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1.1 libtomcrypt 1.17

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```
# * SHA-512

# * Implementation derived from LibTomCrypt (Tom St Denis)

# *

# * LibTomCrypt is a library that provides various cryptographic

# * algorithms in a highly modular and flexible manner.

# *

# * The library is free for all purposes without any express

# * guarantee it works.

# *

# * Tom St Denis, tomstdenis@gmail.com, http://libtomcrypt.org
```

1.2 libtommath 0.42.0

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LibTomMath is hereby released into the Public Domain.

-- Tom St Denis

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Version 3, 29 June 2007

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1.5 bzip2 1.0.8

1.6 zlib 1.2.8

1.6.1 Available under license:

/* zlib.h -- interface of the 'zlib' general purpose compression library version 1.2.11, January 15th, 2017

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1.7 e2fsprogs 1.43

1.7.1 Available under license:

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Index: tdbsa/tdb.c

--- tdbsa.orig/tdb.c +++ tdbsa/tdb.c

@@ -4,11 +4,11 @@ Rev: 23371

Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)

*/

- Unix SMB/CIFS implementation.

- + trivial database library standalone version
- trivial database library private includes

_

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Gadi Oxman, August 1995

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Theodor	e	Ts	'o
23-June-	2	00′	7

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This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

http://sourceforge.net/projects/e2fsprogs

Upstream Author: Theodore Ts'o <tytso@mit.edu>

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```
# # This is a Makefile stub which handles the creation of BSD shared # libraries.
# # In order to use this stub, the following makefile variables must be defined.
# # BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
```

```
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
all:: image
real-subdirs:: Makefile
@echo " MKDIR pic"
@mkdir -p pic
BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic
image: $(BSD_LIB)
$(BSD LIB): $(OBJS)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJS))
$(MV) pic/$(BSD LIB).
$(RM) -f ../$(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) \
 `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))
install-shlibs install:: $(BSD_LIB)
@echo " INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) \
 $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
@-$(LDCONFIG)
install-strip: install
install-shlibs-strip: install-shlibs
uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
clean::
$(RM)
-rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../$(BSD_LIB)
This is the Debian GNU/Linux prepackaged version of the ss
command-line interface parsing library. It is currently
distributed together with the EXT2 file system utilities, which are
otherwise packaged as "e2fsprogs".
This package was put together by Yann Dirson <a href="mailto:dirson@debian.org">debian.org</a>,
from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/
```

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1.8 net-tools 2.10

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1.9 c-ares 1.16.1

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1.10 Isof 4.91

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1.11 hd-parm 9.58

1.12 tar 1.32

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1.16 libpcap 1.9.1

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1.18 popt 1.16-14.el8

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1.20 findutils 4.7.0

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1.23 ncurses 6.2

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- -- vile:txtmode fc=72
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Upstream source https://invisible-island.net/ncurses/ncurses.html

This package is used for testing builds of ncurses.

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.....

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1.24 grep 3.4

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c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.

d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in

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e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work.

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"Installation Information" for a User Product means any methods, procedures, authorization

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1.30 sed 4.8

1.30.1 Available under license:

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a) Accompany

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Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could

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The

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include/bsd/stringlist.h

man/fmtcheck.3bsd

man/humanize_number.3bsd

man/stringlist.3bsd

man/timeval.3bsd

src/fmtcheck.c

src/humanize_number.c

src/stringlist.c

src/strtonum.c

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src/arc4random_openbsd.h
src/arc4random_uniform.c
src/arc4random_unix.h
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set yrange [0:]

set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024

set xtics rotate by -45

set style histogram errorbars gap 2 lw 1

set style fill solid border -1

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1.36 libidn 2.3.0

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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 Lesser General Public License, applies to some specially designated software---typically

libraries---of the Free

Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this

license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, 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 and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these 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 other code 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.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation

will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use

this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the @dfn{Lesser} General Public License because it does @emph{Less} to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

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contains code derived from the library, whereas the latter must be combined with the library in order to run. @enumerate 0

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either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term ``modification".)

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(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.)

@end enumerate

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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.

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As an exception to the Sections above, you may also combine 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.

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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.)

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Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate

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@item

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Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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@end enumerate

@subheading END OF TERMS AND CONDITIONS

@page

@subheading How to Apply These Terms to Your New Libraries

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Preamble

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For example, if you distribute copies of the library, whether gratis

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1.46 json-c 0.15

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1.47 libcap 2.26-4.el8

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1.49 bash 5.0.18

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1.50 tftp-hpa 5.2

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Found in path(s):

* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp/tftp.c

*

/opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/common/tftpsubs.c

* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp/main.c No license file was found, but licenses were detected in source scan.

Summary: The client for the Trivial File Transfer Protocol (TFTP).

Name: tftp Version: 5.2 Release: 1 License: BSD Group: Applications/Internet Source0: http://www.kernel.org/pub/software/network/tftp/tftp-hpa-% {version}.tar.gz BuildRequires: tcp_wrappers-devel BuildRoot: % {_tmppath}/% {name}-root %description The Trivial File Transfer Protocol (TFTP) is normally used only for booting diskless workstations. The tftp package provides the user interface for TFTP, which allows users to transfer files to and from a remote machine. This program and TFTP provide very little security, and should not be enabled unless it is expressly needed. %package server Group: System Environment/Daemons Summary: The server for the Trivial File Transfer Protocol (TFTP). Requires: xinetd %description server The Trivial File Transfer Protocol (TFTP) is normally used only for booting diskless workstations. The tftp-server package provides the server for TFTP, which allows users to transfer files to and from a remote machine. TFTP provides very little security, and should not be enabled unless it is expressly needed. The TFTP server is run from /etc/xinetd.d/tftp, and is disabled by default on Red Hat Linux systems. %prep % setup -q -n tftp-hpa-% { version } %build %configure make % {?_smp_mflags} %install rm -rf \${RPM_BUILD_ROOT} mkdir -p \${RPM_BUILD_ROOT}% {_bindir} mkdir -p \${RPM_BUILD_ROOT}% {_mandir}/man{1,8} mkdir -p \${RPM_BUILD_ROOT}% {_sbindir}

install -m755 -d \${RPM_BUILD_ROOT}% {_sysconfdir}/xinetd.d/ \${RPM_BUILD_ROOT}/tftpboot

%post server

install

install -m644 tftp-xinetd \${RPM_BUILD_ROOT}% {_sysconfdir}/xinetd.d/tftp

make INSTALLROOT=\${RPM_BUILD_ROOT} \
 SBINDIR=% {_sbindir} MANDIR=% {_mandir} \

```
/sbin/service xinetd reload > /dev/null 2>&1 || :
%postun server
if [ $1 = 0 ]; then
 /sbin/service xinetd reload > /dev/null 2>&1 || :
fi
%clean
rm -rf ${RPM_BUILD_ROOT}
%files
%defattr(-,root,root)
% {_bindir}/tftp
%{\underline{mandir}/man1/*}
%files
server
%defattr(-,root,root)
%config(noreplace) % {_sysconfdir}/xinetd.d/tftp
%dir/tftpboot
% {_sbindir}/in.tftpd
% {_mandir}/man8/*
%changelog
* Tue Sep 14 2004 H. Peter Anvin <hpa@zytor.com>
- removed completely broken "Malta" patch.
- integrated into build machinery so rpm -ta works.
* Fri Feb 13 2004 Elliot Lee <sopwith@redhat.com>
- rebuilt
* Wed Jun 04 2003 Elliot Lee <sopwith@redhat.com>
* Fri Apr 11 2003 Elliot Lee <sopwith@redhat.com>
- Add /tftpboot directory (#88204)
* Mon Feb 24 2003 Elliot Lee <sopwith@redhat.com>
- rebuilt
* Sun Feb 23 2003 Tim Powers <timp@redhat.com>
- add BuildPreReq on tcp_wrappers
* Wed Jan 22 2003 Tim Powers <timp@redhat.com>
- rebuilt
* Mon Nov 11 2002 Elliot Lee <sopwith@redhat.com> 0.32-1
```

- Update to 0.32
- * Wed Oct 23 2002 Elliot Lee <sopwith@redhat.com> 0.30-1
- Fix #55789
- Update to 0.30
- * Thu Jun 27 2002 Elliot Lee <sopwith@redhat.com>
- Try applying HJ's patch from #65476
- * Fri Jun
- 21 2002 Tim Powers <timp@redhat.com>
- automated rebuild
- * Mon Jun 17 2002 Elliot Lee <sopwith@redhat.com>
- Update to 0.29
- * Thu May 23 2002 Tim Powers <timp@redhat.com>
- automated rebuild
- * Wed Jan 09 2002 Tim Powers < timp@redhat.com>
- automated rebuild
- * Tue Dec 18 2001 Elliot Lee <sopwith@redhat.com> 0.17-15
- Add patch4: netkit-tftp-0.17-defaultport.patch for bug #57562
- Update to tftp-hpa-0.28 (bug #56131)
- Remove include/arpa/tftp.h to fix #57259
- Add resource limits in tftp-xinetd (#56722)
- * Sun Jun 24 2001 Elliot Lee <sopwith@redhat.com>
- Bump release + rebuild.
- * Tue Jun 12 2001 Helge Deller <hdeller@redhat.de> (0.17-13)
- updated tftp-hpa source to tftp-hpa-0.17
- tweaked specfile with different defines for tftp-netkit and tftp-hpa version
- use hpa's tftpd.8 man page instead of the netkits one
- * Mon May 07 2001 Helge Deller <hdeller@redhat.de>
- rebuilt in 7.1.x
- * Wed Apr 18 2001 Helge Deller <hdeller@redhat.de>
- fix tftp client's put problems (#29529)
- update
- to tftp-hpa-0.16
- * Wed Apr 4 2001 Jakub Jelinek <jakub@redhat.com>
- don't let configure to guess compiler, it can pick up egcs
- * Thu Feb 08 2001 Helge Deller <hdeller@redhat.de>

