



RTS Engineering Group

Open-Source License Notices for RTS NEO Intercom Management Suite

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Revision C

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Table of Contents

1.	Revision History	1
2.	Overview	1
3.	RTS NEO Intercom Management Suite Open-Source Components	1
4.	Schedule 1 – Apache License 2.0	3
4.1.	Flatbuffers	3
4.2.	OpenSSL	7
5.	Schedule 2 – Boost Software License 1.0	11
5.1.	Asio	11
5.2.	Boost.....	12
5.3.	POCO	12
5.4.	Utfcpp.....	13
6.	Schedule 3 – BSD-3-Clause “New” or “Revised” License.....	14
6.1.	Websocket++.....	14
7.	Schedule 4 – MIT License.....	17
7.1.	CppZmq.....	17
7.2.	Expat.....	17
7.3.	JsonCpp	18
7.4.	Spdlog.....	19
7.5.	xlnt.....	20
8.	Schedule 5 – zlib License.....	26
8.1.	zlib	26

1. Revision History

Revision	Date	Author	Description
A	05/17/2024	RTS Engineering Group	Initial Release
B	01/09/2025	RTS Engineering Group	Updated expat to v2.6.4 and zlib to v1.3.1
C	01/28/2026	RTS Engineering Group	Added xInt v1.5.0

2. Overview

RTS Intercom products may contain software from the open-source community that must be licensed under the specific license terms applicable to such software, as provided for in the applicable Schedule below.

3. RTS NEO Intercom Management Suite Open-Source Components

The following open-source components are used in the RTS NEO Intercom Management Suite application.

Component	Version	Description	Project Website	License
Asio	1.26.0	Cross-platform C++ library for network and low-level I/O programming.	https://think-async.com/Asio/	Boost Software License 1.0
Boost	1.8.0	Set of libraries for the C++ programming language that provides support for tasks and structures.	https://www.boost.org/	Boost Software License 1.0
CppZmq	4.81	C++ binding for ZeroMQ, providing a convenient interface for integrating high-performance messaging capabilities into C++ applications.	https://github.com/zeromq/cppzmq	The MIT License
Expat	2.6.4	Stream-oriented XML parser library written in C.	https://libexpat.github.io/	The MIT License
FlatBuffers	1.12.0	Serialization library that allows for efficient and cross-platform data interchange.	https://github.com/google/flatbuffers	Apache License 2.0
JsonCpp	1.9.5	C++ library that allows manipulating JSON values, including serialization and deserialization to and from	https://github.com/open-source-parsers/jsoncpp	The MIT License

		strings.		
OpenSSL	3.2.1	A toolkit for general-purpose cryptography and secure communication	https://www.openssl.org/	Apache License 2.0
Poco	1.13.1	The Portable Components C++ Libraries are computer software, a set of class libraries for developing computer network-centric, portable applications in the programming language C++.	https://github.com/pocoproject/poco	Boost Software License 1.0
Spdlog	1.4.2	Fast, and lightweight logging library for C++	https://github.com/gabime/spdlog	The MIT License
Utfcpp	3.2.1	Library that provides a simple and efficient interface for handling Unicode and UTF-8 encoded text in C++.	https://github.com/nemtrif/utfcpp	Boost Software License 1.0
Websocket++	0.8.2	Header only C++ library that implements RFC6455 The WebSocket Protocol.	https://github.com/zaphoryd/websocketpp	BSD 3-Clause "New" or "Revised" License
xInt	1.5.0	Cross-platform user-friendly xlsx library for C++11+	https://github.com/xfussell/xInt	The MIT License
zlib	1.3.1	Data Compression library	https://www.zlib.net/	zlib License

4. Schedule 1 – Apache License 2.0

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<https://github.com/google/flatbuffers/blob/master/LICENSE>

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https://github.com/chriskohlhoff/asio/blob/master/asio/LICENSE_1_0.txt

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<https://github.com/zaphoyd/websocketpp/blob/master/COPYING>

Main Library:

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Bundled Libraries:

***** Base 64 Library (base64/base64.hpp) *****

base64.hpp is a repackaging of the base64.cpp and base64.h files into a single header suitable for use as a header only library. This conversion was done by Peter Thorson (webmaster@zaphoyd.com) in 2012. All modifications to the code are redistributed under the same license as the original, which is listed below.

base64.cpp and base64.h

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René Nyffenegger rene.nyffenegger@adp-gmbh.ch

***** SHA1 Library (sha1/sha1.hpp) *****

sha1.hpp is a repackaging of the sha1.cpp and sha1.h files from the shallsha1 library (<http://code.google.com/p/smallsha1/>) into a single header suitable for use as a header only library. This conversion was done by Peter Thorson (webmaster@zaphoyd.com) in 2013. All modifications to the code are redistributed under the same license as the original, which is listed below.

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***** MD5 Library (common/md5.hpp) *****

md5.hpp is a reformulation of the md5.h and md5.c code from <http://www.opensource.apple.com/source/cups/cups-59/cups/md5.c> to allow it to function as a component of a header only library. This conversion was done by Peter Thorson (webmaster@zaphoyd.com) in 2012 for the WebSocket++ project. The changes are released under the same license as the original (listed below)

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L. Peter Deutsch
ghost@aladdin.com

***** UTF8 Validation logic (utf8_validation.hpp) *****

utf8_validation.hpp is adapted from code originally written by Bjoern Hoehrmann <bjoern@hoehrmann.de>. See <http://bjoern.hoehrmann.de/utf-8/decoder/dfa/> for details.

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<https://github.com/TFussell/xInt?tab=License-1-ov-file#readme>

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