = console.info.bind(console);
error("now goes to stdout via console.info");
log("still goes to stdout, but via console.info now");
```

```

### Save debug output to a file

You can save all debug statements to a file by piping them.

Example:

```

```bash
$ DEBUG_FD=3 node your-app.js 3> whatever.log
```

```

## Authors

- TJ Holowaychuk
- Nathan Rajlich

## License

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# deep-eql [!Build Status!](https://travis-ci.org/chaijs/deep-eql.png?branch=master)|[!Tests!](https://travis-ci.org/chaijs/deep-eql)|[!Coverage!](https://coveralls.io/r/chaijs/deep-eql?branch=master)

 `[Coverage Status](https://coveralls.io/repos/chaijs/deep-eql/badge.png?branch=master)](https://coveralls.io/r/chaijs/deep-eql?branch=master)`

> Improved deep equality testing for Node.js and the browser.

## ## Installation

### ### Node.js

`deep-eql` is available on [npm](http://npmjs.org).

```
$ npm install deep-eql
```

### ### Component

`deep-eql` is available as a [component](https://github.com/component/component).

```
$ component install chaijs/deep-eql
```

## ## Usage

### ### Rules

- Strict equality for non-traversable nodes according to [egal](http://wiki.ecmascript.org/doku.php?id=harmony:egal).
- ``eq!(NaN, NaN).should.be.true;``
- ``eq!(-0, +0).should.be.false;``
- Arguments are not Arrays:
- ``eq!([], arguments).should.be.false;``
- ``eq!([], Array.prototype.slice.call(arguments)).should.be.true;``

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# Destroy

[[NPM version]][npm-image]][npm-url]  
[[Build status]][travis-image]][travis-url]  
[[Test coverage]][coveralls-image]][coveralls-url]  
[[Dependency Status]][david-image]][david-url]  
[[License]][license-image]][license-url]

[!License][license-image]][license-uri]  
[!Downloads][downloads-image]][downloads-uri]  
[!Gittip][gittip-image]][gittip-uri]

Destroy a stream.

## ## API

```
```js
var destroy = require("destroy")

var fs = require("fs")
var stream = fs.createReadStream("package.json")
destroy(stream)
```
```

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# end-of-stream

A node module that calls a callback when a readable/writable/duplex stream has completed or failed.

npm install end-of-stream

## Usage

Simply pass a stream and a callback to the `eos`.  
Both legacy streams and streams2 are supported.

```
```js
var eos = require("end-of-stream");

eos(readableStream, function(err) {
  if (err) return console.log("stream had an error or closed early");
  console.log("stream has ended");
});

eos(writableStream, function(err) {
  if (err) return console.log("stream had an error or closed early");
  console.log("stream has finished");
});

eos(duplexStream, function(err) {
  if (err) return console.log("stream had an error or closed early");
  console.log("stream has ended and finished");
});

eos(duplexStream, {readable:false}, function(err) {
  if (err) return console.log("stream had an error or closed early");
  console.log("stream has ended but might still be writable");
});

eos(duplexStream, {writable:false}, function(err) {
  if (err) return console.log("stream had an error or closed early");
  console.log("stream has ended but might still be readable");
});

eos(readableStream, {error:false}, function(err) {
  // do not treat emit("error", err) as a end-of-stream
});
```
```

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# generate-function

Module that helps you write generated functions in Node

...

npm install generate-function

...

[[build status]](<http://img.shields.io/travis/mafintosh/generate-function.svg?style=flat>)](<http://travis-ci.org/mafintosh/generate-function>)

## Disclamer

Writing code that generates code is hard.

You should only use this if you really, really, really need this for performance reasons (like schema validators / parsers etc).

## Usage

``` js

var genfun = require("generate-function")

var addNumber = function(val) {

var fn = genfun()

("function add(n) {")

("return n + %d", val) // supports format strings to insert values

("}")

return fn.toFunction() // will compile the function

}



```
var add2 = addNumber(2)

console.log("1+2=", add2(1))
console.log(add2.toString()) // prints the generated function
...

```

If you need to close over variables in your generated function pass them to `toFunction(scope)`

```
`` js
var multiply = function(a, b) {
  return a * b
}

var addAndMultiplyNumber = function(val) {
  var fn = genfun()
  ("function(n) {"")
  ("if (typeof n !== "number") {"") // ending a line with { will indent the source
  ("throw new Error("argument should be a number")")
  ("}")
  ("var result = multiply(%d, n+%d)", val, val)
  ("return result")
  ("}")

  // use fn.toString() if you want to see the generated source

  return fn.toFunction({
    multiply: multiply
  })
}

var addAndMultiply2 = addAndMultiplyNumber(2)

console.log("(3 + 2) * 2 =", addAndMultiply2(3))
...

```

## ## Related

See [\[generate-object-property\]\(https://github.com/mafintosh/generate-object-property\)](https://github.com/mafintosh/generate-object-property) if you need to safely generate code that can be used to reference an object property

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# get-stdin [![Build Status](https://travis-ci.org/sindresorhus/get-stdin.svg?branch=master)](https://travis-ci.org/sindresorhus/get-stdin)

> Easier stdin

## ## Install

```
``sh
$ npm install --save get-stdin
``
```

## ## Usage

```
``js
// example.js
var stdin = require("get-stdin");

stdin(function (data) {
  console.log(data);
  //=> unicorns
});
``
```

```
``sh
$ echo unicorns | node example.js
unicorns
``
```

## ## API

### ### stdin(callback)

Get `stdin` as a string.

### ### stdin.buffer(callback)

Get `stdin` as a buffer.

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IN CONNECTION WITH THE GLOB EXTENSION OF THE GLOB PACKAGE.

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## # Glob

Match files using the patterns the shell uses, like stars and stuff.

This is a glob implementation in JavaScript. It uses the `minimatch` library to do its matching.



## ## Usage

```
````javascript
var glob = require("glob")

// options is optional
glob("**/*.js", options, function (er, files) {
  // files is an array of filenames.
  // If the `nonull` option is set, and nothing
  // was found, then files is ["**/*.js"]
  // er is an error object or null.
})
````
```

## ## Glob Primer

"Globs" are the patterns you type when you do stuff like `ls \*.js` on the command line, or put `build/\*` in a `.gitignore` file.

Before parsing the path part patterns, braced sections are expanded into a set. Braced sections start with `{` and end with `}`, with any number of comma-delimited sections within. Braced sections may contain slash characters, so `{a/b/c,bcd}` would expand into `a/b/c` and `abcd`.

The following characters have special magic meaning when used in a path portion:

- \* `\*` Matches 0 or more characters in a single path portion
- \* `?` Matches 1 character
- \* `[...]` Matches a range of characters, similar to a RegExp range. If the first character of the range is `!` or `^` then it matches any character not in the range.
- \* `!(pattern|pattern|pattern)` Matches anything that does not match any of the patterns provided.
- \* `?(pattern|pattern|pattern)` Matches zero or one occurrence of the patterns provided.
- \* `+(pattern|pattern|pattern)` Matches one or more occurrences of the patterns provided.
- \* `(a|b|c)` Matches zero or more occurrences of the patterns provided
- \* `@(pattern|pat\*|pat?erN)` Matches exactly one of the patterns provided
- \* `\*\*\*` If a "globstar" is alone in a path portion, then it matches zero or more directories and subdirectories searching for matches. It does not crawl symlinked directories.

### ### Dots

If a file or directory path portion has a `.` as the first character, then it will not match any glob pattern unless that pattern's corresponding path part also has a `.` as its first character.

For example, the pattern `a./c` would match the file at `a./b/c`. However the pattern `a/*/c` would not, because `*` does not start with a dot character.

You can make glob treat dots as normal characters by setting `dot:true` in the options.

### ### Basename Matching

If you set `matchBase:true` in the options, and the pattern has no slashes in it, then it will seek for any file anywhere in the tree with a matching basename. For example, `*.js` would match `test/simple/basic.js`.

### ### Negation

The intent for negation would be for a pattern starting with `!` to match everything that *doesn't* match the supplied pattern. However, the implementation is weird, and for the time being, this should be avoided. The behavior is deprecated in version 5, and will be removed entirely in version 6.

### ### Empty Sets

If no matching files are found, then an empty array is returned. This differs from the shell, where the pattern itself is returned. For example:

```
$ echo a*s*d*f
a*s*d*f
```

To get the bash-style behavior, set the `nonull:true` in the options.

### ### See Also:

- \* `man sh`
- \* `man bash` (Search for "Pattern Matching")
- \* `man 3 fnmatch`
- \* `man 5 gitignore`
- \* [\[minimatch documentation\]\(https://github.com/isaacs/minimatch\)](https://github.com/isaacs/minimatch)

**## glob.hasMagic(pattern, [options])**

Returns `true` if there are any special characters in the pattern, and `false` otherwise.

Note that the options affect the results. If `noext:true` is set in the options object, then `+(a|b)` will not be considered a magic pattern. If the pattern has a brace expansion, like `a/{b/c,x/y}` then that is considered magical, unless `nobrace:true` is set in the options.

**## glob(pattern, [options], cb)**

```
## glob(pattern, [options], cb)
```

- \* ``pattern` {String}` Pattern to be matched
- \* ``options` {Object}`
- \* ``cb` {Function}`
- \* ``err` {Error | null}`
- \* ``matches` {Array}` filenames found matching the pattern

Perform an asynchronous glob search.