- changed "wait" in xinetd file to "yes" (hpa-tftpd forks and exits) (#26467)
- fixed hpa-tftpd to handle files greater than 32MB (#23725)
- added "-1" flag to hpa-tftpd for file-logging (#26467)
- added description for "-1" to the man-page
- * Thu Feb 08 2001 Helge Deller <hdeller@redhat.de>
- updated tftp client to 0.17 stable (#19640),
- drop dependency on xinetd for tftp client (#25051),
- * Wed Jan 17 2001 Jeff Johnson <jbj@redhat.com>
- xinetd shouldn't wait on tftp (which forks) (#23923).
- * Sat Jan 6 2001 Jeff Johnson <jbj@redhat.com>
- fix to permit tftp put's (#18128).
- startup as root with chroot to /tftpboot with early reversion to nobody is preferable to starting as nobody w/o ability to chroot.
- %% post is needed by server, not client. Add %% postun for erasure as well.
- * Wed Aug 23 2000

Nalin Dahyabhai <nalin@redhat.com>

- default to being disabled
- * Thu Aug 17 2000 Jeff Johnson <jbj@redhat.com>
- correct group.
- * Tue Jul 25 2000 Nalin Dahyabhai <nalin@redhat.com>
- change user from root to nobody
- * Sat Jul 22 2000 Jeff Johnson <jbj@redhat.com>
- update to tftp-hpa-0.14 (#14003).
- add server_args (#14003).
- remove -D_BSD_SOURCE (#14003).
- * Fri Jul 21 2000 Nalin Dahyabhai <nalin@redhat.com>
- cook up an xinetd config file for tftpd
- * Wed Jul 12 2000 Prospector <bugzilla@redhat.com>
- automatic rebuild
- * Sun Jun 18 2000 Jeff Johnson <jbj@redhat.com>
- FHS packaging.
- update to 0.17.
- * Fri May 5 2000 Matt Wilson <msw@redhat.com>
- use _BSD_SOURCE for hpa's tftpd so we get BSD signal semantics.
- * Fri Feb 11 2000 Bill Nottingham <notting@redhat.com>
- fix description

- * Wed Feb 9 2000 Jeff Johnson <jbj@redhat.com>
 compress man pages (again).

 * Wed Feb 02 2000 Cristian Gafton <gafton@redhat.com>
 man pages are compressed
- * Tue

Jan 4 2000 Bill Nottingham <notting@redhat.com>

- split client and server

- fix description and summary

- * Tue Dec 21 1999 Jeff Johnson <jbj@redhat.com>
- update to 0.16.
- * Sat Aug 28 1999 Jeff Johnson <jbj@redhat.com>
- update to 0.15.
- * Wed Apr 7 1999 Jeff Johnson <jbj@redhat.com>
- tftpd should truncate file when overwriting (#412)
- * Sun Mar 21 1999 Cristian Gafton <gafton@redhat.com>
- auto rebuild in the new build environment (release 22)
- * Mon Mar 15 1999 Jeff Johnson <jbj@redhat.com>
- compile for 6.0.
- * Fri Aug 7 1998 Jeff Johnson <jbj@redhat.com>
- build root
- * Mon Apr 27 1998 Prospector System <bugs@redhat.com>
- translations modified for de, fr, tr
- * Mon Sep 22 1997 Erik Troan <ewt@redhat.com>
- added check for getpwnam() failure
- * Tue Jul 15 1997 Erik Troan <ewt@redhat.com>
- initial build

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To hoofise the was round, but hoofises were detected in source scan.
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*/opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/misc.c
*/opt/cola/permits/1108298343 1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/remap.c
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```

Found in path(s):

* /opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/tftpd.8.in No license file was found, but licenses were detected in source scan.

Summary: The client for the Trivial File Transfer Protocol (TFTP).

Name: tftp

Version: @@VERSION@@

Release: 1 License: BSD

Group: Applications/Internet

Source0: http://www.kernel.org/pub/software/network/tftp/tftp-hpa-% {version}.tar.gz

BuildRequires: tcp_wrappers-devel BuildRoot: % {_tmppath}/% {name}-root

%description

The Trivial File Transfer Protocol (TFTP) is normally used only for booting diskless workstations. The tftp package provides the user interface for TFTP, which allows users to transfer files to and from a remote machine. This program and TFTP provide very little security, and should not be enabled unless it is expressly needed.

%package server

Group: System Environment/Daemons

Summary: The server for the Trivial File Transfer Protocol (TFTP).

Requires: xinetd

%description server

The Trivial File Transfer Protocol (TFTP) is normally used only for booting diskless workstations. The tftp-server package provides the

server for TFTP, which allows users to transfer files to and from a remote machine. TFTP provides very little security, and should not be enabled unless it is expressly needed. The TFTP server is run from /etc/xinetd.d/tftp, and is disabled by default on Red Hat Linux systems.

```
%prep
```

% setup -q -n tftp-hpa-% {version}

%build

%configure

make % {?_smp_mflags}

%install

rm -rf \${RPM_BUILD_ROOT}

mkdir -p \${RPM_BUILD_ROOT}% {_bindir}

mkdir -p \${RPM_BUILD_ROOT}% {_mandir}/man{1,8}

```
mkdir -p ${RPM_BUILD_ROOT}% {_sbindir}
make INSTALLROOT=${RPM_BUILD_ROOT} \
 SBINDIR=% {_sbindir} MANDIR=% {_mandir} \
install
install -m755 -d ${RPM_BUILD_ROOT}% {_sysconfdir}/xinetd.d/ ${RPM_BUILD_ROOT}/tftpboot
install -m644 tftp-xinetd ${RPM_BUILD_ROOT}% {_sysconfdir}/xinetd.d/tftp
%post server
/sbin/service xinetd reload > /dev/null 2>&1 || :
%postun server
if [\$1 = 0]; then
 /sbin/service xinetd reload > /dev/null 2>&1 || :
fi
%clean
rm -rf ${RPM_BUILD_ROOT}
%files
%defattr(-,root,root)
% {_bindir}/tftp
% {_mandir}/man1/*
%files
server
%defattr(-,root,root)
%config(noreplace) % {_sysconfdir}/xinetd.d/tftp
%dir/tftpboot
% {_sbindir}/in.tftpd
% {_mandir}/man8/*
%changelog
* Tue Sep 14 2004 H. Peter Anvin < hpa@zytor.com>
- removed completely broken "Malta" patch.
- integrated into build machinery so rpm -ta works.
* Fri Feb 13 2004 Elliot Lee <sopwith@redhat.com>
- rebuilt
* Wed Jun 04 2003 Elliot Lee <sopwith@redhat.com>
- rebuilt
* Fri Apr 11 2003 Elliot Lee <sopwith@redhat.com>
- Add /tftpboot directory (#88204)
```

* Mon Feb 24 2003 Elliot Lee <sopwith@redhat.com>

- rebuilt
- * Sun Feb 23 2003 Tim Powers <timp@redhat.com>
- add BuildPreReq on tcp_wrappers
- * Wed Jan 22 2003 Tim Powers <timp@redhat.com>
- rebuilt
- * Mon Nov 11 2002 Elliot Lee <sopwith@redhat.com> 0.32-1
- Update to 0.32
- * Wed Oct 23 2002 Elliot Lee <sopwith@redhat.com> 0.30-1
- Fix #55789
- Update to 0.30
- * Thu Jun 27 2002 Elliot Lee <sopwith@redhat.com>
- Try applying HJ's patch from #65476

*

Fri Jun 21 2002 Tim Powers <timp@redhat.com>

- automated rebuild
- * Mon Jun 17 2002 Elliot Lee <sopwith@redhat.com>
- Update to 0.29
- * Thu May 23 2002 Tim Powers <timp@redhat.com>
- automated rebuild
- * Wed Jan 09 2002 Tim Powers <timp@redhat.com>
- automated rebuild
- * Tue Dec 18 2001 Elliot Lee <sopwith@redhat.com> 0.17-15
- Add patch4: netkit-tftp-0.17-defaultport.patch for bug #57562
- Update to tftp-hpa-0.28 (bug #56131)
- Remove include/arpa/tftp.h to fix #57259
- Add resource limits in tftp-xinetd (#56722)
- * Sun Jun 24 2001 Elliot Lee <sopwith@redhat.com>
- Bump release + rebuild.
- * Tue Jun 12 2001 Helge Deller <hdeller@redhat.de> (0.17-13)
- updated tftp-hpa source to tftp-hpa-0.17
- tweaked specfile with different defines for tftp-netkit and tftp-hpa version
- use hpa's tftpd.8 man page instead of the netkits one
- * Mon May 07 2001 Helge Deller <hdeller@redhat.de>
- rebuilt in 7.1.x

- * Wed Apr 18 2001 Helge Deller <hdeller@redhat.de>
- fix tftp client's put problems (#29529)

