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사용하기 전에

사용하기 전에 이 전자설명서를 잘 읽고 올바른 방법으로 사용해 주십시오.

 안전을 위한 주의사항

본 소프트웨어를 사용하기 전에 HOME 메뉴의  를 선택하여 「안전을 위한 주의사항」의 내용을 확인해 주십시오. 여기에는 고객님의 건강과 안전을 위한 중요한 내용이 기재되어 있습니다.

또한 본체의 사용설명서도 함께 읽어 주십시오.

유저가 작성하는 텍스트와 메시지, Mii, 이미지, 사진, 동영상, 음성 등을 「유저 콘텐츠」라 합니다.

유저 콘텐츠에 관한 주의사항

다른 유저와 유저 콘텐츠(이하, 콘텐츠)를 주고받는 소프트웨어 전반에 관한 주의사항입니다. 주고받는 콘텐츠의 타입은 소프트웨어에 따라 각각 다릅니다.

- 전송한 콘텐츠는 불특정 다수에게 공개될 수 있습니다. 또한, 받은 사람 측에서 복사·개조·재전송 등을 할 가능성이 있습니다. 한 번 타인에게 전송된 내용은 전송자 측에서 삭제하거나 이용을 제한할 수 없으므로 주의해 주십시오.
- 인터넷상의 서버 등에 업로드한 콘텐츠는 제반 사정에 의해 예고 없이 삭제될 수 있습니다. 또한, 당사가 부적절하다고 판단한 콘텐츠는 삭제 및 비공개로 전환될 수 있습니다. 사전에 양해 부탁드립니다.
- 다음에 해당하는 행위 또는 해당될 우려가 있는 행위를 하지 마십시오.
 - 본인 또는 타인의 실명이나 주소 등 개인 정보를 전송하는 행위
 - 타인의 명예 및 신용을 훼손하는 행위, 타인을 모욕하거나 불쾌감을 주는 행위
 - 타인의 저작물을 권리자의 허락 없이 무단으로 이용하는 등 타인의 저작물 등에 대해 지적재산권 및 기타 일체의 권리를 침해하는 행위
 - 범죄 행위 또는 이를 조장하는 행위
 - 공공질서, 미풍양속을 해치는 행위
 - 이용 약관과 가이드라인 등에서 금지

하고 있는 행위


- 기타, 당사가 부적절하다고 판단하는 행위

- 타인의 권리를 침해하는 콘텐츠, 본인과 타인의 개인적인 정보, 타인에게 불쾌감을 주는 콘텐츠 등을 QR Code로 만들어 다른 사람에게 제공하거나 공개하지 마십시오. 본인의 의도와는 상관없이 해당 정보가 전달될 가능성이 있습니다.
- 콘텐츠를 인터넷상에 업로드하거나 타인과 콘텐츠를 주고받는 등, 인터넷 이용으로 인해 발생하는 어떠한 손해에 대해서도 당사는 일절 책임을 지지 않습니다.



어린이 및 청소년의 사용을 제한하고자 할 경우에는 「청소년 보호 기능」에서 항목을 선택해 주십시오.

※「청소년 보호 기능」의 설정 방법에 관한 내용은 본체 설정의 전자설명서를 읽어 주십시오.

- 인터넷 브라우저 사용
브라우저의 기능을 제한할 수 있습니다.
- 배포 동영상 시청
배포 동영상의 시청을 제한할 수 있습니다.
- 사진 · 영상 · 음성 · 동영상 · 장문 텍스트 송수신
이미지와 동영상의 업로드, 이미지 저장을 제한할 수 있습니다.




 「인터넷 브라우저」는 터치펜을 사용한 간단한 조작으로 인터넷 웹 페이지를 볼 수 있습니다.

※웹 페이지를 보기 위해서는 인터넷에 접속해야 합니다.

 3DS 소프트웨어를 플레이 중일 때도, 소프트웨어를 중단하고 인터넷 브라우저를 사용할 수 있습니다.  HOME 을 눌러 HOME 메뉴에서 인터넷 브라우저를 시작해 주십시오.

※플레이 중인 소프트웨어에 따라서는 인터넷 브라우저를 사용할 수 없는 경우도 있습니다.