```
## glob.sync(pattern, [options])
```

- \* ``pattern` {String}` Pattern to be matched
- \* ``options` {Object}`
- \* `return: {Array}` filenames found matching the pattern

Perform a synchronous glob search.

```
## Class: glob.Glob
```

Create a Glob object by instantiating the ``glob.Glob`` class.

```
```javascript
var Glob = require("glob").Glob
var mg = new Glob(pattern, options, cb)
```
```

It's an EventEmitter, and starts walking the filesystem to find matches immediately.

```
### new glob.Glob(pattern, [options], [cb])
```

- \* ``pattern` {String}` pattern to search for
- \* ``options` {Object}`
- \* ``cb` {Function}` Called when an error occurs, or matches are found
- \* ``err` {Error | null}`
- \* ``matches` {Array}` filenames found matching the pattern

Note that if the ``sync`` flag is set in the options, then matches will be immediately available on the ``g.found`` member.

```
### Properties
```

- \* ``minimatch`` The minimatch object that the glob uses.
- \* ``options`` The options object passed in.
- \* ``aborted`` Boolean which is set to true when calling ``abort()``. There is no way at this time to continue a glob search after aborting, but you can re-use the `statCache` to avoid having to duplicate syscalls.
- \* ``cache`` Convenience object. Each field has the following possible values:
  - \* ``false`` - Path does not exist
  - \* ``true`` - Path exists
  - \* ```DIR``` - Path exists, and is not a directory
  - \* ```FILE``` - Path exists, and is a directory
  - \* ``[file, entries, ...]`` - Path exists, is a directory, and the array value is the results of ``fs.readdir``
- \* ``statCache`` Cache of ``fs.stat`` results, to prevent statting the same path multiple times.
- \* ``symlinks`` A record of which paths are symbolic links, which is relevant in resolving ``**`` patterns.

\* ``realpathCache`` An optional object which is passed to ``fs.realpath`` to minimize unnecessary syscalls. It is stored on the instantiated Glob object, and may be re-used.

### ### Events

- \* ``end`` When the matching is finished, this is emitted with all the matches found. If the ``nonnull`` option is set, and no match was found, then the ``matches`` list contains the original pattern. The matches are sorted, unless the ``nosort`` flag is set.
- \* ``match`` Every time a match is found, this is emitted with the matched.
- \* ``error`` Emitted when an unexpected error is encountered, or whenever any fs error occurs if ``options.strict`` is set.
- \* ``abort`` When ``abort()`` is called, this event is raised.

### ### Methods

- \* ``pause`` Temporarily stop the search
- \* ``resume`` Resume the search
- \* ``abort`` Stop the search forever

### ### Options

All the options that can be passed to Minimatch can also be passed to Glob to change pattern matching behavior. Also, some have been added, or have glob-specific ramifications.

All options are false by default, unless otherwise noted.

All options are added to the Glob object, as well.

If you are running many ``glob`` operations, you can pass a Glob object as the ``options`` argument to a subsequent operation to shortcut some ``stat`` and ``readdir`` calls. At the very least, you may pass in shared ``symlinks``, ``statCache``, ``realpathCache``, and ``cache`` options, so that parallel glob operations will be sped up by sharing information about the filesystem.

- \* ``cwd`` The current working directory in which to search. Defaults to ``process.cwd()``.
- \* ``root`` The place where patterns starting with ``/`` will be mounted onto. Defaults to ``path.resolve(options.cwd, "/")`` (``/`` on Unix systems, and ``C:\`` or some such on Windows.)
- \* ``dot`` Include ``.dot`` files in normal matches and ``globstar`` matches. Note that an explicit dot in a portion of the pattern will always match dot files.
- \* ``nomount`` By default, a pattern starting with a forward-slash will be "mounted" onto the root setting, so that a valid filesystem path is returned. Set this flag to disable that behavior.
- \* ``mark`` Add a ``/`` character to directory matches. Note that this requires additional stat calls.
- \* ``nosort`` Don't sort the results.
- \* ``stat`` Set to true to stat ``all`` results. This reduces performance somewhat, and is completely unnecessary, unless ``readdir`` is presumed to be an untrustworthy indicator of file existence.
- \* ``silent`` When an unusual error is encountered when attempting to read a directory, a warning will be printed to stderr. Set the ``silent`` option to true to suppress these warnings.
- \* ``strict`` When an unusual error is encountered when attempting to read a directory, the process will just continue on in search of

read a directory, the process will just continue on in search of other matches. Set the ``strict`` option to raise an error in these cases.

\* ``cache`` See ``cache`` property above. Pass in a previously generated cache object to save some fs calls.

\* ``statCache`` A cache of results of filesystem information, to prevent unnecessary stat calls. While it should not normally be necessary to set this, you may pass the statCache from one `glob()` call to the options object of another, if you know that the filesystem will not change between calls. (See "Race Conditions" below.)

\* ``symlinks`` A cache of known symbolic links. You may pass in a previously generated ``symlinks`` object to save ``lstat`` calls when resolving ``**`` matches.

\* ``sync`` DEPRECATED: use ``glob.sync(pattern, opts)`` instead.

\* ``nounique`` In some cases, brace-expanded patterns can result in the same file showing up multiple times in the result set. By default, this implementation prevents duplicates in the result set. Set this flag to disable that behavior.

\* ``nonnull`` Set to never return an empty set, instead returning a set containing the pattern itself. This is the default in `glob(3)`.

\* ``debug`` Set to enable debug logging in `minimatch` and `glob`.

\* ``nobrace`` Do not expand ``{a,b}`` and ``{1..3}`` brace sets.

\* ``noglobstar`` Do not match ``**`` against multiple filenames. (Ie, treat it as a normal ``*`` instead.)

\* ``noext`` Do not match ``+(a|b)`` "extglob" patterns.

\* ``nocase`` Perform a case-insensitive match. Note: on case-insensitive filesystems, non-magic patterns will match by default, since ``stat`` and ``readdir`` will not raise errors.

\* ``matchBase`` Perform a basename-only match if the pattern does not contain any slash characters. That is, ``*.js`` would be treated as equivalent to ``**/*.js``, matching all js files in all directories.

\* ``nodir`` Do not match directories, only files. (Note: to match ``only*`` directories, simply put a ``/`` at the end of the pattern.)

\* ``ignore`` Add a pattern or an array of patterns to exclude matches.

\* ``follow`` Follow symlinked directories when expanding ``**`` patterns.

Note that this can result in a lot of duplicate references in the presence of cyclic links.

\* ``realpath`` Set to true to call ``fs.realpath`` on all of the results.

In the case of a symlink that cannot be resolved, the full absolute path to the matched entry is returned (though it will usually be a broken symlink)

\* ``nonegate`` Suppress deprecated ``negate`` behavior. (See below.)  
Default=true

\* ``nocomment`` Suppress deprecated ``comment`` behavior. (See below.)  
Default=true

## ## Comparisons to other fnmatch/glob implementations

While strict compliance with the existing standards is a worthwhile goal, some discrepancies exist between node-glob and other implementations, and are intentional.

The double-star character ``**`` is supported by default, unless the ``noglobstar`` flag is set. This is supported in the manner of `bsdglob` and `bash 4.3`, where ``**`` only has special significance if it is the only thing in a path part. That is, ``a/**/b`` will match ``a/x/y/b``, but ``a/**b`` will not.

Note that symlinked directories are not crawled as part of a ``**``, though their contents may match against subsequent portions of the



pattern. This prevents infinite loops and duplicates and the like.

If an escaped pattern has no matches, and the ``nonnull`` flag is set, then `glob` returns the pattern as-provided, rather than interpreting the character escapes. For example, ``glob.match([], "\\*a\\?")`` will return ``"\\*a\\?"`` rather than ``""a?"``. This is akin to setting the ``nullglob`` option in `bash`, except that it does not resolve escaped pattern characters.

If brace expansion is not disabled, then it is performed before any other interpretation of the glob pattern. Thus, a pattern like ``+(a{b,c})``, which would not be valid in `bash` or `zsh`, is expanded **first** into the set of ``+(a|b)`` and ``+(a|c)``, and those patterns are checked for validity. Since those two are valid, matching proceeds.

### ### Comments and Negation

**Note**: In version 5 of this module, negation and comments are **disabled** by default. You can explicitly set ``nonegate:false`` or ``nocomment:false`` to re-enable them. They are going away entirely in version 6.

The intent for negation would be for a pattern starting with ``!`` to match everything that *doesn't* match the supplied pattern. However, the implementation is weird. It is better to use the ``ignore`` option to set a pattern or set of patterns to exclude from matches. If you want the "everything except `*x``" type of behavior, you can use ``**`` as the main pattern, and set an ``ignore`` for the things to exclude.

The comments feature is added in `minimatch`, primarily to more easily support use cases like ignore files, where a ``#`` at the start of a line makes the pattern "empty". However, in the context of a straightforward filesystem globber, "comments" don't make much sense.

### ## Windows

**Please only use forward-slashes in glob expressions.**

Though `windows` uses either ``/`` or ``\`` as its path separator, only ``/`` characters are used by this glob implementation. You must use forward-slashes **only** in glob expressions. Back-slashes will always be interpreted as escape characters, not path separators.

Results from absolute patterns such as ``/foo/*`` are mounted onto the root setting using ``path.join``. On windows, this will by default result in ``/foo/*`` matching ``C:\foo\bar.txt``.

### ## Race Conditions

Glob searching, by its very nature, is susceptible to race conditions, since it relies on directory walking and such.

As a result, it is possible that a file that exists when `glob` looks for it may have been deleted or modified by the time it returns the result.

As part of its internal implementation, this program caches all `stat` and `readdir` calls that it makes, in order to cut down on system overhead. However, this also makes it even more susceptible to races, especially if the cache or `statCache` objects are reused between `glob`

calls.

Users are thus advised not to use a glob result as a guarantee of filesystem state in the face of rapid changes. For the vast majority of operations, this is never a problem.

## ## Contributing

Any change to behavior (including bugfixes) must come with a test.

Patches that fail tests or reduce performance will be rejected.

...