-

update to tftp-hpa-0.16

- * Wed Apr 4 2001 Jakub Jelinek <jakub@redhat.com>
- don't let configure to guess compiler, it can pick up egcs
- * Thu Feb 08 2001 Helge Deller <hdeller@redhat.de>
- changed "wait" in xinetd file to "yes" (hpa-tftpd forks and exits) (#26467)
- fixed hpa-tftpd to handle files greater than 32MB (#23725)
- added "-l" flag to hpa-tftpd for file-logging (#26467)
- added description for "-1" to the man-page
- * Thu Feb 08 2001 Helge Deller <hdeller@redhat.de>
- updated tftp client to 0.17 stable (#19640),
- drop dependency on xinetd for tftp client (#25051),
- * Wed Jan 17 2001 Jeff Johnson <jbj@redhat.com>
- xinetd shouldn't wait on tftp (which forks) (#23923).
- * Sat Jan 6 2001 Jeff Johnson <jbj@redhat.com>
- fix to permit tftp put's (#18128).
- startup as root with chroot to /tftpboot with early reversion to nobody is preferable to starting as nobody w/o ability to chroot.
- %% post is needed by server, not client. Add %% postun for erasure as well.
- * Wed Aug
- 23 2000 Nalin Dahyabhai <nalin@redhat.com>
- default to being disabled
- * Thu Aug 17 2000 Jeff Johnson <jbj@redhat.com>
- correct group.
- * Tue Jul 25 2000 Nalin Dahyabhai <nalin@redhat.com>
- change user from root to nobody
- * Sat Jul 22 2000 Jeff Johnson <jbj@redhat.com>
- update to tftp-hpa-0.14 (#14003).
- add server_args (#14003).
- remove -D_BSD_SOURCE (#14003).
- * Fri Jul 21 2000 Nalin Dahyabhai <nalin@redhat.com>
- cook up an xinetd config file for tftpd
- * Wed Jul 12 2000 Prospector <bugzilla@redhat.com>
- automatic rebuild

- * Sun Jun 18 2000 Jeff Johnson <jbj@redhat.com>
- FHS packaging.
- update to 0.17.
- * Fri May 5 2000 Matt Wilson <msw@redhat.com>
- use _BSD_SOURCE for hpa's tftpd so we get BSD signal semantics.
- * Fri Feb 11 2000 Bill Nottingham <notting@redhat.com>
- fix description
- * Wed Feb 9 2000 Jeff Johnson <jbj@redhat.com>
- compress man pages (again).
- * Wed Feb 02 2000 Cristian Gafton <gafton@redhat.com>
- man pages are compressed
- fix description and summary

*

Tue Jan 4 2000 Bill Nottingham <notting@redhat.com>

- split client and server
- * Tue Dec 21 1999 Jeff Johnson <jbj@redhat.com>
- update to 0.16.
- * Sat Aug 28 1999 Jeff Johnson <jbj@redhat.com>
- update to 0.15.
- * Wed Apr 7 1999 Jeff Johnson <jbj@redhat.com>
- tftpd should truncate file when overwriting (#412)
- * Sun Mar 21 1999 Cristian Gafton <gafton@redhat.com>
- auto rebuild in the new build environment (release 22)
- * Mon Mar 15 1999 Jeff Johnson <jbj@redhat.com>
- compile for 6.0.
- * Fri Aug 7 1998 Jeff Johnson <jbj@redhat.com>
- build root
- * Mon Apr 27 1998 Prospector System <bugs@redhat.com>
- translations modified for de, fr, tr
- * Mon Sep 22 1997 Erik Troan <ewt@redhat.com>
- added check for getpwnam() failure
- * Tue Jul 15 1997 Erik Troan <ewt@redhat.com>
- initial build

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Found in path(s):

 $*/opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftp/extern.h$

*

/opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/common/tftpsubs.h No license file was found, but licenses were detected in source scan.

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*/

Found

in path(s):

 $*/opt/cola/permits/1108298343_1611281305.28/0/tftp-hpa-5-2-tar-bz2/tftp-hpa-5.2/tftpd/tftpd.c$

1.51 glib 2.64.5

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1.52 iputils 20200821

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1.53 elfutils 0.180

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2 7680 16383 8704 4.3M 8f8378c0-02

5 7936 12799 4864 2.4M

6 12544 16127 3584 1.8M

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Version 2.1, February 1999

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1.59 gawk 5.1.0

1.59.1 Available under license:

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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.

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In addition.

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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

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The

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1.60 pcre 8.44

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1.61 rsync 3.2.3

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1.63 iproute 5.9.0-1.el8

1.63.1 Available under license:

No license file was found, but licenses were detected in source scan.

/*
*
* msg_iproute.c - Message file for iproute facility
at-

```
* July 17, 1990, Kevin Paul Herbert
* Copyright (c) 1990-2013, 2015-2017, 2019 by Cisco Systems, Inc.
* All rights reserved.
*_____
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/msg_iproute.rc
No license file was found, but licenses were detected in source scan.
/*_____
* router af actions registry.c
* Router address family actions registry.
* May 2002, Victor Kamensky
* Copyright (c) 2002-2004, 2007-2008 by cisco Systems, Inc.
* All rights reserved.
*_____
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/router_af_actions_registry.c
No license file was found, but licenses were detected in source scan.
/* $id: iprouting_actions.c,v 3.2.60.2 1996/08/23 22:02:29 jserpa Exp $
* $Source: /release/112/cvs/Xsys/iprouting/iprouting_actions.c,v $
*_____
* IP routing specific parsing functions.
* August 1994, Bruce Cole
* Copyright (c) 1994-2010, 2012, 2015, 2017-2018 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log: iprouting_actions.c,v $
* Revision 3.2.60.2 1996/08/23 22:02:29 jserpa
* CSCdi67021: router ospf <as> gets nv-ramed in reverse order of
* configuration
* Branch: California_branch
* Revision 3.2.60.1 1996/04/15 21:18:11 bcole
* CSCdi54649: IP Host Modularity, IP Automatic Stub Routing feature
* commit
* Branch: California_branch
```

* Revision 3.2 1995/11/17 17:34:38 hampton
* Remove old entries from the RCS header logs.
*
* Revision 3.1 1995/11/09
12:08:28 shaker
* Bump version numbers from 2.x to 3.x.
*
* Revision 2.1 1995/06/07 21:07:33 hampton
* Bump version numbers from 1.x to 2.x.
*
*
* \$Endlog\$
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprouting_actions.c
No license file was found, but licenses were detected in source scan.
/* \$Id\$
* \$Source\$
*
* iprouting_registry.c
*
* September 2001, Fan Kong
*
* Copyright (c) 2001, 2003, 2005, 2007-2008 by cisco Systems, Inc.
* All rights reserved.
*
* \$Log\$
*
* \$Endlog\$
*/
··/
Found in noth(s):
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprouting_registry.
No license file was found, but licenses were detected in source scan.
/* ¢IJ. :
/* \$Id: iprouting_setup.c,v 3.4.4.1 1996/06/28 01:21:03 snyder Exp \$
* \$Source: /release/112/cvs/Xsys/iprouting_setup.c,v \$
*
* IP Routing setup commands
*
* May 1993, Robert Widmer
*
* Copyright (c) 1993-2002, 2007-2008, 2010 by cisco Systems, Inc.
* All rights reserved.
*
*

```
* $Log: iprouting_setup.c,v $
* Revision 3.4.4.1 1996/06/28 01:21:03 snyder
* CSCdi61601: fix some char * that should have been char [] in iprouting
* Branch: California_branch
        You get space back for the pointer
        You get space back for each reference
        You get bytes out of data space
* Revision 3.4 1996/03/09 22:56:04 widmer
* CSCdi47890: HTTP server doesnt work
* Add HTTP server
* Revision 3.3 1995/11/28 03:58:38 widmer
CSCdi44175: Add setup_printf to replace sprintf in setup code
* Revision 3.2 1995/11/17 17:34:53 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:08:42 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.1 1995/06/07 21:07:55 hampton
* Bump version numbers from 1.x to 2.x.
* $Endlog$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprouting_setup.c
No license file was found, but licenses were detected in source scan.
/* $Id$
* $Source$
*_____
* cfg_route_default.h
* September 2016, Yingzhen Qu
* Copyright (c) 2016 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log$
*_____
* $Endlog$
```

Found in path(s):

* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_route_default.h No license file was found, but licenses were detected in source scan.

```
/* $Id: cfg_router_timers.h,v 3.2.60.1 1996/04/15 21:17:46 bcole Exp $
* $Source: /release/112/cvs/Xsys/iprouting/cfg router timers.h,v $
* ______
* CFG_ROUTER_TIMERS.H
* Copyright (c) 1992-1999, 2002, 2004-2011, 2018 by cisco Systems, Inc.
* All Rights Reserved
* $Log: cfg_router_timers.h,v $
* Revision 3.2.60.1 1996/04/15 21:17:46 bcole
* CSCdi54649: IP Host Modularity, IP Automatic Stub Routing feature
* commit
* Branch: California branch
* Revision 3.2 1995/11/17 17:32:28 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:06:09 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.1 1995/07/01 12:16:04 tli
* CSCdi36508: Rationalize parser file placement, part I
* Rationalize iprouting
* Revision 2.1 1995/06/07 22:13:13 hampton
* Bump version numbers from 1.x to 2.x.
* $Endlog$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/cfg_router_timers.h
No license file was found, but licenses were detected in source scan.
/* $Id$
* $Source$
* cfg_routemap_match_ip.h -- IP specific route-map clauses
* March 1995 Tony Li
```

* Copyright (c) 1995-1998, 2000-2002, 2004-2005, 2007-2010, 2014 by cisco Systems, Inc.

