/\* jconfig.cfg --- source file edited by configure script \*/

/\* see jconfig.txt for explanations \*/

#undef HAVE\_PROTOTYPES

#undef HAVE\_UNSIGNED\_CHAR

#undef HAVE\_UNSIGNED\_SHORT

#undef void

#undef const

#undef CHAR\_IS\_UNSIGNED

#undef HAVE\_STDDEF\_H

#undef HAVE\_STDLIB\_H

#undef HAVE\_LOCALE\_H

#undef NEED\_BSD\_STRINGS

#undef NEED\_SYS\_TYPES\_H

#undef NEED\_FAR\_POINTERS

#undef NEED\_SHORT\_EXTERNAL\_NAMES

/\* Define this if you get warnings about undefined structures. \*/

#undef INCOMPLETE\_TYPES\_BROKEN

/\* Define "boolean" as unsigned char, not enum, on Windows systems. \*/

#ifdef \_WIN32

#ifndef \_\_RPCNDR\_H\_\_ /\* don't conflict if rpcndr.h already read \*/

typedef unsigned char boolean;

#endif

#ifndef FALSE /\* in case these macros already exist \*/

#define FALSE 0 /\* values of boolean \*/

#endif

#ifndef TRUE

#define TRUE 1

#endif

#define HAVE\_BOOLEAN /\* prevent jmorecfg.h from redefining it \*/

#endif

#ifdef JPEG\_INTERNALS

#undef RIGHT\_SHIFT\_IS\_UNSIGNED

#undef INLINE

/\* These are for configuring the JPEG memory manager. \*/

#undef DEFAULT\_MAX\_MEM

#undef NO\_MKTEMP

#endif /\* JPEG\_INTERNALS \*/

#ifdef JPEG\_CJPEG\_DJPEG

#define BMP\_SUPPORTED /\* BMP image file format \*/

#define GIF\_SUPPORTED /\* GIF image file format \*/

#define PPM\_SUPPORTED /\* PBMPLUS PPM/PGM image file format \*/

#undef RLE\_SUPPORTED /\* Utah RLE image file format \*/

#define TARGA\_SUPPORTED /\* Targa image file format \*/

#undef TWO\_FILE\_COMMANDLINE

#undef NEED\_SIGNAL\_CATCHER

#undef DONT\_USE\_B\_MODE

/\* Define this if you want percent-done progress reports from cjpeg/djpeg. \*/

#undef PROGRESS\_REPORT

#endif /\* JPEG\_CJPEG\_DJPEG \*/