```
# to run tests
npm test
```

```
# to re-generate test fixtures
npm run test-regen
```

```
# to benchmark against bash/zsh
npm run bench
```

```
# to profile javascript
npm run prof
...
```

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# Growl for nodejs

Growl support for Nodejs. This is essentially a port of my [Ruby Growl Library](<http://github.com/visionmedia/growl>). Ubuntu/Linux support added thanks to [@niftylettuce](<http://github.com/niftylettuce>).

## Installation

### Install

### Mac OS X (Darwin):

Install [growlnotify(1)](<http://growl.info/extras.php#growlnotify>). On OS X 10.8, Notification Center is supported using [terminal-notifier](<https://github.com/alloy/terminal-notifier>). To install:

```
$ sudo gem install terminal-notifier
```

Install [npm](<http://npmjs.org/>) and run:

```
$ npm install growl
```

### Ubuntu (Linux):

Install `notify-send` through the [libnotify-bin](<http://packages.ubuntu.com/libnotify-bin>) package:

```
$ sudo apt-get install libnotify-bin
```

Install [npm](<http://npmjs.org/>) and run:

```
$ npm install growl
```

### Windows:

Download and install [Growl for Windows](<http://www.growlforwindows.com/gfw/default.aspx>)

Download [growlnotify](<http://www.growlforwindows.com/gfw/help/growlnotify.aspx>) - **\*\*IMPORTANT \*\*** Unpack growlnotify to a folder that is present in your path!

Install [npm](http://npmjs.org/) and run:

```
$ npm install growl
```

## ## Examples

Callback functions are optional

```
var growl = require("growl")
growl("You have mail!")
growl("5 new messages", { sticky: true })
growl("5 new emails", { title: "Email Client", image: "Safari", sticky: true })
growl("Message with title", { title: "Title"})
growl("Set priority", { priority: 2 })
growl("Show Safari icon", { image: "Safari" })
growl("Show icon", { image: "path/to/icon.icns" })
growl("Show image", { image: "path/to/my.image.png" })
growl("Show png filesystem icon", { image: "png" })
growl("Show pdf filesystem icon", { image: "article.pdf" })
growl("Show pdf filesystem icon", { image: "article.pdf" }, function(err){
// ... notified
})
```

## ## Options

- title
- notification title
- name
- application name
- priority
- priority for the notification (default is 0)
- sticky
- whether or not the notification should remain until closed
- image
- Auto-detects the context:
- path to an icon sets --iconpath
- path to an image sets --image
- capitalized word sets --applcon
- filename uses extname as --icon
- otherwise treated as --icon

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node-http-proxy

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# indexOf

Lame indexOf thing, thanks microsoft

## Example

```
```js
var index = require("indexof");
index(arr, obj);
```
```

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A dead simple way to do inheritance in JS.

```
var inherits = require("inherits")

function Animal () {
  this.alive = true
}
Animal.prototype.say = function (what) {
  console.log(what)
}

inherits(Dog, Animal)
function Dog () {
  Dog.super.apply(this)
}
Dog.prototype.sniff = function () {
  this.say("sniff sniff")
}
Dog.prototype.bark = function () {
  this.say("woof woof")
}

inherits(Chihuahua, Dog)
function Chihuahua () {
  Chihuahua.super.apply(this)
}
Chihuahua.prototype.bark = function () {
  this.say("yip yip")
}

// also works
function Cat () {
  Cat.super.apply(this)
}
Cat.prototype.hiss = function () {
  this.say("CHSKKSS!!")
}
inherits(Cat, Animal, {
  meow: function () { this.say("miao miao") }
})
Cat.prototype.purr = function () {
  this.say("purr purr")
}
```

```
var c = new Chihuahua
assert(c instanceof Chihuahua)
assert(c instanceof Dog)
assert(c instanceof Animal)
```

The actual function is laughably small. 10-lines small.  
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# isarray

`Array#isArray` for older browsers.

## Usage

```
```js
var isArray = require("isarray");

console.log(isArray([])); // => true
console.log(isArray({})); // => false
```
```

## Installation

With [npm](http://npmjs.org) do

```
```bash
$ npm install isarray
```
```

Then bundle for the browser with  
[browserify](https://github.com/substack/browserify).

With [component](http://component.io) do

```
```bash
$ component install juliangruber/isarray
```
```

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`Array#isArray` for older browsers.

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[![downloads](https://img.shields.io/npm/dm/isarray.svg)](https://www.npmjs.org/package/isarray)

[![browser support](https://ci.testling.com/juliangruber/isarray.png)](https://ci.testling.com/juliangruber/isarray)

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isBinaryFile  
=====

Detects if a file is binary in Node.js. Similar to [Perl's `-B` switch](http://stackoverflow.com/questions/899206/how-does-perl-know-a-file-is-binary), in that:`

- \* it reads the first few thousand bytes of a file
- \* checks for a ``null`` byte; if it's found, it's binary
- \* flags non-ASCII characters. After a certain number of "weird" characters, the file is flagged as binary

All the logic is also pretty much ported from [ag](https://github.com/ggreer/the\_silver\_searcher).

Note: if the file doesn't exist or it is empty, this function returns ``false``.

## Installation

```
```
npm install isBinaryFile
```
```

## Usage

If you pass in one argument, this module assumes it's just the file path, and performs the appropriate file read and stat functionality internally:

```
```javascript
var isBinaryFile = require("isbinaryfile");

if (isBinaryFile(process.argv[2]))
  console.log("It is!")
```
```

```
    } else {
      console.log("No.")
    }
  }
}
```

Ta da.

However, if you've already read and `stat()`-ed a file (for some other reason), you can pass in both the file's raw data and the stat's `size` info to save time:

```
```javascript
fs.readFile(process.argv[2], function(err, data) {
  fs.lstat(process.argv[2], function(err, stat) {
    if (isBinaryFile(data, stat))
      console.log("It is!")
    else
      console.log("No.")
  });
});
```
```

## ## Testing

Install mocha on your machine:

```
```
npm install mocha -g
```
```

Then go into the `_tests_` directory, and type `mocha test.js`.

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=====

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# JSON Pointer for nodejs

This is an implementation of [JSON Pointer](<http://tools.ietf.org/html/draft-ietf-appsawg-json-pointer-08>).

## ## Usage

```
var jsonpointer = require("jsonpointer");
var obj = { foo: 1, bar: { baz: 2}, qux: [3, 4, 5]};
var one = jsonpointer.get(obj, "/foo");
var two = jsonpointer.get(obj, "/bar/baz");
var three = jsonpointer.get(obj, "/qux/0");
var four = jsonpointer.get(obj, "/qux/1");
var five = jsonpointer.get(obj, "/qux/2");
```

```
jsonpointer.set(obj, "/foo", 6); // obj.foo = 6;
```

## ## Testing

```
$ node test.js
All tests pass.
$
```

[![Build Status](https://travis-ci.org/janl/node-jsonpointer.png?branch=master)](undefined)

## ## Author

(c) 2011 Jan Lehnardt

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# leven [![Build Status](https://travis-ci.org/sindresorhus/leven.svg?branch=master)](https://travis-ci.org/sindresorhus/leven)

> Measure the difference between two strings

> The fastest JS implementation of the [Levenshtein distance](http://en.wikipedia.org/wiki/Levenshtein\_distance) algorithm

## ## Install

...

\$ npm install --save leven

...

## ## Usage

```
```js
```

```
var leven = require("leven");
```

```
leven("cat", "cow");
```

```
//=> 2
```

```
```
```

## ## Benchmark

...

\$ npm run bench

...

...

343,757 op/s » leven  
264,625 op/s » levenshtein-edit-distance  
49,981 op/s » fast-levenshtein  
25,496 op/s » levenshtein-component  
18,240 op/s » levdist  
17,554 op/s » ld  
12,633 op/s » natural  
9,960 op/s » levenshtein

...

## ## CLI

...

\$ npm install --global leven

...

...

\$ leven --help

### Example

\$ leven cat cow

2

...

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# ms.js: milliseconds conversion utility

```
```js
ms("1d") // 86400000
ms("10h") // 3600000
ms("2h") // 720000
ms("1m") // 60000
ms("5s") // 5000
ms("100") // 100
ms(100) // 100
```

```js
ms(60000) // "1 minute"
ms(2 * 60000) // "2 minutes"
ms(ms("10 hours")) // "10 hours"
```
```

- Node/Browser compatible. Published as `ms` in NPM.
  - If a number is supplied to `ms`, it returns it immediately.
  - If a string that contains the number is supplied, it returns it as a number (e.g: it returns `100` for `"100"`).
  - If you pass a string with a number and a valid unit, the number of equivalent ms is returned.
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# options.js #

A very light-weight in-code option parsers for node.js.

## Usage ##

```
``` js
var Options = require("options");

// Create an Options object
function foo(options) {
  var default_options = {
    foo : "bar"
  };

  // Create an option object with default value
  var opts = new Options(default_options);

  // Merge options
  opts = opts.merge(options);

  // Reset to default value
  opts.reset();

  // Copy selected attributes out
  var seled_att = opts.copy("foo");

  // Read json options from a file.
  opts.read("options.file"); // Sync
```



```
opts.read("options.file", function(err){ // Async
if(err){ // If error occurs
console.log("File error.");
}else{
// No error
}
});
```

```
// Attributes defined or not
opts.isDefinedAndNonNull("foobar");
opts.isDefined("foobar");
}
```

...

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# path-is-absolute [![Build Status](https://travis-ci.org/sindresorhus/path-is-absolute.svg?branch=master)](https://travis-ci.org/sindresorhus/path-is-absolute)

> Node.js 0.12 [ `path.isAbsolute()` ](http://nodejs.org/api/path.html#path\_path\_isabsolute\_path) ponyfill

> Ponyfill: A polyfill that doesn't overwrite the native method

## Install

```
...  
$ npm install --save path-is-absolute  
...
```

## Usage

```
```js  
var pathIsAbsolute = require("path-is-absolute");
```

```
// Linux  
pathIsAbsolute("/home/foo");  
//=> true
```

```
// Windows  
pathIsAbsolute("C:/Users/");  
//=> true
```

```
// Any OS
```

```
pathIsAbsolute.posix("/home/foo");
//=> true
...
```

## ## API

See the [`path.isAbsolute()` docs]([http://nodejs.org/api/path.html#path\\_path\\_isabsolute\\_path](http://nodejs.org/api/path.html#path_path_isabsolute_path)).

### `pathIsAbsolute(path)`

### `pathIsAbsolute.posix(path)`

The Posix specific version.

### `pathIsAbsolute.win32(path)`

The Windows specific version.

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# node-querystring

query string parser for node and the browser supporting nesting, as it was removed from `0.3.x`, so this library provides the previous and commonly desired behaviour (and twice as fast). Used by [express](http://expressjs.com), [connect](http://senchalabs.github.com/connect) and others.

## Installation

\$ npm install qs

## Examples

```
```js
var qs = require("qs");

qs.parse("user[name][first]=Tobi&user[email]=tobi@learnboost.com");
// => { user: { name: { first: "Tobi" }, email: "tobi@learnboost.com" } }

qs.stringify({ user: { name: "Tobi", email: "tobi@learnboost.com" }})
// => user[name]=Tobi&user[email]=tobi%40learnboost.com
...

```

## Testing

Install dev dependencies:

\$ npm install -d

and execute:

\$ make test

browser:

\$ open test/browser/index.html

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> Strip [\[ANSI escape codes\]](http://en.wikipedia.org/wiki/ANSI_escape_code)([http://en.wikipedia.org/wiki/ANSI\\_escape\\_code](http://en.wikipedia.org/wiki/ANSI_escape_code))

## Install



```
``sh
$ npm install --save strip-ansi
``
```

## ## Usage

```
``js
var stripAnsi = require("strip-ansi");

stripAnsi("\u001b[4mcake\u001b[0m");
//=> "cake"
``
```

## ## CLI

```
``sh
$ npm install --global strip-ansi
``
```

```
``sh
$ strip-ansi --help
```

### Usage

```
strip-ansi >
cat | strip-ansi >
```

### Example

```
strip-ansi unicorn.txt > unicorn-stripped.txt
``
```

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# ti\_fsutil

TI File system utilities

## Motivation

Provide common path names to use when storing or accessing configuration files, temporary files, dump files, etc.

Handles things such as the use of unicode characters for user names by converting to Windows 8.3 short file names.

## Building the package

For windows:

install Visual Studio C++ Express 2013

ensure that the win32 version of node.js is installed

install msys.git

from an msys.git console window, run

```
*****
```

```
npm run build_win32
```

```
*****
```

For mac:

install xcode

from a terminal window:

```
*****
```

```
bash
export PATH=$PATH:/usr/local/bin
xcode-select --install
npm run build_mac
****
```

```
## Testing the package
****
```

```
npm test
****
```

```
## Installing the package
****
```

```
npm install git://gitorious.design.ti.com/guicomposer-nw/ti_fsutil.git
****
```

```
## Using the package
```

```
Add the following to your package.json to add this module as a dependency:
****
```

```
"dependencies": {
"ti_fsutil": "git://gitorious.design.ti.com/guicomposer-nw/ti_fsutil.git"
},
****
```

```
Add the following to your javascript code to require the package:
****
```

```
var fsutil = require("ti_fsutil");
****
```

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# type-detect [![Build Status](https://travis-ci.org/chaijs/type-detect.png?branch=master)](https://travis-ci.org/chaijs/type-detect) [![Coverage Status](https://coveralls.io/repos/chaijs/type-detect/badge.png?branch=master)](https://coveralls.io/r/chaijs/type-detect?branch=master)

> Improved typeof detection for node.js and the browser.

## ## Installation

### ### Node.js

`type-detect` is available on [npm](http://npmjs.org).

\$ npm install type-detect

### ### Component

`type-detect` is available as a [component](https://github.com/component/component).