* All rights reserved. *
* \$Log\$ *
* \$Endlog\$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_routemap_match_ip.h No license file was found, but licenses were detected in source scan.
/* \$Id\$
* \$Source\$ *
* cfg_router_input-queue.h
* * September 1997, Dawn Li
*
* Copyright (c) 1997-2002, 2007-2008 by cisco Systems, Inc.
* All rights reserved. *
* \$Log\$ *
* \$Endlog\$
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/cfg_router_input-
queue.h No license file was found, but licenses were detected in source scan.
/* *
* cfg_router_topology_mode.h - router topology configuration sub mode
* commands.
* * Sept 2004, Mercia Zheng
* sept 2004, Welcia Zheng
* Copyright (c) 2004, 2007-2008 by cisco Systems, Inc.
* All rights reserved.
*/ */
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_router_topology_mode.l
No license file was found, but licenses were detected in source scan.
/*

* May 2003, Tanya Shastri	
* Copyright (c) 2003, 2005-2009, 2011, 2013, 2015, 2018-2019 by cisco Systems, Inc. * All rights reserved.	
*/	
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/routemap_api. No license file was found, but licenses were detected in source scan.	.h
/* *	
* msg_routemap.c Message system definitions for Route-map * Copyright (c) 2003, 2007-2008 by cisco Systems, Inc.	
* All rights reserved. *	
*/	
No license file was found, but licenses were detected in source scan. /* \$Id\$ * \$Source\$	
* iprouting_init_ionized.c - ION specific IP Routing Protocol support.	
* September 2001, Chandra Appanna *	
* Copyright (c) 2001-2012 by cisco Systems, Inc.	
* All rights reserved.	
** * \$Log\$	
** *\$Log\$	
** * \$Log\$ ** \$Endlog\$	ized.c
** \$Log\$ ** *Endlog\$ */ Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprouting_init_ionit	ized.c

* IP routing clear commands
*
* May 1993, Robert Widmer
*
* Copyright (c) 1993-1999, 2001-2002, 2004-2010 by cisco Systems, Inc.
* All rights reserved.
*
*
* \$Log\$
*
* \$Endlog\$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/exec_clear_ip_routing.h
No license file was found, but licenses were detected in source scan.
AL OT 10
/* \$Id\$
* \$Source\$
*
* iprouting_debug.c Debugging routines for IP routing
*
* May 1993, John Bashinski
*
* Copyright (c) 1993-2010, 2019 by Cisco Systems, Inc.
* All rights reserved.
*
* \$Log\$
*
* \$Endlog\$
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprouting_debug.c
No license file was found, but licenses were detected in source scan.
/*
*
*
* Generic route tag list support.
* June 2011, Karthik Subramaniam
*
* Copyright (c) 1997-2008, 2010-2012 by cisco Systems, Inc.
* All rights reserved.
*
* \$Endlog\$
*/

No license file was found, but licenses were detected in source scan. /* *CFG_ROUTER_BFD.H * Copyright (c) 2004-2008, 2010-2011, 2015 by cisco Systems, Inc. * All Rights Reserved *_____ */ Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_router_bfd.h No license file was found, but licenses were detected in source scan. *_____ * route map ion.h - Route map support data structures specific to ION. * January 2002, Siva Yaragalla * Copyright (c) 2002-2009, 2011 by cisco Systems, Inc. * All rights reserved. *_____ Found in path(s): $*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/route_map_ion.h$ No license file was found, but licenses were detected in source scan. /* *_____ * network_constants.h -- General Networking Constants * June 2002, interest-idb * Copyright (c) 2002-2004, 2007-2008 by cisco Systems, Inc. * All rights reserved. */ Found in path(s):

* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/network_constants.h

*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/routetag_list.h

Found in path(s):

No license file was found, but licenses were detected in source scan. * route3 blob.c * IOS and blob specific route3.c parser functions. * March 2002, Victor Kamensky * Copyright (c) 2002-2003, 2005, 2007-2008 by cisco Systems, Inc. * All rights reserved. *_____ */ Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/route3_blob.c No license file was found, but licenses were detected in source scan. /* \$Id: cfg_router.h,v 3.2.60.2 1996/08/12 16:03:38 widmer Exp \$ * \$Source: /release/112/cvs/Xsys/iprouting/cfg_router.h,v \$ *_____ $*CFG_ROUTER.H$ * Enter router subcommand mode * Copyright (c) 1992-2002, 2005, 2007-2009, 2015, 2017-2018 by cisco Systems, Inc. * All rights reserved. *_____ * \$Log: cfg router.h,v \$ * Revision 3.2.60.2 1996/08/12 16:03:38 widmer * CSCdi65725: Create Eolns macro that defaults csb->which to 0 * Branch: California branch * Add Eolns and Nygenns macro that default csb->which to 0 * Remove hidden keyword help strings * Revision 3.2.60.1 1996/04/15 21:17:43 bcole * CSCdi54649: IP Host Modularity, IP Automatic Stub Routing feature * commit * Branch: California_branch

* Revision 3.2 1995/11/17 17:31:56 hampton

* Remove old

entries from the RCS header logs.

*

* Revision 3.1 1995/11/09 12:05:20 shaker

* Bump version numbers from 2.x to 3.x.

*

* Revision 2.1 1995/07/01 12:15:46 tli

* CSCdi36508: Rationalize parser file placement, part I
* Rationalize iprouting
*
* Revision 2.1 1995/06/07 22:12:17 hampton
* Bump version numbers from 1.x to 2.x.
*
*
* \$Endlog\$
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_router.h
No license file was found, but licenses were detected in source scan.
/*
*
* routemap_debug_flags.h Routemap debugging support
*
* July 1998, Wilber Su
*
* Copyright (c) 1998, 2004, 2007-2008, 2014 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/routemap_debug_flags.h
No license file was found, but licenses were detected in source scan.
No needse the was found, but needses were detected in source sean.
/*
*
* IOS profix list support
* IOS prefix list support.
*
* * March 2005, Sarath Chandran
* * March 2005, Sarath Chandran *
* * March 2005, Sarath Chandran * * Copyright (c) 2005, 2007-2008 by cisco Systems, Inc.
* * March 2005, Sarath Chandran * * Copyright (c) 2005, 2007-2008 by cisco Systems, Inc. * All rights reserved.
* March 2005, Sarath Chandran * Copyright (c) 2005, 2007-2008 by cisco Systems, Inc. * All rights reserved. *
* March 2005, Sarath Chandran * Copyright (c) 2005, 2007-2008 by cisco Systems, Inc. * All rights reserved. *
* March 2005, Sarath Chandran * Copyright (c) 2005, 2007-2008 by cisco Systems, Inc. * All rights reserved. *
* March 2005, Sarath Chandran * Copyright (c) 2005, 2007-2008 by cisco Systems, Inc. * All rights reserved. */
* March 2005, Sarath Chandran * Copyright (c) 2005, 2007-2008 by cisco Systems, Inc. * All rights reserved. * */ Found in path(s):
* March 2005, Sarath Chandran * Copyright (c) 2005, 2007-2008 by cisco Systems, Inc. * All rights reserved. */
* March 2005, Sarath Chandran * Copyright (c) 2005, 2007-2008 by cisco Systems, Inc. * All rights reserved. * * */ Found in path(s): * /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/ip_prefixlist_ios.c
* March 2005, Sarath Chandran * Copyright (c) 2005, 2007-2008 by cisco Systems, Inc. * All rights reserved. * * */ Found in path(s): * /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/ip_prefixlist_ios.c
* March 2005, Sarath Chandran * Copyright (c) 2005, 2007-2008 by cisco Systems, Inc. * All rights reserved. *

*
* October 1993
*
* Copyright (c) 1993-1996, 1999-2009 by cisco Systems, Inc.
* All rights reserved.
* * *
* Supports the router subcommand "auto-summary". Configures auto aggregation
* of routing information to the network number level.
*
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/internal_inc/cfg_router_auto_summary.h
No license file was found, but licenses were detected in source scan.
/* \$Id\$
* \$Source\$
*
* router_topology_chain.c - Parser chains of router topology sub mode
* for multi-topology routing support
* Sept 2004, Mercia Zheng
*
* Copyright (c) 2004-2010, 2019 by cisco Systems, Inc.
* All rights reserved. *
* \$Log\$
*
* \$Endlog\$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/router_topology_chain.c
No license file was found, but licenses were detected in source scan.
/*
* routing_context.c
*
* This file has global definitions for routing context support
* common to blob and iprouting proceses.
*
* March 2009, Derek Yeung
*
* Copyright (c) 2009 by cisco Systems, Inc.
* All rights reserved.
*
*/

```
Found in path(s):

*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/routing_context.c

No license file was found, but licenses were detected in source scan.
```

```
/* $Id: cfg_routemap_set_policy.h,v 3.3.52.1 1996/05/21 09:53:12 thille Exp $
* $Source: /release/112/cvs/Xsys/iprouting/cfg_routemap_set_policy.h,v $
*_____
* cfg_routemap_set_policy.h -- Policy specific route map clauses
* Mar 1995 Tony Li
* Copyright (c) 1995-1996, 2000, 2002, 2004, 2007-2009 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log: cfg_routemap_set_policy.h,v $
* Revision 3.3.52.1 1996/05/21 09:53:12 thille
* CSCdi51599: multiple /interface/ literals bloat code.
* Branch: California branch
* Save another 392 bytes by doing away with duplicate literals.
* Revision 3.3 1995/11/28 19:50:39 widmer
* CSCdi44251: Replace Ifelse(csb->in_help)/Eval with Func
* Revision 3.2 1995/11/17 17:31:55 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:05:18 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.3 1995/06/21 18:16:03 widmer
* CSCdi36227: Fix parse chain alternates
* Revision 2.2 1995/06/15 15:18:47 widmer
* CSCdi35889: parser transition structures should be static
* Revision 2.1 1995/06/07 21:05:42 hampton
* Bump version numbers from 1.x to 2.x.
* $Endlog$
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting\_cmn/include/cfg\_routemap\_set\_policy.h
No license file was found, but licenses were detected in source scan.
```

/*

*
* route_map_registry.h Registration Points for Route Maps support in ION
*
* July 2001, Siva Yaragalla
* Copyright (c) 2001, 2003, 2005, 2007-2008 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
$*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/route_map_registry. In the property of t$
No license file was found, but licenses were detected in source scan.
/*
* route_map_nbcmn.c Route map support non-Blob common routines
*
* October 2001, Siva Yaragalla
*
* Copyright (c) 2001-2013, 2018, 2020 by cisco Systems, Inc.
* All rights reserved.
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/route_map_nbcmn.c
No license file was found, but licenses were detected in source scan.
/*
* routing_context.h - Routing Context library API
*
* March 2009, Derek Yeung *
* Copyright (c) 2009 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
$*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/routing_context.h$
No license file was found, but licenses were detected in source scan.
/*
*
* routemap_track_ios.c Route map support for tracking
* Functions shared by rp & vip.