인터넷 브라우저는 아래 화면을 터치하거나 슬라이드하여 조작합니다.

-  화면 아래쪽의 「툴바」를 터치해 인터넷 브라우저를 조작하거나 웹 페이지의 링크를 터치해 링크가 연결된 웹 페이지로 이동할 수 있습니다.(→6)
-  화면을 빠르게 2번 터치하면, 터치한 부분을 중심으로 표시를 확대합니다. 동일하게 조작을 한 번 더 하면 아래 화면의 가로 폭에 맞게 비율이 조정됩니다.
-  화면을 슬라이드하면 표시된 웹 페이지를 스크롤할 수 있습니다.

버튼을 사용한 조작 방법

인터넷 브라우저는 버튼이나 슬라이드 패드로 조작할 수 있습니다.

인터넷 브라우저의 종료

 HOME

브라우저 화면(→6)에서의 조작

웹 페이지 스크롤	
툴바 표시 없애기	    
툴바 표시하기	아래 화면을 터치
아날로그 줌 인/줌 아웃	 
웹 페이지상의 링크 선택하기	
선택한 링크를 열기	
새로운 탭에서 열기	 길게 누르기

뒤로	Ⓑ
열람 중인 탭 닫기	Ⓑ 길게 누르기
줌 인	ⓧ
줌 아웃	Ⓨ
뒤로/앞으로	Ⓛ / Ⓡ
탭 전환	Ⓩ / Ⓩ
즐거찾기 표시하기	SELECT
액션 메뉴 표시하기	START

이미지 뷰어 화면(→10)에서의 조작

화면 스크롤	○
아날로그 줌 인/줌 아웃	Ⓜ ↑ ↓
줌 인	ⓧ
줌 아웃	Ⓨ
이미지 저장하기	Ⓐ
이미지 뷰어 종료하기	Ⓑ

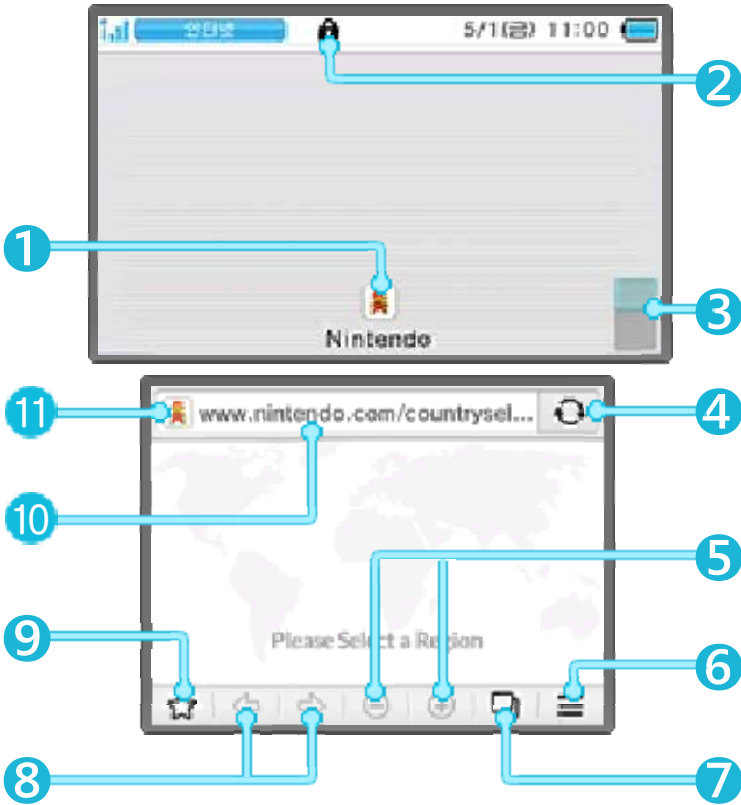
비디오 재생 화면(→9)에서의 조작

비디오 재생/정지	Ⓐ
뒤로 감기/앞으로 감기	← ○ →
재생 속도 변경하기	Ⓜ
10초 뒤로 점프/프레임 넘기기	+

15초 앞으로 점프	R
10초 뒤로 점프	L
비디오 재생 종료하기	B

즐거찾기 메뉴/탭 목록 화면/설정 화면에서의 조작


항목 선택	+
결정	A
닫기	B




① 타이틀바

웹 페이지에 설정된 타이틀이 표시됩니다.

