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esri/arcade/lib/esprima.js

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esri/workers/libs/rtree.js

rtree.js - General-Purpose Non-Recursive Javascript R-Tree Library
Version 0.6.2, December 5st 2009
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Jon-Carlos Rivera - imbcmth@hotmail.com

esri/workers/libs/kdtree.js

k-d Tree JavaScript - V 1.0
<https://github.com/ubilabs/kd-tree-javascript>
author: Mircea Pricop <pricop@ubilabs.net>, 2012
author: Martin Kleppe <kleppe@ubilabs.net>, 2012
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big.js v3.0.0
<https://github.com/MikeMcl/big.js>

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esri/views/3d/webgl-engine/lib/gl-matrix.js

gl-matrix - High performance matrix and vector operations for WebGL
<https://github.com/toji/gl-matrix>
author: Brandon Jones
author: Colin MacKenzie IV
version: version 1.3.4

```
/*
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```

esri/views/3d/webgl-engine/lib/Base64Binary.js

Base64 decoder
<https://github.com/danguer/blog-examples/blob/master/js/base64-binary.js>

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esri/views/webgl/context-util.js

WebGL utility functions, based on:
URL: https://github.com/html5rocks/www.html5rocks.com/blob/master/content/tutorials/webgl/webgl_fundamentals/static/webgl/resources/webgl-u

```
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```

esri/views/3d/lib/SunCalc.js

SunCalc - Library to calculate sun position given location and time
<https://github.com/mourner/suncalc>

(c) 2011-2013, Vladimir Agafonkin
SunCalc is a JavaScript library for calculating sun/moon position and light phases.
<https://github.com/mourner/suncalc>

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esri/core/libs/gl-matrix

gl-matrix - High performance matrix and vector operations for WebGL
<https://github.com/toji/gl-matrix>
author: Brandon Jones
author: Colin MacKenzie IV
version: version 2.3

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esri/core/libs/earcut/earcut.js

Earcut - polygon triangulation library, commit 38e10643677815be940f6bc719d91fbb3a87f313
<https://github.com/mapbox/earcut>

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esri/core/libs/libtess/libtess.js

Polygon tessellation library, ported from the tessellator in Silicon Graphics's reference implementation of the OpenGL Utility Library (GLU), written primarily by Eric Veach while at SGI.

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esri/views/2d/unitBezier.js

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esri/views/3d/webgl-engine/lib/webglConstants.js

Contains constants from <https://github.com/mattdesl/gl-constants>

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esri/layers/rasterFormats/Jpg.js

Extracted from pdf.js project.
pdf.js: A general-purpose, web standards-based platform for parsing and rendering PDFs.
<https://github.com/mozilla/pdf.js>
Version 0.8.0, April 10, 2015

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This code was forked from <https://github.com/notmasteryet/jpgjs>. The original
version was created by github user notmasteryet

esri/layers/rasterFormats/Png.js

Extracted from png.js project
png.js: A (animated) PNG decoder in JavaScript for the HTML5 canvas element and Node.js.
<https://github.com/devongovett/png.js>
Version 0.1.1, April 10, 2015

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esri/layers/rasterFormats/Zlib.js

Extracted from png.js project
png.js: A (animated) PNG decoder in JavaScript for the HTML5 canvas element and Node.js.
<https://github.com/devongovett/png.js>
Version 0.1.1, April 10, 2015

Github user devongovett extracted zlib.js from pdf.js
<https://github.com/andreasgal/pdf.js>

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esri/core/libs/pep/pep.js

Based on the Pointer Event Polyfill project.
With minor modifications to how the polyfill is applied.
<https://github.com/jquery/PEP>
Version 0.4.1, September 20, 2016

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This software consists of voluntary contributions made by many individuals. For exact contribution history, see the revision history available at <https://github.com/jquery/PEP>

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esri/views/3d/webgl-engine/lib/SmaaRenderPass.js

Excerpts from three.js (SMAA)
<https://github.com/mrdoob/three.js>

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<https://github.com/iryoku/smaa>

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esri/webscene/libs/ajv/ajv.bundle.js

ajv - version 4.11.8
<https://github.com/epoberezkin/ajv>

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esri/webscene/libs/ajv/ajv.bundle.js

co - version 4.6.0
<https://github.com/tj/co>

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esri/webscene/libs/ajv/ajv.bundle.js

json-stable-stringify - version 1.0.1
<https://github.com/substack/json-stable-stringify>

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esri/webscene/libs/ajv/ajv.bundle.js

jsonify - version 0.0.0
<https://github.com/substack/jsonify>

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maquette/
maquette-css-transitions/
maquette-jsx/

maquette - Pure and simple virtual DOM library
<https://github.com/AFASSoftware/maquette/>

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esri/core/libs/rbush
<https://github.com/mourner/rbush>

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esri/webscene/validator.js

Excerpts from JSON Editor
<https://github.com/josdejong/jsoneditor>

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esri/views/webgl/lib/gsl-tokenizer
<https://github.com/gslify/gsl-tokenizer>

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esri/views/3d/support/dito
<http://gameenginegems.com/geg2.php>

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