\$ component install chaijs/type-detect

## ## Usage

### ### Primary

The primary export of `type-detect` is function that can server as a replacement for `typeof`. The results of this function will be more specific than that of native `typeof`.

```
```js
var type = require("type-detect");

```

#### array

```js
assert("array" === type([]));
assert("array" === type(new Array()));
```

```
assert( array === type(new Array()));  
...
```

#### #### regexp

```
``js  
assert("regexp" === type(/a-z/gi));  
assert("regexp" === type(new RegExp("a-z")));  
...
```

#### #### function

```
``js  
assert("function" === type(function () {}));  
...
```

#### #### arguments

```
``js  
(function () {  
  assert("arguments" === type(arguments));  
})();  
...
```

#### #### date

```
``js  
assert("date" === type(new Date));  
...
```

#### #### number

```
``js  
assert("number" === type(1));  
assert("number" === type(1.234));  
assert("number" === type(-1));  
assert("number" === type(-1.234));  
assert("number" === type(Infinity));  
assert("number" === type(NaN));  
...
```

#### #### string

```
``js  
assert("string" === type("hello world"));  
...
```

#### #### null

```
``js  
assert("null" === type(null));  
assert("null" !== type(undefined));  
...
```

#### #### undefined

```
``js  
assert("undefined" === type(undefined));  
assert("undefined" !== type(null));  
...
```

#### #### object

```
```js
var Noop = function () {};
assert("object" === type({}));
assert("object" !== type(Noop));
assert("object" === type(new Noop));
assert("object" === type(new Object));
assert("object" === type(new String("hello")));
```
```

#### ### Library

A `Library` is a small constructed repository for custom type detections.

```
```js
var lib = new type.Library;
```
```

#### #### .of (obj)

```
***@param** _{Mixed}_ object to test
***@return** _{String}_ type
```

Expose replacement `typeof` detection to the library.

```
```js
if ("string" === lib.of("hello world")) {
// ...
}
```
```

#### #### .define (type, test)

```
***@param** _{String}_ type
***@param** _{RegExp|Function}_ test
```

Add a test to for the `.test()` assertion.

Can be defined as a regular expression:

```
```js
lib.define("int", /^[0-9]+$\/);
```
```

... or as a function:

```
```js
lib.define("bIn", function (obj) {
if ("boolean" === lib.of(obj)) return true;
var blns = [ "yes", "no", "true", "false", 1, 0 ];
if ("string" === lib.of(obj)) obj = obj.toLowerCase();
return !! ~blns.indexOf(obj);
});
```
```

```
#### .test (obj, test)
```

```
* **@param** _{Mixed}_ object  
* **@param** _{String}_ type  
* **@return** _{Boolean}_ result
```

Assert that an object is of type. Will first check natives, and if that does not pass it will use the user defined custom tests.

```
``js  
assert(lib.test("1", "int"));  
assert(lib.test("yes", "bIn"));  
``
```

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\*/

// Original can be found at:

// <https://bitbucket.org/lindenlab/llsd>

// Modifications by Joshua Bell [inexorabletash@gmail.com](mailto:inexorabletash@gmail.com)

// <https://github.com/inexorabletash/polyfill>

// ES3/ES5 implementation of the Khronos Typed Array Specification

// Ref: <http://www.khronos.org/registry/typedarray/specs/latest/>

// Date: 2011-02-01

//

// Variations:

// \* Allows `typed_array.get/set()` as alias for subscripts (`typed_array[]`)

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# Underscore.string  (<https://secure.travis-ci.org/epeli/underscore.string.png?branch=master>) (<http://travis-ci.org/epeli/underscore.string>)



ci.org/epeli/underscore.string) #

Javascript lacks complete string manipulation operations.

This an attempt to fill that gap. List of build-in methods can be found for example from [Dive Into JavaScript][d].

[d]: <http://www.diveintojavascript.com/core-javascript-reference/the-string-object>

As name states this an extension for [Underscore.js][u], but it can be used independently from **\_s**-global variable. But with Underscore.js you can use Object-Oriented style and chaining:

[u]: <http://documentcloud.github.com/underscore/>

```
```javascript
_(" epeli ").chain().trim().capitalize().value()
=> "Epeli"
```
```

## ## Download ##

\* [Development version](<https://raw.github.com/epeli/underscore.string/master/lib/underscore.string.js>) \*Uncompressed with Comments 18kb\*

\* [Production version](<https://github.com/epeli/underscore.string/raw/master/dist/underscore.string.min.js>) \*Minified 7kb\*

## ## Node.js installation ##

**\*\*npm package\*\***

npm install underscore.string

**\*\*Standalone usage\*\*:**

```
```javascript
var _s = require("underscore.string");
```
```

**\*\*Integrate with Underscore.js\*\*:**

```
```javascript
var _ = require("underscore");
```

```
// Import Underscore.string to separate object, because there are conflict functions (include, reverse, contains)
_.str = require("underscore.string");
```

```
// Mix in non-conflict functions to Underscore namespace if you want
_.mixin(_.str.exports());
```

```
// All functions, include conflict, will be available through _.str object
_.str.include("Underscore.string", "string"); // => true
```
```

**\*\*Or Integrate with Underscore.js without module loading\*\***

Run the following expression after Underscore.js and Underscore.string are loaded

```
```javascript
```

```
// _str becomes a global variable if no module loading is detected
// Mix in non-conflict functions to Underscore namespace
_.mixin(_.str.exports());
...
```

## ## String Functions ##

For availability of functions in this way you need to mix in Underscore.string functions:

```
```javascript
_.mixin(_.string.exports());
...
```

otherwise functions from examples will be available through `_.string` or `_.str` objects:

```
```javascript
_.str.capitalize("epeli")
=> "Eveli"
...
```

```
**numberFormat** _.numberFormat(number, [ decimals=0, decimalSeparator=".", orderSeparator=","])
```

Formats the numbers.

```
```javascript
_.numberFormat(1000, 2)
=> "1,000.00"

_.numberFormat(123456789.123, 5, ".", ",")
=> "123,456,789.12300"
...
```

```
**levenshtein** _.levenshtein(string1, string2)
```

Calculates [Levenshtein distance][Id] between two strings.  
[Id]: [http://en.wikipedia.org/wiki/Levenshtein\\_distance](http://en.wikipedia.org/wiki/Levenshtein_distance)

```
```javascript
_.levenshtein("kitten", "kittah")
=> 2
...
```

```
**capitalize** _.capitalize(string)
```

Converts first letter of the string to uppercase.

```
```javascript
_.capitalize("foo Bar")
=> "Foo Bar"
...
```

```
**chop** _.chop(string, step)
```

```
```javascript
_.chop("whitespace", 3)
=> ["whi","tes","pac","e"]
...
```

**\*\*clean\*\*** `_.clean(str)`

Compress some whitespaces to one.

```
```javascript
_.clean(" foo bar ")
=> "foo bar"
```
```

**\*\*chars\*\*** `_.chars(str)`

```
```javascript
_.chars("Hello")
=> ["H","e","l","l","o"]
```
```

**\*\*swapCase\*\*** `_.swapCase(str)`

Returns a copy of the string in which all the case-based characters have had their case swapped.

```
```javascript
_.swapCase("hELLO")
=> "Hello"
```
```

**\*\*include\*\*** available only through `_.str` object, because Underscore has function with the same name.

```
```javascript
_.str.include("foobar", "ob")
=> true
```
```

(removed) **\*\*includes\*\*** `_.includes(string, substring)`

Tests if string contains a substring.

```
```javascript
_.includes("foobar", "ob")
=> true
```
```

**\*\*includes\*\*** function was removed

But you can create it in this way, for compatibility with previous versions:

```
```javascript
_.includes = _.str.include
```
```

**\*\*count\*\*** `_.count(string, substring)`

```
```javascript
_("Hello world").count("l")
=> 3
```
```

**\*\*escapeHTML\*\*** `_.escapeHTML(string)`

Converts HTML special characters to their entity equivalents.

```
```javascript
_(
  Blah blah blah
).escapeHTML();
=> "<div>Blah blah blah</div>"
```
```

**\*\*unescapeHTML\*\*** `_unescapeHTML(string)`

Converts entity characters to HTML equivalents.

```
```javascript
_("<div>Blah blah blah</div>").unescapeHTML();
=> "
Blah blah blah
"
```
```

**\*\*insert\*\*** `_insert(string, index, substing)`

```
```javascript
_("Hello ").insert(6, "world")
=> "Hello world"
```
```