② 보안 아이콘

 : 암호화된 웹 페이지를 표시하고 있는 상태입니다.

 : 보안 인증서의 안전성을 확인할 수 없는 웹 페이지를 표시하고 있는 상태입니다.

③ 미니맵

회색 사각형은 페이지 전체 크기를, 하늘색 사각형은 화면에 표시 중인 범위를 나타냅니다.

④ 다시 불러오기 버튼

현재 표시 중인 웹 페이지를 다시 불러옵니다. 불러오기 중에 터치하면 불러오기를 중지할 수 있습니다.

5 줌 아웃/줌 인 버튼

화면을 축소/확대합니다.

6 액션 메뉴 버튼

★ : 표시 중인 페이지를 즐겨찾기(→8)에 추가합니다.

↶ : 웹 페이지를 확대하거나 축소했을 때, 아래 화면 폭에 맞추어 문장 개행이 자동으로 이루어집니다.

※웹 페이지에 따라서는 개행이 이루어지지 않는 경우도 있습니다.

📱 : 표시 중인 웹 페이지를 모바일 버전 페이지로 표시합니다.

※웹 페이지가 모바일 버전 페이지에 대응하지 않을 경우에는 표시가 바뀌지 않습니다. 또한 복수의 탭을 열고 있을 경우, 탭을 전환했을 때 모바일 버전 페이지를 다시 불러옵니다.

🔑 : 설정 화면을 표시합니다.(→12)

※소프트웨어 중단 중에 인터넷 브라우저를 시작한 경우, 해당 소프트웨어의 타이틀명으로 검색하는 메뉴가 추가됩니다.

7 탭 버튼

탭 목록 화면(→11)을 표시합니다.

8 뒤로/앞으로 버튼

↶를 터치하면 이전 페이지를, ↷를 터치하면 다음 페이지를 표시합니다.

9 즐겨찾기 버튼

즐거찾기 메뉴가 열립니다.(→8)

10 주소바

URL 및 검색어를 입력해 웹 페이지를 열람하거나 검색 엔진으로 검색을 실행합니다. (→7)

※주소바가 표시되지 않을 경우에는 액션 메뉴 버튼을 터치해 주십시오.

11 페이지 아이콘

터치하면 웹 페이지의 정보를 표시합니다.



주소바 사용하기

주소바를 터치해 키보드를 표시합니다. 열람하려는 웹 페이지의 URL이나 검색어를 입력한 다음 「열기」나 「검색」을 터치합니다. URL을 입력한 경우에는 해당 웹 페이지가 표시됩니다. 검색어를 입력한 경우에는 인터넷을 검색한 결과가 표시됩니다.

※주소바가 표시되지 않을 경우에는 액션 메뉴 버튼(→6)을 터치해 주십시오.

선택한 문자의 복사와 검색

웹 페이지에서 문자를 길게 터치하면 화면 아래쪽에 버튼이 표시됩니다. 터치한 상태에서 원하는 문자를 슬라이드하면 문자를 선택할 수 있습니다.

※링크가 설정되어 있는 문자 등 문자를 선택할 수 없는 경우도 있습니다.



「복사」를 터치하면 선택한 문자를 복사할 수 있습니다. 「검색」을 터치하면 선택한 문자로 인터넷을 검색할 수 있습니다.

이미지나 웹 페이지의 데이터 용량이 너무 클 경우, 우측의 화면 메시지가 표시되는 경우가 있습니다. 「불러오기」를 터치하면 데이터를 다시 불러옵니다. 「그만두기」를 터치하면 불러오기를 중지하고 브라우저 화면으로 돌아갑니다.



※웹 페이지에 따라서는 인터넷 브라우저로 표시할 수 없는 경우가 있습니다.



① 즐겨찾기 버튼

터치하면 「즐거찾기 화면」을 표시합니다.

