Software Content Register

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Exceptions in the firmware

Cortex M0/M0+ header files

Located under

- `sw/nss/lib_chip_nss/inc/core_cm0plus.h`
- `sw/nss/lib_chip_nss/inc/core_cmFunc.h`
- `sw/nss/lib_chip_nss/inc/core_cmInstr.h`

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Heatshrink

Heatshrink is an open-source library, allowing lossless compression and decompression on an embedded system with limited resources. It is retrieved from **https://github.com/atomicobject/heatshrink**

- `sw/nss/mods/compress/heatshrink`

Chaskey

Chaskey is an efficient MAC algorithm for microcontrollers, standardized in **ISO/IEC 29192-6**. It is intended for applications that require 128-bit security but have stringent requirements on speed, energy consumption or code size. The source file is retrieved from **https://github.com/atomicobject/heatshrink**, the header file is retrieved from **https://github.com/hutorny/chaskey**

- `sw/nss/mods/mac/chaskey/chaskey-speed.c` - **CC0 Public domain**
- `sw/nss/mods/mac/chaskey/chaskey.h` - **MIT License**

Exceptions in the host tooling

dfu-util

dfu-util is a host side implementation of the DFU 1.0 and DFU 1.1 specifications of the USB forum. DFU is intended to download and upload firmware to/from devices connected over USB. It is retrieved from **http://sourceforge.net/p/dfu-util/**

Located under

- `tools/flashmagic/gangprogramming`

Exceptions in the host code, targeting multiple platforms using XF

FusionCharts

FusionCharts is a commercial Javascript library from FusionCharts, providing charts for mobile and web applications. It is retrieved from **https://www.fusioncharts.com/**

Located under

- `sw/XF/shared/Js`

NXP has been granted the right to use the evaluation version of the library in the iOS and macOS demo
applications present in this SDK. This right is non-transferable: you must check and adhere to their license
for each and every use. The license for the evaluation version that is included, is located at:

- `sw/XF/shared/Js/FusionChart/FusionCharts Suite License Agreement -` `Evaluation.rtf`

NdefLibrary

NdefLibrary provides a set of classes that enable you to easily work with NDEF records on top of the Windows Proximity APIs, from Andreas Jakl. It is retrieved from **https://andijakl.github.io/ndef-nfc/**

Located under

- `sw/XF` as part of the binary offering, included during the building process.

Newtonsoft.Json

Newtonsoft.Json is a high-performance JSON framework for .NET, from James Newton-King. It is retrieved from **https://www.newtonsoft.com/json**

Located under

- `sw/XF` as part of the binary offering, included during the building process.

MSBuild.Sdk.Extras

MSBuild.Sdk.Extras contains a few extra extensions to SDK-style projects, from Oren Novotny. It is retrieved from **https://github.com/onovotny/MSBuildSdkExtras**

Located under

- `sw/XF` as part of the binary offering, included during the building process.

NuGets delivered by Microsoft as part of Microsoft Visual Studio - part 1

- NETStandard.Library
- Xamarin.Android.Support.Compat
- Xamarin.Android.Support.CustomTabs
- Xamarin.Android.Support.Design
- Xamarin.Android.Support.v4
- Xamarin.Android.Support.v7.AppCompat
- Xamarin.Android.Support.v7.CardView
- Xamarin.Android.Support.v7.MediaRouter
- Xamarin.Forms
- Xamarin.Essentials - *modified by NXP to add support for macOS*
  Used as starting point: https://github.com/xamarin/Essentials/tree/af18956e726b1ec6f77afb29300fc8bd84cde54f
- System.Numeric.Vectors

Located under

- `sw/XF/nuget/src/Xamarin.Essentials`
- `sw/XF/nuget/Xamarin.Essentials.NTAG.1.0.0.nupkg`
- `sw/XF` as part of the binary offering, included during the building process.

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NuGets delivered by Microsoft as part of Microsoft Visual Studio - part 2

- Microsoft.NETCore.UniversalWindowsPlatform
- Win2D.uwp

Located under

- `sw/XF` as part of the binary offering, included during the building process.

SkiaSharp

SkiaSharp provides a 2D API that can be used across mobile, server and desktop models to render images, from Microsoft. It is retrieved from https://github.com/mono/SkiaSharp

Located under

- `sw/XF` as part of the binary offering, included during the building process.

PCSC

PCSC implements partial ISO7816 support (APDU etc.) and contains classes to access the Personal Computer/Smart Card Resource Manager using the system's native PC/SC API, from Daniel Mueller. It is retrieved from **https://github.com/danm-de/pcsc-sharp**

Located under

- `sw/XF` as part of the binary offering, included during the building process.

Plugin.CurrentActivity

Plugin.CurrentActivity is a solution for getting access to the current Activity of the application when developing a Plugin for Xamarin, from James Montemagno. It is retrieved from **https://github.com/jamesm ontemagno/CurrentActivityPlugin**

Located under

- `sw/XF` as part of the binary offering, included during the building process.

Refractored.MvvmHelpers

Refractored.MvvmHelpers is a collection of MVVM Helpers such as ObservableRangeCollection, BaseViewModel, Grouping, and others, from James Montemagno.It is retrieved from **https://github.com/ja mesmontemagno/mvvm-helpers**

Located under

- `sw/XF` as part of the binary offering, included during the building process.

Rg.Plugins.Popup

Rg.Plugins.Popup is a plugin for Xamarin forms and allows you to open any page as a popup, from
rotorgames. It is retrieved from **https://github.com/rotorgames/Rg.Plugins.Popup** .

Located under

- `sw/XF` as part of the binary offering, included during the building process.

@subsection license_sqlitenetpcl Exception: SQLite-net

SQLite-net is a light weight library providing easy SQLite database storage for .NET, Mono, and Xamarin
applications, from Frank A. Krueger. It is retrieved from **https://github.com/praeclarum/sqlite-net**

Located under

- `sw/XF` as part of the binary offering, included during the building process.

SQLiteNetExtensions

SQLiteNetExtensions is an ORM that provides operations and relationships on top of the sqlite-net library, from TwinCoders. It is retrieved from https://bitbucket.org/twincoders/sqlite-net-extensions

Located under

- `sw/XF` as part of the binary offering, included during the building process.

SQLitePCLRaw

SQLitePCLRaw is a set of Portable Class Libraries (PCL) for low-level (raw) access to SQLite, from Eric Sink, D. Richard Hipp, et al.It is retrieved from **https://github.com/ericsink/SQLitePCL.raw**

Located under

- `sw/XF` as part of the binary offering, included during the building process.

Xam.Plugin.Screenshot

Xam.Plugin.Screenshot is a plugin for Xamarin forms and allows you to take screenshots from any platform, from Wilson Vargas. It is retrieved from **https://github.com/wilsonvargas/ScreenshotPlugin** - *modified by NXP to add support for macOS* .

Located under

- `sw/XF/nuget/src/Screenshot`
- `sw/XF/nuget/Xam.Plugin.Screenshot.NTAG.1.0.3.nupkg`
- `sw/XF` as part of the binary offering, included during the building process.

Xamarin.Forms.InputKit

Xamarin.Forms.InputKit includes controls to get inputs easily from users and make validation easier, from enisn. It is retrieved from **https://github.com/enisn/Xamarin.Forms.InputKit**

Located under

- `sw/XF` as part of the binary offering, included during the building process.