* March 2003 Shyan Wignarajah	
*	
* Copyright (c) 2003-2010, 2013-2014, 2016 by cisco Systems, Inc.	
* All rights reserved.	
*/	
Found in path(s):	
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/routemap_track_id=	os.c
No license file was found, but licenses were detected in source scan.	
/*	
*	
* IP routing table flap statistics collection facility.	
*	
* Nov 1996, Ravi Chandra	
*	
* Copyright (c) 1995-1998, 2001-2005, 2007-2010 by cisco Systems, Inc.	
* All rights reserved. *	
*/	
Found in path(s):	
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprouting_stats.c	
No license file was found, but licenses were detected in source scan.	
/*	
*	
* route_capability.h	
*	
* August 2003, Peter Psenak	
*	
* Copyright (c) 2003-2004, 2007-2009, 2011, 2015 by Cisco Systems, Inc.	
* All rights reserved. *	
*/	
•7	
Found in path(s):	
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/route_capabil	litv.h
No license file was found, but licenses were detected in source scan.	.,
/*	
* route_map_registry.c	
*	
* July 2001, Siva Yaragalla	
*	
* Copyright (c) 2001, 2003, 2007-2008 by cisco Systems, Inc.	
* All rights reserved.	

*/	
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/route_map No license file was found, but licenses were detected in source scan.	o_registry.c
/* \$Id\$ * \$Source\$ *	
* cfg_routemap_set_ip.h IP specific route-map clauses *	
* Mar 1995 Tony Li *	
* Copyright (c) 1995-1998, 2000-2004, 2006-2013, 2016, 2019 by cisco Systems, Inc. * All rights reserved. *	
* \$Log\$	
** * \$Endlog\$ */	
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_routen No license file was found, but licenses were detected in source scan. /* *	nap_set_ip.n
* routemap_internal.h	
* Route map support data structures. * To be included only by routemap code. *	
* Copyright (c) 1986-2003, 2005-2009, 2011, 2013-2015, 2018 by cisco Systems, Inc. * All rights reserved.	
**/	
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/routen No license file was found, but licenses were detected in source scan.	nap_internal.
/* \$Id: cfg_ip_prefixlist.h,v 3.1.2.2 1998/02/23 19:43:42 enkechen Exp \$	
* cfg_ip_prefix.h IP Prefix List Parser Commands *	
* June 1997, Enke Chen	

* Copyright (c) 1997-2001, 2004, 2007-2008, 2019 by cisco Systems, Inc. * All rights reserved. *
* \$Log: cfg_ip_prefixlist.h,v \$ * Revision 3.1.2.2 1998/02/23 19:43:42 enkechen * CSCdj75270: Prefix-list: optimization for downloading large lists * Branch: FIB_branch *
* Revision 3.1.2.1 1997/12/17 21:36:57 enkechen * CSCdj61356: Prefix-list - facility for efficient route filtering * Branch: FIB_branch *
* Revision 3.1 1997/12/17 01:46:33 enkechen * Start with the new file. *
** * \$Endlog\$ */
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_ip_prefixlist.h No license file was found, but licenses were detected in source scan.
/* \$Id\$ * \$Source\$ *
* cfg_router_flash-threshold.h
* January 1998, 2001 Dawn Li
* Copyright (c) 1998-1999, 2001, 2007-2008 by cisco Systems, Inc. * All rights reserved.
* * \$Log\$
** * \$Endlog\$ */
Found in path(s): * /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/cfg_router_flash threshold.h No license file was found, but licenses were detected in source scan.
/* *
* routemap_ios.c Route map support routines that can be shared * by RP and VIP/LC

·
* July 1998 Wilber Su
* Copyright (c) 1998-2020 by cisco Systems, Inc. * All rights reserved. *
*/
Found in path(s): * /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/routemap_ios.c No license file was found, but licenses were detected in source scan.
/*
* policylist_ios.c - IOS stubs for notification routines * in policylist code *
* Jun 2005, Tony P. Ambalathingal
* Copyright (c) 2003, 2005, 2007-2008 by cisco Systems, Inc. * All rights reserved.
**/
Found in path(s): * /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/policylist_ios.c No license file was found, but licenses were detected in source scan.
/ *
* route_map_http_ion.c *
* March, 2003 Phil Winterfield *
* * Copyright (c) 2003-2004, 2006-2008 by cisco Systems, Inc. * All rights reserved.
**/
Found in path(s): * /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/route_map_http_ion No license file was found, but licenses were detected in source scan.
/** route_map_globs.c
*
* This file has the route man globals common to blob (for lc images)

* and routing process(for routing images). *
* Copyright (c) 2002-2005, 2007-2008 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/route_map_globs.c
No license file was found, but licenses were detected in source scan.
All rights reserved.
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/include/reg/route_map_registry.reg
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/include/reg/router_topology_registry.reg
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/makefile
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/include/reg/ion_iprouting_cmd_registry.reg
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/include/reg/router_af_actions_registry.reg
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/.signature/makefile
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/include/reg/routing_context_registry.reg */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/reg/iprouting_registry.reg
*
/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/reg/lfafrr_registry.reg
No license file was found, but licenses were detected in source scan.
/*
* * ip_prefixlist_ion.h - IP Prefix Lists support for ION
* * *
* June 2002, Siva Yaragalla
*
* Copyright (c) 2002, 2005, 2007-2017 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/ip_prefixlist_ion.h
No license file was found, but licenses were detected in source scan.
/* ¢Id. of a moutage distribute by 2.2.50.2.6.1.1006/00/12.10:09:10 =====1.5
/* \$Id: cfg_router_distribute.h,v 3.3.50.2.6.1 1996/09/12 19:08:19 perryl Exp \$ * \$Source: /release/112/cvs/Xsys/iprouting/cfg_router_distribute.h,v \$
φ50urce. /reicase/112/evs/Asys/iprouting/erg_router_uistroute.ii,v φ

```
*CFG_ROUTER_DISTRIBUTE.H
* Copyright (c) 1992-2001, 2003-2012, 2015-2016, 2018 by cisco Systems, Inc.
* All Rights Reserved
*_____
* $Log: cfg router distribute.h,v $
* Revision 3.3.50.2.6.1 1996/09/12 19:08:19 perryl
* Branch: Att-branch
* Allow virtual-access interface for distribute-list
* Revision 3.3.50.2 1996/08/12 16:03:44 widmer
* CSCdi65725: Create Eolns macro that defaults csb->which to 0
* Branch: California branch
* Add Eolns and Nygenns macro that default csb->which to 0
* Remove hidden keyword help strings
* Revision 3.3.50.1 1996/05/04 01:21:18 wilber
* Branch: California branch
* Constrained Multicast Flooding
* - Define MOSPF hello option bit.
* Name Access List
* Revision 3.3 1995/12/04 06:47:13 tli
* CSCdi43559: IP: distribute-list 101 out should work
* Revision 3.2 1995/11/17 17:32:10 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:05:34 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.1 1995/07/01 12:15:52 tli
* CSCdi36508: Rationalize parser file placement, part I
* Rationalize iprouting
* Revision 2.1 1995/06/07 22:12:36 hampton
* Bump version numbers from 1.x to 2.x.
* $Endlog$
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
```

tar/iprouting_cmn/internal_inc/cfg_router_distribute.h

/* *_____ * policylist_blob.c - Routines to handle policy-list commands. Common for IOS and ION Blob. * November 2003, Siva Yaragalla * Copyright (c) 2003-2008, 2010 by cisco Systems, Inc. * All rights reserved. *_____ */ Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/policylist_blob.c No license file was found, but licenses were detected in source scan. /*_____ * ip_stats.c - IP for topology aware stats * April 2006, Jonsky Hsu * Copyright (c) 2006-2010 by cisco Systems, Inc. * All rights reserved. Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/ip_stats.c No license file was found, but licenses were detected in source scan. /*_____ * IP routemap test commands * May 2003, Tanya Shastri * Copyright (c) 2003, 2005-2008, 2011-2013, 2015, 2018-2019 by cisco Systems, Inc. * All rights reserved. */ Found in path(s): $*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/exec_test_ip_routemap.h$ No license file was found, but licenses were detected in source scan.