② 이력 버튼

터치하면 「이력 화면」을 표시합니다.

③ 즐겨찾기 편집 버튼

즐거찾기에 추가한 웹 페이지의 타이틀과 URL을 편집할 수 있습니다.

「즐거찾기에서 삭제」를 터치하면 추가한 웹 페이지를 즐겨찾기에서 삭제합니다.

④ 즐겨찾기 추가 버튼

즐거찾기 메뉴를 표시했을 때 열람 중이던 웹 페이지를 즐겨찾기에 추가할 수 있습니다.

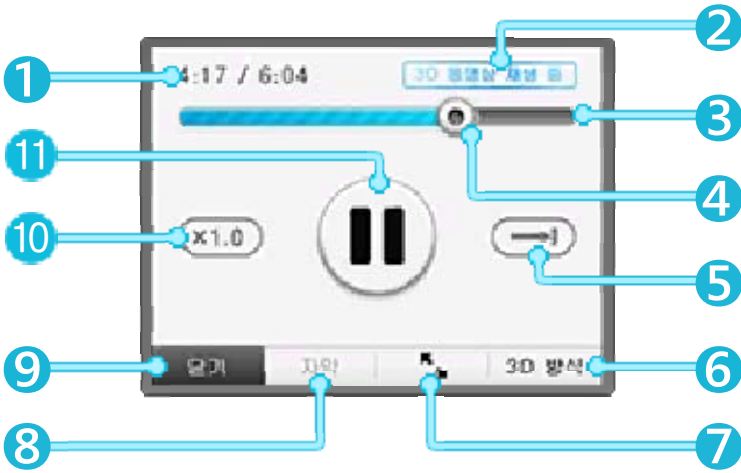
※이력 화면을 표시하고 있을 경우 「이력을 삭제」 버튼으로 바뀝니다. 터치하면 모든 이력이 삭제됩니다.

⑤ 즐겨찾기

즐거찾기에 추가한 웹 페이지명이 표시됩니다. 웹 페이지명을 터치한 상태에서 슬라이드하면 표시 순서를 바꿀 수 있습니다.

인터넷 브라우저상에서는 비디오 파일을 재생할 수 있습니다. 웹 페이지에서 비디오 파일을 터치하면 위 화면에서 비디오가 재생되고 아래 화면에 조작 화면이 표시됩니다. 비디오 파일이 3D 동영상일 경우 입체적으로 표시할 수 있습니다.

※비디오 파일의 형식과 데이터 사이즈에 따라서는 재생할 수 없는 경우도 있습니다.(→13)



① 재생 시간/총재생 시간

② 3D 동영상 재생 표시

3D 동영상을 재생하면 표시됩니다.

③ 재생바

④ 재생 위치

슬라이드하면 비디오를 앞이나 뒤로 빨리 돌릴 수 있습니다.

⑤ 반복 재생 버튼

비디오를 끝까지 재생하면 저절로 처음부터 반복해서 재생합니다.

⑥ 3D 방식 버튼

3D 동영상의 표시가 제대로 되지 않는 것처럼 보일 경우 사용합니다. 3D가 적절히 표시될 때까지 버튼을 터치해 조작해 주십시오.

⑦ 전체 화면 버튼

위 화면에 꽉 차도록 비디오 표시를 변경할 수 있습니다.

⑧ 자막 버튼

비디오에서 자막을 지원할 경우 표시합니다.

⑨ 닫기 버튼

비디오 재생 화면을 종료하고 브라우저 화면으로 돌아갑니다.

⑩ 재생 속도 버튼

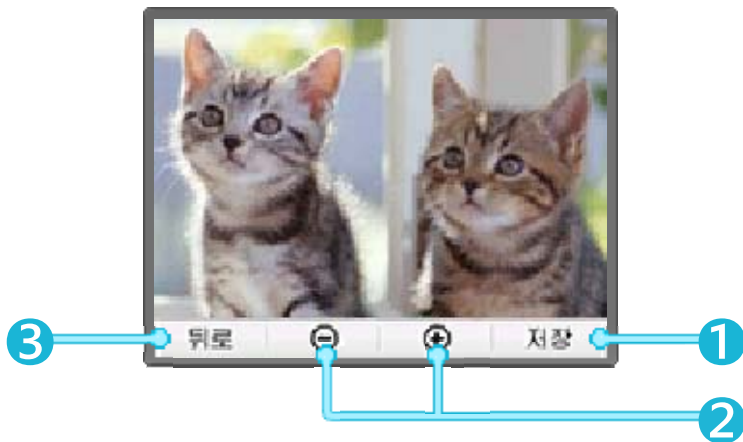
비디오의 재생 속도를 선택합니다.

