//-----------------------------------------------------------------------------

// MurmurHash3 was written by Austin Appleby, and is placed in the public

// domain. The author hereby disclaims copyright to this source code.

#ifndef \_MURMURHASH3\_H\_

#define \_MURMURHASH3\_H\_

//-----------------------------------------------------------------------------

// Platform-specific functions and macros

// Microsoft Visual Studio

#if defined(\_MSC\_VER) && (\_MSC\_VER < 1600)

typedef unsigned char uint8\_t;

typedef unsigned int uint32\_t;

typedef unsigned \_\_int64 uint64\_t;

// Other compilers

#else // defined(\_MSC\_VER)

#include <stdint.h>

#endif // !defined(\_MSC\_VER)

//-----------------------------------------------------------------------------

void MurmurHash3\_x86\_32 ( const void \* key, int len, uint32\_t seed, void \* out );

void MurmurHash3\_x86\_128 ( const void \* key, int len, uint32\_t seed, void \* out );

void MurmurHash3\_x64\_128 ( const void \* key, int len, uint32\_t seed, void \* out );

//-----------------------------------------------------------------------------

#endif // \_MURMURHASH3\_H\_