**\*\*isBlank\*\*** `_isBlank(string)`

```
```javascript
_("").isBlank(); // => true
_("\n").isBlank(); // => true
_(" ").isBlank(); // => true
_("a").isBlank(); // => false
```
```

**\*\*join\*\*** `_join(separator, *strings)`

Joins strings together with given separator

```
```javascript
_.join(" ", "foo", "bar")
=> "foo bar"
```
```

**\*\*lines\*\*** `_lines(str)`

```
```javascript
_.lines("Hello\nWorld")
=> ["Hello", "World"]
```
```

**\*\*reverse\*\*** available only through `_str` object, because Underscore has function with the same name.

Return reversed string:

```
```javascript
_str.reverse("foobar")
=> "raboof"
```
```

**`**splice**`** `_.splice(string, index, howmany, substring)`

Like a array splice.

```
````javascript
_("https://edtsech@bitbucket.org/edtsech/underscore.strings").splice(30, 7, "epeli")
=> "https://edtsech@bitbucket.org/epeli/underscore.strings"
````
```

**`**startsWith**`** `_.startsWith(string, starts)`

This method checks whether string starts with starts.

```
````javascript
_("image.gif").startsWith("image")
=> true
````
```

**`**endsWith**`** `_.endsWith(string, ends)`

This method checks whether string ends with ends.

```
````javascript
_("image.gif").endsWith("gif")
=> true
````
```

**`**succ**`** `_.succ(str)`

Returns the successor to str.

```
````javascript
_("a").succ()
=> "b"
```

```
_("A").succ()
=> "B"
````
```

**`**supplant**`**

Supplant function was removed, use Underscore.js `[template function][p]`.

[p]: <http://documentcloud.github.com/underscore/#template>

**`**strip**`** alias for `*trim*`

**`**lstrip**`** alias for `*ltrim*`

**`**rstrip**`** alias for `*rtrim*`

**`**titleize**`** `_.titleize(string)`

```
````javascript
_("my name is epeli").titleize()
=> "My Name Is Epeli"
````
```

**`**camelize**`** `_.camelize(string)`

Converts underscored or dasherized string to a camelized one

```
```javascript
_("-moz-transform").camelize()
=> "MozTransform"
```
```

```
**classify** _._classify(string)
```

Converts string to camelized class name

```
```javascript
_("some_class_name").classify()
=> "SomeClassName"
```
```

```
**underscored** _._underscored(string)
```

Converts a camelized or dasherized string into an underscored one

```
```javascript
_("MozTransform").underscored()
=> "moz_transform"
```
```

```
**dasherize** _._dasherize(string)
```

Converts a underscored or camelized string into an dasherized one

```
```javascript
_("MozTransform").dasherize()
=> "-moz-transform"
```
```

```
**humanize** _._humanize(string)
```

Converts an underscored, camelized, or dasherized string into a humanized one.  
Also removes beginning and ending whitespace, and removes the postfix "\_id".

```
```javascript
_(" capitalize dash-CamelCase_underscore trim ").humanize()
=> "Capitalize dash camel case underscore trim"
```
```

```
**trim** _._trim(string, [characters])
```

trims defined characters from beginning and ending of the string.  
Defaults to whitespace characters.

```
```javascript
_._trim(" foobar ")
=> "foobar"

_._trim("_-foobar-_", "_-")
=> "foobar"
```
```

```
**ltrim** _._ltrim(string, [characters])
```

Left trim. Similar to trim, but only for left side.

```
**rtrim** _.rtrim(string, [characters])
```

Right trim. Similar to trim, but only for right side.

```
**truncate** _.truncate(string, length, truncateString)
```

```
````javascript
_("Hello world").truncate(5)
=> "Hello..."
```

```
_("Hello").truncate(10)
=> "Hello"
````
```

```
**prune** _.prune(string, length, pruneString)
```

Elegant version of truncate.

Makes sure the pruned string does not exceed the original length.

Avoid half-chopped words when truncating.

```
````javascript
_("Hello, world").prune(5)
=> "Hello..."
```

```
_("Hello, world").prune(8)
=> "Hello..."
```

```
_("Hello, world").prune(5, "(read a lot more)")
=> "Hello, world" (as adding "(read a lot more)" would be longer than the original string)
```

```
_("Hello, cruel world").prune(15)
=> "Hello, cruel..."
```

```
_("Hello").prune(10)
=> "Hello"
````
```

```
**words** _.words(str, delimiter=/\s+/)
```

Split string by delimiter (String or RegExp), /\s+/ by default.

```
````javascript
_.words(" I love you ")
=> ["I","love","you"]
```

```
_.words("I_love_you", "_")
=> ["I","love","you"]
```

```
_.words("I-love-you", /\-/)
=> ["I","love","you"]
```

```
_.words("")
=> []
````
```

```
**sprintf** sprintf(string format, *arguments)
```

```
__sprintf__ _sprintf(string format, arguments)
```

C like string formatting.

Credits goes to [Alexandru Marasteanu][o].

For more detailed documentation, see the [original page][o].

[o]: <http://www.diveintojavascript.com/projects/sprintf-for-javascript>

```
```javascript
_.sprintf("%.1f", 1.17)
"1.2"
```
```

```
**pad** _pad(str, length, [padStr, type])
```

pads the `str` with characters until the total string length is equal to the passed `length` parameter. By default, pads on the **\*\*left\*\*** with the space char (" "). `padStr` is truncated to a single character if necessary.

```
```javascript
_.pad("1", 8)
-> " 1";
```

```
_.pad("1", 8, "0")
-> "00000001";
```

```
_.pad("1", 8, "0", "right")
-> "10000000";
```

```
_.pad("1", 8, "0", "both")
-> "00001000";
```

```
_.pad("1", 8, "bleepblorp", "both")
-> "bbbb1bbb";
```
```

```
**lpad** _lpad(str, length, [padStr])
```

left-pad a string. Alias for `pad(str, length, padStr, "left")`

```
```javascript
_.lpad("1", 8, "0")
-> "00000001";
```
```

```
**rpad** _rpad(str, length, [padStr])
```

right-pad a string. Alias for `pad(str, length, padStr, "right")`

```
```javascript
_.rpad("1", 8, "0")
-> "10000000";
```
```

```
**lrpad** _lrpad(str, length, [padStr])
```

left/right-pad a string. Alias for `pad(str, length, padStr, "both")`

```
```javascript
_.lrpad("1", 8, "0")
-> "00001000";
```



```
...
```

```
**center** alias for **lpad**
```

```
**ljust** alias for *rpad*
```

```
**rjust** alias for *lpad*
```

```
**toNumber** _.toNumber(string, [decimals])
```

Parse string to number. Returns NaN if string can't be parsed to number.

```
```javascript
```

```
_("2.556").toNumber()
```

```
=> 3
```

```
_("2.556").toNumber(1)
```

```
=> 2.6
```

```
...
```

```
**strRight** _.strRight(string, pattern)
```

Searches a string from left to right for a pattern and returns a substring consisting of the characters in the string that are to the right of the pattern or all string if no match found.

```
```javascript
```

```
_("This_is_a_test_string").strRight("_")
```

```
=> "is_a_test_string";
```

```
...
```

```
**strRightBack** _.strRightBack(string, pattern)
```

Searches a string from right to left for a pattern and returns a substring consisting of the characters in the string that are to the right of the pattern or all string if no match found.

```
```javascript
```

```
_("This_is_a_test_string").strRightBack("_")
```

```
=> "string";
```

```
...
```

```
**strLeft** _.strLeft(string, pattern)
```

Searches a string from left to right for a pattern and returns a substring consisting of the characters in the string that are to the left of the pattern or all string if no match found.

```
```javascript
```

```
_("This_is_a_test_string").strLeft("_")
```

```
=> "This";
```

```
...
```

```
**strLeftBack** _.strLeftBack(string, pattern)
```

Searches a string from right to left for a pattern and returns a substring consisting of the characters in the string that are to the left of the pattern or all string if no match found.

```
```javascript
```

```
_("This_is_a_test_string").strLeftBack("_")
```

```
=> "This_is_a_test";
```

```
...
```

## **\*\*stripTags\*\***

Removes all html tags from string.

```
````javascript
_("a link").stripTags()
=> "a link"

_("a link").stripTags()
=> "a linkalert('hello world!')"
...`
```

## **\*\*toSentence\*\*** `_toSentence(array, [delimiter, lastDelimiter])`

Join an array into a human readable sentence.