⑪ 비디오 재생/일시 정지 버튼

비디오를 재생합니다. 재생 중 터치하면 일시 정지합니다.

웹 페이지상의 이미지 파일을 길게 터치하면 나타나는 「이미지 뷰어로 표시」를 터치하면 위 화면과 아래 화면에 이미지 뷰어 화면이 표시됩니다. 인터넷 브라우저에 대응하는 3D 이미지 표시도 가능합니다.

※이미지 파일의 형식과 데이터 사이즈에 따라서는 표시할 수 없는 경우도 있습니다.(→13)



① 저장 버튼

터치하면 표시 중인 이미지를 microSD 카드에 저장합니다. 저장한 이미지는 「닌텐도 3DS 카메라」에서 확인할 수 있습니다.

※날짜 정보가 없는 이미지는 「1900/1/1」 날짜로 저장됩니다.

② 줌 아웃/줌 인 버튼

※3D 이미지를 표시하고 있을 경우에는 줌 아웃과 줌 인, 스크롤 조작을 할 수 없습니다.

③ 뒤로 버튼

이미지 뷰어 화면을 종료하고 브라우저 화면으로 돌아갑니다.

이미지 및 동영상을 인터넷상에 업로드(송신)하기

블로그나 게시판 등 이미지 및 동영상을 업로드할 수 있는 웹 페이지에 접속해 본

체 저장 메모리 및 microSD 카드에 저장된 이미지와 동영상을 업로드할 수 있습니다.

- 음악 파일은 업로드할 수 없습니다.
- 「청소년 보호」 기능으로 이미지의 업로드 및 저장, 동영상의 업로드를 제한할 수 있습니다.
- 디지털 카메라와 휴대 전화로 촬영한 데이터는 업로드 및 저장할 수 없는 경우가 있습니다. 또한 닌텐도 3DS 본체로 촬영한 데이터라 하더라도 컴퓨터 등으로 편집 및 가공하거나 microSD 카드 내에서 파일 이동 및 삭제, 파일명 변경을 할 경우, 업로드나 저장이 불가능한 경우가 있습니다.

※동영상을 업로드할 경우, 업로드를 준비할 시간이 필요합니다.

※공공질서 및 미풍양속을 해치는 이미지와 동영상, 불법적인 이미지와 동영상, 타인의 권리를 침해하는 이미지와 동영상 등을 업로드하지 마십시오. 법령 및 조례에 따라 책임이 발생할 수 있습니다.

※본체로 촬영한 이미지 및 동영상에는 축소 이미지(섬네일)가 포함되어 있습니다. 이미지와 동영상을 컴퓨터 등으로 편집해도 축소 이미지에는 편집 내용이 반영되지 않는 경우가 있습니다. 이미지와 동영상을 인터넷상에 업로드하거나 제삼자에게 전달할 때 편집 전의 축소 이미지가 노출될 가능성이 있으므로 주의해 주십시오. 본체로 촬영한 이미지를 3DS 카메라를 사용해 편집했을 경우에는 편집 내용이 축소 이미지에 반영됩니다.

인터넷 브라우저는 탭 브라우징에 대응됩니다. 동시에 병행해서 복수의 웹 페이지를 열람하고 싶은 경우 등에 탭을 추가하거나 전환해서 표시할 수 있습니다.



① 페이지 타이틀

탭에 표시되어 있는 웹 페이지의 타이틀이 표시됩니다. 터치하면 탭을 전환해 표시합니다.

※탭을 전환하면 자동적으로 다시 불러오는 경우가 있습니다.

