

The libmng library supports decoding, displaying, encoding, and various other manipulations of the Multiple-image Network Graphics (MNG) format image files. It uses the zlib compression library, and optionally the JPEG library by the Independant JPEG Group (IJG) and/or lcms (little cms), a color-management library by Marti Maria Saguer. -- quoted from src/3rdparty/libmng/doc/libmng.txt

See src/3rdparty/libmng/LICENSE for license details.

=== (copied from libmng) ===

```
/*
*****
** */
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*/
/* *                               * */
/* *                               * */
/* * Parts of this software have been adapted from the libpng package. * */
/* * Although this library supports all features from the PNG specification * */
/* * (as MNG descends from it) it does not require the libpng package. * */
/* * It does require the zlib library and optionally the IJG jpeg library, * */
/* * and/or the "little-cms" library by Marti Maria (depending on the * */
/* * inclusion of support for JNG and Full-Color-Management respectively. * */
/* *                               * */
/* * This library's function is primarily to read and display MNG * */
/* * animations. It is not meant as a full-featured image-editing * */
/* * component! It does however offer creation and editing functionality * */
/* * at the chunk level. * */
/* * (future modifications may include some more support for creation * */
/* * and or editing) * */
/* *                               * */
/* ***** */

```

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