No license file was found, but licenses were detected in source scan.

```
* route_map_def.h - Route Map Tyep Definition
* Feb, 2006 Allen Hu
* Copyright (c) 2006-2008, 2017 by cisco Systems, Inc.
* All rights reserved.
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/route_map_def.h
No license file was found, but licenses were detected in source scan.
/*
*_____
* ip_prefixlist_ionized.c - IP Prefix Lists support for ionized processes
* August 2001, Siva Yaragalla
* Copyright (c) 2001-2004, 2007-2008 by cisco Systems, Inc.
* All rights reserved.
*_____
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/ip_prefixlist_ionized.c
No license file was found, but licenses were detected in source scan.
/*$Id: cfg_router_maximum-paths.h,v 3.2 1995/11/17 17:32:11 hampton Exp $
* $Source: /swtal/cherf.111/ios/sys/iprouting/cfg_router_maximum-paths.h,v $
*_____
* cfg router maximum-paths.h
* <July> 1994 rchandra
* Copyright (c) 1994-2016, 2019 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log: cfg_router_maximum-paths.h,v $
* Revision 3.2 1995/11/17 17:32:11 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:05:39 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.1 1995/07/01 12:15:53 tli
* CSCdi36508: Rationalize parser file placement, part I
```

* Rationalize iprouting	
*	
* Revision 2.1 1995/06/07 22:12:44 hampton	
* Bump version numbers from 1.x to 2.x.	
*	
*	
* \$Endlog\$	
*/	
Found in path(s):	
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-	
tar/iprouting_cmn/internal_inc/cfg_router_maximum-paths.h	
No license file was found, but licenses were detected in source scan.	
/*	
* router_af_actions.h	
*	
* Router Address Family action declarations.	
*	
* May 2002, Victor Kamensky	
*	
* Copyright (c) 2002, 2004-2005, 2007-2008 by cisco Systems, Inc.	
* All rights reserved.	
*	
*/	
Found in noth(a).	
Found in path(s):	4-/
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/includes No license file was found, but licenses were detected in source scan.	ue/router_ar_actions.ir
No license file was found, but licenses were detected in source scan.	
/ *	
*	
* ion_iprouting_cmd_registry.c	
*	
* September 2001, Rashmi Shrivastava	
*	
* Copyright (c) 2001, 2003, 2005-2008 by cisco Systems, Inc.	
* All rights reserved.	
*	
*/	
Found in path(s):	
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/io	on_iprouting_cmd_registry.c
No license file was found, but licenses were detected in source scan.	
/* *	
* protofltr.h	
F= = ====== 	

*
* Routing protocol filter manager Public API definitions
*
* Jan 2006, Mercia Zheng
**
* Copyright (c) 2005-2011, 2020 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/protofltr.h
No license file was found, but licenses were detected in source scan.
/* \$Id\$
* \$Source\$
*
* cfg_router_validate.h
*
* Nob to allow user to decide whether or not system should sanity check
* source IP address of incoming routing updates.
*
* March 1994, Bruce Cole *
* Copyright (c) 1994-2002, 2007-2008 by cisco Systems, Inc.
* All rights reserved.
*
*
* \$Log\$
*
* \$Endlog\$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/cfg_router_validate.h
No license file was found, but licenses were detected in source scan.
/* \$Id: exec_show_route-map.h,v 3.2.60.1 1996/08/12 16:04:13 widmer Exp \$
* \$Source: /release/112/cvs/Xsys/iprouting/exec_show_route-map.h,v \$
*
* exec_show_route-map.h
*
* Copyright (c) 1993-1996, 1998, 2003-2008, 2011 by cisco Systems, Inc.
* All rights reserved.
*
* Command parsing chain for "show route-map".
*
* \$Log: exec_show_route-map.h,v \$

* Revision 3.2.60.1 1996/08/12 16:04:13 widmer

```
* Copyright (c) 2003-2004, 2007-2008, 2014 by cisco Systems, Inc.
* All rights reserved.
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/include/exec_debug_routemapapi.h
No license file was found, but licenses were detected in source scan.
/* $Id$
* $Source$
*_____
* iprouting_commands.h -- Support for extern command function decleration
* September 2001, Rashmi Shrivastava
* Copyright (c) 2001-2010, 2013, 2016 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log$
*_____
* $Endlog$
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/internal_inc/iprouting_commands.h
No license file was found, but licenses were detected in source scan.
*PARSER_DEFS_ROUTER.H
* $Id: parser_defs_router.h,v 3.1.40.2 1996/07/30 06:56:06 rchandra Exp $
* $Source: /release/112/cvs/Xsys/iprouting/parser_defs_router.h,v $
* Copyright (c) 1985-2020 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log: parser defs router.h,v $
* Revision 3.1.40.2 1996/07/30 06:56:06 rchandra
* CSCdi64489: BGP: private-AS number cannot be removed from AS-path
* Branch: California_branch
* - add 'neighbor x.x.x.x remove-private-AS' command.
* - add 'inbound' keyword to 'neighbor x.x.x.x soft-reconfiguration'
* command (CSCdi64487)
```

```
* Revision 3.1.40.1 1996/04/16 19:02:10 rchandra
* CSCdi54830: IP features commit
* Branch: California branch
* Revision 3.1 1996/02/01 04:58:48 hampton
* Migrate files out of the parser directory. [CSCdi47717]
* Step 1: Create
copies of the files to be moved in their new location.
* Revision 3.2 1995/11/17 18:52:17 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:56:05 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.4 1995/08/28 21:14:47 rchandra
* CSCdi39436: BGP: Allow conditional unsuppression of suppressed routes
* - add 'neighbor x.x.x.x unsuppress-map <map>' command
* Revision 2.3 1995/07/06 23:11:21 rchandra
* CSCdi36759: BGP: Add conditional per neighbor default generation
* - add 'neighbor <x.x.x.x> default-originate route-map <tag>' command.
* Revision 2.2 1995/06/30 20:24:40 rchandra
* CSCdi36620: BGP requires IBGP neighbors to be fully meshed
* Revision 2.1 1995/06/07 22:31:08 hampton
* Bump version numbers from 1.x to 2.x.
* $Endlog$
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/parser_defs_router.h
No license file was found, but licenses were detected in source scan.
# iproutingcmn_router_cmd.run-doxygen -- Run-doxygen Configuration File for
#
             IP Routing Common Router Commands
# December 2007, Chi Iong Ansjory
# Copyright (c) 2007-2008, 2012 by cisco Systems, Inc.
# All rights reserved.
```

```
# RUN-DOXYGEN CONFIG FILE
# The variables defined in this file are used by the run-doxygen script to
# execute doxygen and generate API documentation.
# This file will be sourced by a bourne shell script (/bin/sh)
# and so must follow the bourne shell script syntax
# This default configuration file is setup to work for the XOS project.
# If you want to reuse it, you must customize the properties below in order to
# make it work for your project.
# For more help contact doxygen-trolls@cisco.com
#-----
# The PROJECT_NAME variable is a single word (or a sequence of words surrounded
# by quotes) that should identify the project.
PROJECT_NAME=IPROUTINGCMN_ROUTER_CMD
# The PROJECT_NUMBER tag can be used to enter a project or revision number.
# This could be handy for archiving the generated documentation or
# if some version control system is used.
PROJECT NUMBER=0.1.0.2
# The latest version of doxygen can be picked on the shared storage
# of the XOS/Component Framework team
# This executable can only run on linux 2.6!!!!
#DOXYGEN=/auto/ios_comp/tools/doxygen-1.5.4/bin/doxygen
# Change this sanity check when doxygen will be supported for other hosts
#host=`uname -s`
#host version=`uname -r`
#if [ $host != "Linux" ]; then
 #echo "Error: this wrapper can only be executed from Linux"
 #exit
#fi
#if [ $host_version \< "2.6" ]; then
 #echo "Error:
this wrapper requires Linux 2.6 or higher"
 #exit
#fi
#
# The location of the latex suite, this is needed only if the PDF
# generation option is used (-f)
# This binary is also only available on linux 2.6
```

```
#LATEX PATH=/auto/ios comp/tools/tetex/bin/i686-pc-linux-gnu
#LATEX PATH=/usr/bin
# Use this variable to specify one or more wildcard pattern (like *.cpp
# and *.h) to filter out the source-files in the directories.
FILE PATTERNS="ip stats.h iprouting debug.h router af actions registry.regh"
# Exclude all internal defines (defines used to guard against multiple
# inclusions of the same header file)
EXCLUDE_SYMBOLS="__*_H__ reg_add* reg_delete* service_* reg_used* \
_reg_add* reg_inv_* reg_svr* _registry_* registry* REG_ELOG *_GEN_ID \
*_DEFINED *_argt *_res \
bgp* ospf* debug* route_debug* igrp* ipcache* ipproc* ip_mobile* netred* \
iprouting acl DEBUG ROUTING PROT MISC DEBUG VARS \
DEBUG_ROUTING*
ALTP_BGF* __DEBUG_FLAGS* \
iprouting debug init iprouting set debug array iprouting6 debug list command \
iprouting_debug_list_command iprouting_nsap_debug_list_command \
iprouting_debug_acl_notify \
reg invoke address family action get entries \
reg_invoke_address_family_action_nvgen_exit"
# When all symbols in a project start with a common prefix, by default all
# symboles will be put under the same header in the alphabetical index.
# The IGNORE_PREFIX tag can be used to specify one or more prefixes that
# should be ignored while generating the index headers. This will allow
# to spread the symbol index more evenly.
IGNORE_PREFIX="xos_ XOS_"
# If the EXTRACT_ALL tag is set to YES doxygen will assume all entities in
# documentation are documented, even if no documentation was available.
# Private class members and static file members will be hidden unless
# the EXTRACT_PRIVATE and EXTRACT_STATIC tags are set to YES
EXTRACT_ALL=YES
# If the EXTRACT_STATIC tag is set to
YES all static members of a file
# will be included in the documentation.
EXTRACT_STATIC=YES
# If the HIDE_UNDOC_MEMBERS tag is set to YES, Doxygen will hide all
```

```
# undocumented members of documented classes, files or namespaces.
# If set to NO (the default) these members will be included in the
# various overviews, but no documentation section is generated.
# This option has no effect if EXTRACT_ALL is enabled.
HIDE_UNDOC_MEMBERS=NO
# VARIABLES RELATED TO DOXYGEN OUTPUT
# This is the root of the destination folder (local variable)
# Note that the archive area and the workspace area do not have to share the
# same destination root.
DST_BASE=/auto/ios_comp/iprouting_cmn
# This is the URL through which the DST BASE folder can be accessed
# from the intranet. This URL depends on the location of the storage.
# Contact IT to find out the correct URL.
# (Local variable)
URL_DST_BASE=http://sjc-filer29a-web/projects/ios_comp/iprouting_cmn
---- WORSPACE AREA
# Relative path (to DST_BASE) - used by OUTPUT_WORKSPACE (local variable)
WORKSPACE_FOLDER=api-docs
# This is the full pathame of the root under which all normal output folders will be located
OUTPUT_WORKSPACE=$DST_BASE/$WORKSPACE_FOLDER
# This is the URL of the above OUTPUT_WORKSPACE directory
# Only used for displaying where to access the documentation after the doxygen run
URL_WORKSPACE=$URL_DST_BASE/$WORKSPACE_FOLDER
# ---- ARCHIVE AREA
# Relative path (to DST_BASE) - used by OUTPUT_ARCHIVE (local variable)
ARCHIVE_FOLDER=archive/xoslib
# This is the full pathame of the root under which all archive output folders will be located
OUTPUT_ARCHIVE=$DST_BASE/$ARCHIVE_FOLDER
# This is the URL of the above OUTPUT_WORKSPACE directory
# Only used for displaying where to access the documentation after the doxygen run
URL_ARCHIVE=$URL_DST_BASE/$ARCHIVE_FOLDER
#
VARIABLES RELATED TO DOXYGEN INPUT
```

```
# This is the root of the API source code (local variable)
SRC_BASE=/vob/cisco.comp/routing/iprouting_cmn
# This is the location of all the API public header files (or directories)
# In XOS all public header files are located in one directory
API_PUBLIC="$SRC_BASE/include $SRC_BASE/include/reg"
#API PUBLIC="$SRC BASE/include"
# This is the location of all the API source code, used with option -all only
# if you want to generate doxygen documentation for the source code
# (only useful for internal code review)
# Do not put the content of API_PUBLIC as it is added automatically
API ALL="$SRC BASE/shared $SRC BASE/ios $SRC BASE/iox $SRC BASE/linux"
# The EXAMPLE_PATH tag can be used to specify one or more files or
# directories that contain example code fragments that are included (see
# the @example command).
EXAMPLE_PATH=$SRC_BASE/test/src
# The IMAGE PATH tag can be used to specify one or more
# directories that contain image that are included
in the documentation (see
# the @image command).
# This is only used/relevant if you have images in your API documentation.
IMAGE_PATH=$DST_BASE/api-docs-images
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/docs/iproutingcmn_router_cmd.run-doxygen
No license file was found, but licenses were detected in source scan.
/* $Id: cfg router network.h,v 3.2.60.1 1996/08/12 16:03:46 widmer Exp $
* $Source: /release/112/cvs/Xsys/iprouting/cfg_router_network.h,v $
*_____
*CFG ROUTER NETWORK.H
* Copyright (c) 1992-2002, 2004-2009, 2013, 2018 by cisco Systems, Inc.
* All Rights Reserved
*_____
* $Log: cfg router network.h,v $
* Revision 3.2.60.1 1996/08/12 16:03:46 widmer
* CSCdi65725: Create Eolns macro that defaults csb->which to 0
* Branch: California branch
* Add Eolns and Nygenns macro that default csb->which to 0
* Remove hidden keyword help strings
```

```
* Revision 3.2 1995/11/17 17:32:18 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:05:49 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.2 1995/09/25 08:30:52
* CSCdi40960: ISP jumbo patch 2
* Revision 2.1 1995/07/01 12:15:58 tli
* CSCdi36508: Rationalize parser file placement, part I
* Rationalize iprouting
* Revision 2.1 1995/06/07 22:12:56 hampton
* Bump version numbers from 1.x to 2.x.
*_____
* $Endlog$
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/internal_inc/cfg_router_network.h
No license file was found, but licenses were detected in source scan.
/* $Id: exec_show_ip_prefixlist.h,v 3.1.2.1 1997/12/17 21:36:59 enkechen Exp $
* $Source: /release/111/cvs/Xsys/ip/exec_show_ip_prefixlist.h,v $
*_____
* exec_show_ip_prefixlist.h -- Show IP prefix lists
* July 1997 Enke Chen
* Copyright (c) 1994-1998, 2000-2001, 2007-2008, 2010 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log: exec_show_ip_prefixlist.h,v $
* Revision 3.1.2.1 1997/12/17 21:36:59 enkechen
* CSCdj61356: Prefix-list - facility for efficient route filtering
* Branch: FIB_branch
* Revision 3.1 1997/12/17 01:46:35 enkechen
* Start with the new file.
* $Endlog$
*/
```