```
````javascript
_toSentence(["jQuery", "Mootools", "Prototype"])
=> "jQuery, Mootools and Prototype";

_toSentence(["jQuery", "Mootools", "Prototype"], ", ", " and ")
=> "jQuery, Mootools and Prototype";
...`
```

## **\*\*toSentenceSerial\*\*** `_toSentenceSerial(array, [delimiter, lastDelimiter])`

The same as `_toSentence`, but adjusts delimiters to use [Serial comma]([http://en.wikipedia.org/wiki/Serial\\_comma](http://en.wikipedia.org/wiki/Serial_comma)).

```
````javascript
_toSentenceSerial(["jQuery", "Mootools"])
=> "jQuery and Mootools";

_toSentenceSerial(["jQuery", "Mootools", "Prototype"])
=> "jQuery, Mootools, and Prototype"

_toSentenceSerial(["jQuery", "Mootools", "Prototype"], ", ", " and ");
=> "jQuery, Mootools, and Prototype";
...`
```

## **\*\*repeat\*\*** `_repeat(string, count, [separator])`

Repeats a string count times.

```
````javascript
_repeat("foo", 3)
=> "foofoofoo";

_repeat("foo", 3, "bar")
=> "foobarfoobarfoo"
...`
```

## **\*\*surround\*\*** `_surround(string, wrap)`

Surround a string with another string.

```
````javascript
_surround("foo", "ab")
=> "abfooab";
...`
```

**\*\*quote\*\*** `_.quote(string, quoteChar)` or `_.q(string, quoteChar)`

Quotes a string. ``quoteChar`` defaults to ``"`.

```
````javascript
_.quote("foo", quoteChar)
=> "'foo'";
...

```

**\*\*unquote\*\*** `_.unquote(string, quoteChar)`

Unquotes a string. ``quoteChar`` defaults to ``"`.

```
````javascript
_.unquote("'foo'")
=> "foo";
_.unquote("'foo'", '"')
=> "foo";
...

```

**\*\*slugify\*\*** `_.slugify(string)`

Transform text into a URL slug. Replaces whitespaces, accentuated, and special characters with a dash.

```
````javascript
_.slugify("Un éléphant à l'orée du bois")
=> "un-elephant-a-loree-du-bois";
...

```

**\*\*\*Caution: this function is charset dependent\*\*\***

**\*\*naturalCmp\*\*** `array.sort(_.naturalCmp)`

Naturally sort strings like humans would do.

```
````javascript
["foo20", "foo5"].sort(_.naturalCmp)
=> [ "foo5", "foo20" ]
...

```

**\*\*toBoolean\*\*** `_.toBoolean(string)` or `_.toBool(string)`

Turn strings that can be commonly considered as booleans to real booleans. Such as "true", "false", "1" and "0". This function is case insensitive.

```
````javascript
_.toBoolean("true")
=> true
_.toBoolean("FALSE")
=> false
_.toBoolean("random")
=> undefined
...

```

It can be customized by giving arrays of truth and falsy value matcher as parameters. Matchers can be also RegExp objects.

```
````javascript
_.toBoolean("truthy", ["truthy"], ["falsy"])

```

```
=> true
_.toBoolean("true only at start", [/^true/])
=> true
...

```

## ## Roadmap ##

Any suggestions or bug reports are welcome. Just email me or more preferably open an issue.

### #### Problems

We lose two things for `include` and `reverse` methods from `_.string`:

- \* Calls like `_("foobar").include("bar")` aren't available;
- \* Chaining isn't available too.

But if you need this functionality you can create aliases for conflict functions which will be convenient for you:

```
```javascript
_.mixin({
  includeString: _.str.include,
  reverseString: _.str.reverse
})

// Now wrapper calls and chaining are available.
_("foobar").chain().reverseString().includeString("rab").value()
...

```

### #### Standalone Usage

If you are using `Underscore.string` without `Underscore`. You also have `_.string` namespace for it and `_.str` alias. But of course you can just reassign `_` variable with `_.string`

```
```javascript
_ = _.string
...

```

## ## Changelog ##

### ### 2.3.3 ###

- \* Add `toBoolean`
- \* Add `unquote`
- \* Add quote char option to `quote`
- \* Support dash-separated words in `titleize`

### ### 2.3.2 ###

- \* Add `naturalCmp`
- \* Bug fix to `camelize`
- \* Add `?`, `?`, `?` and `?` to `slugify`
- \* Doc updates
- \* Add support for [component](http://component.io/)
- \* [Full changelog](https://github.com/epeli/underscore.string/compare/v2.3.1...v2.3.2)

### ### 2.3.1 ###

- \* Bug fixes to `escapeHTML`, `classify`, `substr`
- \* Faster `count`
- \* Documentation fixes

\* [Full changelog](https://github.com/epeli/underscore.string/compare/v2.3.0...v2.3.1)

### ### 2.3.0 ###

- \* Added `numberformat` method
- \* Added `levenshtein` method (Levenshtein distance calculation)
- \* Added `swapCase` method
- \* Changed default behavior of `words` method
- \* Added `toSentenceSerial` method
- \* Added `surround` and `quote` methods

### ### 2.2.1 ###

- \* Same as 2.2.0 (2.2.0rc on npm) to fix some npm drama

### ### 2.2.0 ###

- \* Capitalize method behavior changed
- \* Various performance tweaks

### ### 2.1.1###

- \* Fixed words method bug
- \* Added classify method

### ### 2.1.0 ###

- \* AMD support
- \* Added toSentence method
- \* Added slugify method
- \* Lots of speed optimizations

### ### 2.0.0 ###

- \* Added prune, humanize functions
- \* Added `\_.string` (`.str`) namespace for Underscore.string library
- \* Removed includes function

For upgrading to this version you need to mix in Underscore.string library to Underscore object:

```
```javascript
_.mixin(_.string.exports());
```
```

and all non-conflict Underscore.string functions will be available through Underscore object. Also function `includes` has been removed, you should replace this function by `\_.str.include` or create alias `\_.includes = \_.str.include` and all your code will work fine.

### ### 1.1.6 ###

- \* Fixed reverse and truncate
- \* Added isBlank, stripTags, include(alias for includes)
- \* Added uglifier compression

### ### 1.1.5 ###

- \* Added strRight, strRightBack, strLeft, strLeftBack

### ### 1.1.4 ###

- \* Added pad, lpad, rpad, lrpadd methods and aliases center, ljust, rjust
- \* Integration with Underscore 1.1.6

### ### 1.1.3 ###

- \* Added methods: underscored, camelize, dasherize
- \* Support newer version of npm

### ### 1.1.2 ###

- \* Created functions: lines, chars, words functions

### ### 1.0.2 ###

- \* Created integration test suite with underscore.js 1.1.4 (now it's absolutely compatible)
- \* Removed "reverse" function, because this function override underscore.js "reverse"

## ## Contribute ##

- \* Fork & pull request. Don't forget about tests.
- \* If you planning add some feature please create issue before.

Otherwise changes will be rejected.

## ## Contributors list ##

[Can be found here](<https://github.com/epeli/underscore.string/graphs/contributors>).

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---

Commits in this fork are (c) Ziggy Jonsson (ziggy.jonsson.nyc@gmail.com) and fall under same licence structure as the original repo (MIT)  
# utf-8-validate

[![Build Status](https://travis-ci.org/websockets/utf-8-validate.svg?branch=master)](https://travis-ci.org/websockets/utf-8-validate)

WebSocket connections require extensive UTF-8 validation in order to confirm to the specification. This was unfortunately not possible in JavaScript, hence the need for a binary addon.

As the module consists of binary components, it should be used an `optionalDependency` so when installation fails, it doesn't halt the installation of your module. There are fallback files available in this repository. See `fallback.js` for the suggest fallback implementation if installation fails.

## ## Installation

...

```
npm install utf-8-validate
```

...

## ## API

In all examples we assume that you've already required the module as followed:

```
```js
"use strict";

var isValid = require("utf-8-validate").isValidUTF8;
...

