



Software Content Register

NXP public

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Software Content Register

Base License

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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`

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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

Written in 2014 by Nicky Mouha, based on SipHash

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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`

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Mass mode added by ESAcademy, Inc. 2017

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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/>

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

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Version 3, 29 June 2007

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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>

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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>

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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

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<https://github.com/Microsoft/dotnet/blob/master/releases/UWP/LICENSE.TXT>

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>

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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>

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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/jamesmontemagno/CurrentActivityPlugin>

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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/jamesmontemagno/mvvm-helpers>

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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>.

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@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>

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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>

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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>

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Version 2.0, January 2004

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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`
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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>

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