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**      Background
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libjpeg-turbo was originally based on libjpeg/SIMD by Miyasaka Masaru, but
the TigerVNC and VirtualGL projects made numerous enhancements to the codec,
including improved support for Mac OS X, 64-bit support, support for 32-bit
and big endian pixel formats, accelerated Huffman encoding/decoding, and
various bug fixes.  The goal was to produce a fully open source codec that
could replace the partially closed source TurboJPEG/IPP codec used by VirtualGL
and TurboVNC.

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**      License
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Some of the optimizations to the Huffman encoder (jchuff.c) and decoder (jdchuff.c) were borrowed from VirtualGL, and thus any distribution of libjpeg-turbo which includes those optimizations must, as a whole, be subject to the terms of the wxWindows Library Licence, Version 3.1. A copy of this license can be found in this directory under LICENSE.txt. The wxWindows Library License is based on the LGPL but includes provisions which allow the Library to be statically linked into proprietary libraries and applications without requiring the resulting binaries to be distributed under the terms of the LGPL.

The rest of the source code, apart from the Huffman codec optimizations, falls under a less restrictive, BSD-style license (see README.) You can choose to distribute libjpeg-turbo, as a whole, under this BSD-style license by simply replacing the optimized jchuff.c and jdchuff.c with their unoptimized counterparts from the libjpeg v6b source.