```

The module exposes 1 function:

### #### isValidUTF8

Validate if the passed in buffer contains valid UTF-8 chars.

```
```js
bu.isValidUTF8(buffer);
...

```

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# ws: a node.js websocket library

[![Build Status](https://travis-ci.org/websockets/ws.svg?branch=master)](https://travis-ci.org/websockets/ws)

`ws` is a simple to use WebSocket implementation, up-to-date against RFC-6455, and [probably the fastest WebSocket library for node.js][archive].

Passes the quite extensive Autobahn test suite. See <http://websockets.github.com/ws> for the full reports.

## ## Protocol support

**\*\*Hixie draft 76\*\*** (Old and deprecated, but still in use by Safari and Opera.

Added to ws version 0.4.2, but server only. Can be disabled by setting the `disableHixie` option to true.)

**\*\*HyBi drafts 07-12\*\*** (Use the option `protocolVersion: 8`)

**\*\*HyBi drafts 13-17\*\*** (Current default, alternatively option `protocolVersion: 13`)

## ### Installing

```
...
```

```
npm install --save ws
```

```
...
```

## ### Sending and receiving text data

```
```js
```

```
var WebSocket = require("ws");
```

```
var ws = new WebSocket("ws://www.host.com/path");
```

```
ws.on("open", function open() {
```

```
  ws.send("something");
```

```
});
```

```
ws.on("message", function(data, flags) {
```

```
  // flags.binary will be set if a binary data is received.
```

```
  // flags.masked will be set if the data was masked.
```

```
});
```

```
```
```

## ### Sending binary data

```
```js
```

```
var WebSocket = require("ws");
```

```
var ws = new WebSocket("ws://www.host.com/path");
```

```
ws.on("open", function open() {
```

```
  var array = new Float32Array(5);
```

```
  for (var i = 0; i < array.length; ++i) {
```

```
    array[i] = i / 2;
```

```
  }
```

```
  ws.send(array, { binary: true, mask: true });
```

```
});
```

```
```
```

Setting `mask`, as done for the send options above, will cause the data to be

masked according to the WebSocket protocol. The same option applies for text data.

### ### Server example

```
```js
var WebSocketServer = require("ws").Server
, wss = new WebSocketServer({ port: 8080 });

wss.on("connection", function connection(ws) {
  ws.on("message", function incoming(message) {
    console.log("received: %s", message);
  });

  ws.send("something");
});
```
```

### ### ExpressJS example

```
```js
var server = require("http").createServer()
, url = require("url")
, WebSocketServer = require("ws").Server
, wss = new WebSocketServer({ server: server })
, express = require("express")
, app = express()
, port = 4080;

app.use(function (req, res) {
  res.send({ msg: "hello" });
});

wss.on("connection", function connection(ws) {
  var location = url.parse(ws.upgradeReq.url, true);
  // you might use location.query.access_token to authenticate or share sessions
  // or ws.upgradeReq.headers.cookie (see http://stackoverflow.com/a/16395220/151312)

  ws.on("message", function incoming(message) {
    console.log("received: %s", message);
  });

  ws.send("something");
});

server.on("request", app);
server.listen(port, function () { console.log("Listening on " + server.address().port) });
```
```

### ### Server sending broadcast data

```
```js
var WebSocketServer = require("ws").Server
, wss = new WebSocketServer({ port: 8080 });

wss.broadcast = function broadcast(data) {
  wss.clients.forEach(function each(client) {
    client.send(data);
  });
};
```
```

### ### Error handling best practices

```
```js
// If the WebSocket is closed before the following send is attempted
ws.send("something");

// Errors (both immediate and async write errors) can be detected in an optional
// callback. The callback is also the only way of being notified that data has
// actually been sent.
ws.send("something", function ack(error) {
  // if error is not defined, the send has been completed,
  // otherwise the error object will indicate what failed.
});

// Immediate errors can also be handled with try/catch-blocks, but note that
// since sends are inherently asynchronous, socket write failures will not be
// captured when this technique is used.
try { ws.send("something"); }
catch (e) { /* handle error */ }
```
```

### ### echo.websocket.org demo

```
```js
var WebSocket = require("ws");
var ws = new WebSocket("ws://echo.websocket.org/", {
  protocolVersion: 8,
  origin: "http://websocket.org"
});

ws.on("open", function open() {
  console.log("connected");
  ws.send(Date.now().toString(), {mask: true});
});

ws.on("close", function close() {
  console.log("disconnected");
});

ws.on("message", function message(data, flags) {
  console.log("Roundtrip time: " + (Date.now() - parseInt(data)) + "ms", flags);

  setTimeout(function timeout() {
    ws.send(Date.now().toString(), {mask: true});
  }, 500);
});
```
```

### ### Browserify users

When including ws via a browserify bundle, ws returns global.WebSocket which has slightly different API. You should use the standard WebSockets API instead.

[https://developer.mozilla.org/en-US/docs/WebSockets/Writing\\_WebSocket\\_client\\_applications#Availability\\_of\\_WebSockets](https://developer.mozilla.org/en-US/docs/WebSockets/Writing_WebSocket_client_applications#Availability_of_WebSockets)

### ### Other examples



For a full example with a browser client communicating with a ws server, see the examples folder.

Note that the usage together with Express 3.0 is quite different from Express 2.x. The difference is expressed in the two different serverstats-examples.

Otherwise, see the test cases.

### ### Running the tests

```
...  
make test  
...
```

### ## API Docs

See `[/doc/ws.md](https://github.com/websockets/ws/blob/master/doc/ws.md)` for Node.js-like docs for the ws classes.

### ## Changelog

We're using the GitHub `[releases`](https://github.com/websockets/ws/releases)` for changelog entries.

### ## License

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[archive]: <http://web.archive.org/web/20130314230536/http://hobbycoding.posterous.com/the-fastest-websocket-module-for-nodejs>  
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# zip-stream v0.6.0 [![Build Status](https://travis-ci.org/archiverjs/node-zip-stream.svg?branch=master)](https://travis-ci.org/archiverjs/node-zip-stream)

zip-stream is a streaming zip archive generator based on the `ZipArchiveOutputStream` prototype found in the `compress-commons` project.

It was originally created to be a successor to `zipstream`.

[![NPM](https://nodei.co/npm/zip-stream.png)](https://nodei.co/npm/zip-stream/)

### ### Install

```
```bash
npm install zip-stream --save
```
```

You can also use ``npm install https://github.com/archiverjs/node-zip-stream/archive/master.tar.gz`` to test upcoming versions.

### ### Usage

This module is meant to be wrapped internally by other modules and therefore lacks any queue management. This means you have to wait until the previous entry has been fully consumed to add another. Nested callbacks should be used to add multiple entries. There are modules like [async](https://npmjs.org/package/async) that ease the so called "callback hell".

If you want a module that handles entry queueing and much more, you should check out [archiver](https://npmjs.org/package/archiver) which uses this module internally.

```
```js
var packer = require("zip-stream");
var archive = new packer(); // OR new packer(options)

archive.on("error", function(err) {
  throw err;
});

// pipe archive where you want it (ie fs, http, etc)
// listen to the destination's end, close, or finish event

archive.entry("string contents", { name: "string.txt" }, function(err, entry) {
  if (err) throw err;
  archive.entry(null, { name: "directory/" }, function(err, entry) {
    if (err) throw err;
    archive.finish();
  });
});
```
```

### ### Instance API

#### #### getBytesWritten()

Returns the current number of bytes written to this stream.

#### #### entry(input, data, callback(err, data))

Appends an input source (text string, buffer, or stream) to the instance. When the instance has received, processed, and emitted the input, the callback is fired.

#### #### finish()

Finalizes the instance. You should listen to the destination stream's ``end`/`close`/`finish`` event to know when all output has been safely consumed. (``finalize`` is aliased for back-compat)

### ### Instance Options

#### #### comment `string`

Sets the zip comment.

#### store `boolean`

If true, all entry contents will be archived without compression by default.

#### zlib `object`

Passed to node's [zlib](http://nodejs.org/api/zlib.html#zlib\_options) module to control compression. Options may vary by node version.

### Entry Data

#### name `string` `required`

Sets the entry name including internal path.

#### type `string`

Sets the entry type. Defaults to `file` or `directory` if name ends with trailing slash.

#### date `string|Date`

Sets the entry date. This can be any valid date string or instance. Defaults to current time in locale.

#### store `boolean`

If true, entry contents will be archived without compression.

#### comment `string`

Sets the entry comment.

#### mode `number`

Sets the entry permissions.

## Things of Interest

- [Releases](https://github.com/archiverjs/node-zip-stream/releases)
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## Credits

Concept inspired by Antoine van Wel's [zipstream](https://npmjs.org/package/zipstream) module, which is no longer being updated.