② 탭 삭제 버튼

③ 탭 추가 버튼

터치하면 탭을 추가합니다. 추가한 탭에는 「신규 페이지」가 표시되고 즐겨찾기에 등록된 웹 페이지 중 표시 빈도가 높은 순으로 4개까지 표시됩니다.


※탭은 최대 12개까지 열 수 있습니다.

④ 탭 버튼

터치하면 탭 목록 화면을 종료하고 브라우저 화면으로 돌아갑니다.

웹 페이지상의 링크를 길게 터치해 「신규 탭에서 열기」를 터치하면 링크가 연결된 웹 페이지를 새로운 탭에서 직접 열 수 있습니다.

※「신규 탭에서 열기」로 탭을 열었을 경우, 현재 표시하고 있는 탭의 백그라운드에서 탭이 작성됩니다. 이때, 이미 12개의 탭을 열고 있을 경우에는 가장 오래된 탭의 내용에 덮어쓰기가 이루어집니다.

※백그라운드에 작성된 탭에는 탭 목록 화면에서 가 표시됩니다.

인터넷 브라우저의 설정을 변경할 수 있습니다.

검색 엔진	인터넷 검색 시 사용할 검색 엔진을 고릅니다.
쿠키 삭제하기	쿠키를 전부 삭제합니다. 쿠키에는 웹 페이지를 확인한 일시 및 횟수, 입력한 인증 정보 등이 기록되어 있습니다. ※일단 삭제한 쿠키는 원래대로 되돌릴 수 없습니다. 주의해 주십시오.
저장 데이터 초기화	인터넷 브라우저의 설정 및 이력, 즐겨찾기 등을 포함한 모든 저장 데이터를 삭제해 초기 상태로 되돌립니다. ※일단 삭제한 데이터는 원래대로 되돌릴 수 없습니다. 주의해 주십시오.
네트워크 정보	접속 중인 네트워크에 관한 정보가 표시됩니다.
버전 정보	인터넷 브라우저의 버전을 표시합니다.

브라우저 엔진	NetFront® Browser NX v3.0
대응 프로토콜	HTTP1.0/HTTP1.1/TLS1.0/TLS1.1/TLS1.2
웹 표준	HTML4.01/HTML5/XHTML1.1/Fullscreen/Gamepad/SVG/WebSocket/Video Subtitle/WOFF/Web Messaging/Server-Sent/Web Storage 일부/XMLHttpRequest/canvas/Video/DOM1-3/ECMAScript/CSS1/CSS2.1/CSS3 일부
이미지 포맷	bmp/gif/ico/jpeg/png/svg (단, 일부 표시할 수 없는 이미지가 있습니다.)
이미지 프리뷰	mpo/jpeg(단, 일부 표시할 수 없는 이미지가 있습니다.)
비디오 포맷	MP4, M3U8+TS (HTTPLiveStreaming)(단, 일부 재생할 수 없는 비디오가 있습니다.)
비디오 코덱	H.264 - MPEG-4 AVC Video (max 854x480 level 3.2, 3D 대응)(단, 일부 재생할 수 없는 비디오가 있습니다.)
오디오 코덱	AAC - ISO/IEC 14496-3 MPEG-4AAC,MP3 (단, 일부 재생할 수 없는 비디오가 있습니다.)

업로드 시의 3D 동영상 포맷	.mkv (단, 동영상을 재생하려면 업로드한 사이트에서 포맷을 변환해야 합니다. 또한, 포맷을 변환해도 재생할 수 없는 경우가 있습니다.)
플러그인	Adobe Flash 등의 플러그인은 지원하지 않습니다.

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■Webkit

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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Library General Public License, applies to some specially designated Free Software Foundation software, and to any other libraries whose authors decide to use it. You can use it for your libraries, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do

these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library, or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link a program with the library, you must provide complete object files to the recipients so that they can relink them with the library, after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

Our method of protecting your rights has two steps: (1) copyright the library, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the library.

Also, for each distributor's protection, we want to make certain that everyone understands that there is no warranty for this free library. If the library is modified by someone else and passed on, we want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for

everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as

regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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0. This License Agreement applies to any software library which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Library General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term

"modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License,

whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of

Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical

parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete

machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both

them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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