 $*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/exec_show_ip_prefixlist.h$ No license file was found, but licenses were detected in source scan. *_____ * routemap track.h -- Route map support for tracking * March 2003 Shyan Wignarajah * Copyright (c) 2003, 2006-2008, 2010, 2012-2014 by cisco Systems, Inc. * All rights reserved. */ Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/routemap_track.h No license file was found, but licenses were detected in source scan. *_____ * Generic prefix list support - prefix lists private header file * March 2002, Siva Yaragalla * Copyright (c) 2002, 2004, 2007-2008 by cisco Systems, Inc. * All rights reserved. *_____ */ Found in path(s): $*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/ip_prefixlist_private.h$ No license file was found, but licenses were detected in source scan. * \$Id: route_map.h,v 3.3.12.6 1996/05/04 01:22:42 wilber Exp \$ * \$Source: /release/112/cvs/Xsys/iprouting/route_map.h,v \$ *_____ * route map.h * Route map support data structures. * Copyright (c) 1986-2020 by cisco Systems, Inc. * All rights reserved. *_____ * \$Log: route_map.h,v \$

Found in path(s):

* Revision 3.3.12.6 1996/05/04 01:22:42 wilber

* Branch: California_branch

- * Constrained Multicast Flooding
- * Define MOSPF hello option bit.

*

* Name Access List

*

- * Revision 3.3.12.5 1996/04/16 19:02:23 rchandra
- * CSCdi54830: IP features commit
- * Branch: California_branch

*

- * Revision 3.3.12.4 1996/04/05 03:46:42 rchandra
- * CSCdi53755: BGP: flap dampening settings not flexible enough
- * Branch: California branch
- * add route-map support to set flap dampening parameters

*

- * Revision 3.3.12.3 1996/04/02 07:29:32 dkatz
- * CSCdi52277: Redistribution metric problems with IGRP/EIGRP
- * Branch: California branch
- * Always store canonical metrics scaled for IGRP, and make EIGRP do
- * its own scaling internally. Get the scaling right in all three
- * places.

*

- * Revision 3.3.12.2 1996/03/28 23:59:20 rchandra
- * CSCdi52098: BGP: exact keyword not accepted by route-map in community
- * match
- * Branch: California branch
- * fix my silly bug in handling exact community matching
- * limit the range of valid community to 0xFFFF0000
- * fix a cosmetic bug in show ip community-list

*

- * Revision 3.3.12.1 1996/03/28 22:28:27 rchandra
- * CSCdi52880: BGP: generate error message for unsupported route-map
- * options
- * Branch: California_branch
- * generate error message when unsupported route-map option is used
- * tread confederation EBGP neighbors similar to internal neighbors in
- * best path selection
- * fix the bug in bgp_compare_med, so that

during MED comparison,

- * confederation information is skipped properly
- * confederation EBGP paths should be inserted into the IP table with
- * internal distance
- * do not consider common-AS neighbors as confederation neighbors
- * during 'clear ip bgp dampening' avoid skipping paths
- * undo the patch to the radix version walker

*

- * Revision 3.3 1996/02/17 01:23:27 myeung
- * CSCdi49210: match tag clause does not work with static routes

```
* Revision 3.2 1995/11/17 17:37:17 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:10:38 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.4 1995/09/25 08:31:20 tli
* CSCdi40960: ISP jumbo patch 2
* Revision 2.3 1995/07/12 07:19:12 tli
* CSCdi36426: Policy routing will not disable on an interface
* - Policy routed packets were creating fastswitching cache entries.
* That's not till _next_ release.
* - Add counters to record packet and byte count on a per
route map entry
* basis.
* - Marketing identified a catastrophic deficiency. Implemented "set ip
* tos" and "set ip precedence" to cover this deficiency.
* Revision 2.2 1995/07/06 23:12:41 rchandra
* CSCdi36759: BGP: Add conditional per neighbor default generation
* - add 'neighbor <x.x.x.x> default-originate route-map <tag>' command.
* Revision 2.1 1995/06/07 21:10:57 hampton
* Bump version numbers from 1.x to 2.x.
* $Endlog$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/route_map.h
No license file was found, but licenses were detected in source scan.
/* $Id$
* $Source$
*_____
*CFG_ROUTER_DEFAULTS.H
* Copyright (c) 1992-2011, 2013, 2015-2016, 2019 by cisco Systems, Inc.
* All Rights Reserved
* $Log$
* $Endlog$
*/
```

/*
* iprouting_common.h - Basic types for IP routing (IPv4/IPv6)
*
* Contains:
* - address family enum,
* - tableid type and related macros
* - topoid type and related macros
* - private topoid definitions and APIs
* - generic non-routing ID definitions/APIs
*
* Warning: this file should not have any dependency on other header file
* except those where basic C types are defined.
*
* June 2003, Luc Revardel
* Copyright (c) 2003-2013, 2016, 2018, 2020 by cisco Systems, Inc.
* All rights reserved.
**/
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/iprouting_common.h No license file was found, but licenses were detected in source scan.
/* *
* cfg_int_ip2_vnet_routing.h
* Interface VNET submode configuration IP commands. *
* Copyright (c) 2009-2010 by cisco Systems, Inc.
* All rights reserved.
*
*
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_int_ip2_vnet_routing.h
No license file was found, but licenses were detected in source scan.
/* \$Id\$
* \$Source\$
* iprouting_init_blob.c Partner file (in blob) for iprouting_init.c

 $*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/cfg_router_default.h$

Found in path(s):

```
* 27-August-2001, Fan Kong
* Copyright (c) 2001-2011, 2015, 2019 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Endlog$
*/
Found in path(s):
*/opt/cola/permits/1130450046 1615190725.52/0/iproute-254-tar/iprouting cmn/src/iprouting init blob.c
No license file was found, but licenses were detected in source scan.
/* $Id: exec show protocols.h,v 3.3.20.1 1996/08/12 16:04:12 widmer Exp $
* $Source: /release/112/cvs/Xsys/iprouting/exec_show_protocols.h,v $
*_____
*EXEC_SHOW_PROTOCOLS.H
* Copyright (c) 1992-1996, 2007-2009 by cisco Systems, Inc.
* All Rights Reserved
*_____
* $Log: exec show protocols.h,v $
* Revision 3.3.20.1 1996/08/12 16:04:12 widmer
* CSCdi65725: Create Eolns macro that defaults csb->which to 0
* Branch: California branch
* Add Eolns and Nygenns macro that default csb->which to 0
* Remove hidden keyword help strings
* Revision 3.3 1996/01/29 07:08:56 hampton
* Remove command number arguments passed to parse routines that only
* perform a single function. [CSCdi47717]
* Revision 3.2 1995/11/17 17:33:30 hampton
* Remove old entries from
the RCS header logs.
* Revision 3.1 1995/11/09 12:07:27 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.1 1995/07/01 12:16:21 tli
* CSCdi36508: Rationalize parser file placement, part I
* Rationalize iprouting
* Revision 2.1 1995/06/07 22:25:21 hampton
* Bump version numbers from 1.x to 2.x.
```

```
* $Endlog$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/exec_show_protocols.h
No license file was found, but licenses were detected in source scan.
/* $Id$
* $Source$
* IP routing show commands
* May 1993, Robert Widmer
* Copyright (c) 1993-2003, 2005, 2007-2011, 2013, 2015-2020 by cisco Systems, Inc.
* All rights reserved.
* $Log$
*_____
* $Endlog$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/exec_show_ip_routing.h
No license file was found, but licenses were detected in source scan.
! iproutingcmn router cmd.sesut - IPv4 Routing Common Router
       Commands Unit Test Routines
!
! December 2007, Chi Iong Ansjory
! Copyright (c) 2007 by cisco Systems, Inc.
! All rights reserved.
<u>|-----</u>
! Sample unit test description file.
! This file is used for generation of unit test module by SESUT.
! See http://wwwin-ses.cisco.com/unittest/sesut_ios.html for
! information about SESUT.
! Include a description of your test here.
! This is made up of many sections. Each section header starts with % in
! first column. It is followed by the section identifier.
! Lines that have '!' in the first column are considered comments.
! Blank lines are ignored.
```

```
! You can report success/failure of your test by calling the following
! functions.
! Call sesut_<file prefix>_testpass to indicate
test success.
! void sesut_<file prefix>_testpass(void);
! Call sesut <file prefix> testfail to indicate test failure.
! void sesut_<file prefix>_testfail(const char *fmt, ... );
! The length of the formatted string should be less than or equal
! to 255. Else it will be truncated.
! Prototypes for these functions are included in the header file that
! is generated by SESUT.
% Cflow
! Enter the files/subsystems in the unit under test.
! These files will be instrumented for Cflow and MIF(if MIF is
! available in your view). GDB flag -g is used during compilation.
!cflow_list=$(sub_mif) xyz.o $(my_subsys) abc.o
! This list is ignored if ses_iouut is used. ses_iouut instruments all files
! in UUT(defined by -old and -new options).
% MIF
! Enter MIF configuration
! If MIF configuration is not specified and cflow_list is specified
! then a default MIF configuration is used.
!../os/free.c
!../os/buffers.c
!../os/chunk.c
!-----
!malloc
!malloc_aligned
!malloc_fast
!malloc_pcimem
!malloc_named
!chunk_malloc
!getbuffer
!pool_getbuffer
%
API
! Include DTD configuration.
! Not all features of DTD are available with SESUT yet.
! List headers/text that contain prototypes for the functions to be tested
! for robustness followed by a line consisting of '-'s followed by
! the list of functions to be tested for robustness.
! It is assumed that a .h file that includes all the text listed above
! the line consisting of '-'s is self-compiling in the same context as
```

```
! the one used to compile the .sesut file and has the definitions of
! all the objects whose pointers are referenced.
!master.h
!../testtools/testtools.h
!../testtools/testtools_private.h
!<stdio.h>
!void mynewapi(int,int);
!mif enable
!mif_disable
!mif_clear
!mif_lock
!mynewapi
% env
! Use this section to list object modules that are not
! part of the standard build but are used by the tests defined in this
! file. The text following "link:" is inserted
into the final link step.
!link: xyz.o abc.o
! Use this section to add any special 'CFLAGS' needed to compile sesut
! generated test file
!cflags: -I../http/http_core/include
!cflags: -I../http/http_core/server
!cflags: -I../ios_http_core/config -I../http/http_core/lib
!cflags: -DEW_CONFIG_OPTION_CLIENT_CACHE
! You can specify functions to be executed before and after the test.
! pretest is executed before executing the unit test and the posttest is
! executed after executing the unit test. These are executed once regardless
! of the repeat count. The prototypes of these functions are expected to be:
   void pretest>(void);
! void <posttest>(void);
! Define these functions in the 'model prolog' section. Note that these
! are optional. You can have one or both or none.
!pretest:config_my_feature
!posttest:validate_results
! If want want your pretest/posttest functions to receive same
! parameters as the test then specify the functions as:
!pretest_withparams:config_my_feature
!posttest_withparams:validate_results
The prototypes for these functions would be:
! void void pretest_withparams(<types of parameters</pre>)
! void <posttest_withparams>(<types of parameters>)
! Parameters are specified using "parameter:" keyword in % model" section.
! If both {pre|post}test and {pre|post}test_withparams are specified:
```

```
posttest is executed after posttest_withparams.
! You can specify a initializer/finalizer function to be executed
! at the time of test initialization/removal.
! Initializer is executed once during the lifetime of the current instance of
! the test. If the test is part of the image then the initializer is executed
! during subsystem initialization. If the test is a DLST(dynamically loaded)
! then the initializer is executed just after the dynamic load.
! The finalizer is executed when the test is removed (happens when the test is
! being replaced).
! Note that the subsystems in
the DLST are not initialized. You must list the
! subsystem init functions in the initializer function. Subsytem header is
! ignored for DLST's. You will not see the subsystems for DLST's listed in
! "show subsys" output.
! Use initializer to perform tasks like registry addition, memory allocation etc.
! Similarly use the finalizer to free these resources. This is an important
! consideration. Treat them like constructor/destructor for the DLST.
! The prototypes of these functions are expected to be:
! void <initializer>(void);
! void <finalizer> (void);
! Define these functions in the 'model prolog' section. Note that these
! are optional. You can have one or both or none.
!initializer:my init
!finalizer:my_finit
% model prolog iou
! This code will be copied unchanged to the start of the generated .c file
! Include definitions, declarations, include statements that
! are used in the model
! You can include stubs for the functions that are not ready yet but are
! invoked.
If you choose to have pretest and posttest functions include them here.
! "model prolog " accepts additional keywords.
! dt - This is meaningful in automation environments. If the test you are
    creating alters global state then use "dt" keyword. This informs
    automation framework that device should be reloaded prior to
    running next test.
! iou - Use this keyword if the test can be executed under IOU.
! preinit - Use this if the test executes prior to system initialization.
! % model prolog dt
#include IOS_INC(testtools/sesutlib_ios.h)
```

pretest is executed before pretest_withparams.

```
#include <routing/iprouting_cmn/include/ip_stats.h>
#include <routing/iprouting_cmn/include/iprouting_debug.h>
#include <routing/iprouting_cmn/include/router_af_actions_registry.h>
boolean sesrc;
% model digraph
! Describe the model. You have structured your test as a
! directed graph. Start keywords in column 1. Start the code at an
! offset(2TABS). This line("model digraph") can have an optional keyword.
! That is "vdag".
This would generate testcases representing various
! acyclic paths leading from the start node. These tests cover all nodes.
! This does not guarantee that all the edges are covered.
! If your test model is a tree(or hierarchical) or a DAG(Directed Acyclic
! Graph) then you should use this keyword.
!% model digraph vdag
! There are three keywords. They are
! start node <nodeIdentifier> - Specify the start node in the model
! node <nodeIdentifier>: - Begining of a node description.
            Include descriptions for all edges starting at this node.
            If there is code to be executed upon entry to this node
١
            enter that immediatly following this line but before
            entering any edge description.
! -><nodeIdentifier>: - Begining of an edge description. This describes an
            edge from the node to <n>
! Choose <nodeIdentifier> to be descriptive. Examples: AVLTreeInsert,
           DBSearch, DetachLine
These identifiers are used during runtime to present execution times
! and other data.
! You can specify parameters for your unit test as follows:
!parameters:(uint interface, char* hostname="abc", uint subInterface=1)
!This should come before the line specifying the start node.
!The parameters can be used in the code for nodes/edges. The values
!for parameters are received via CLI or as a result of direct invocation of
!the generated function. Parameters can be of type 'uint'
!or 'char*'. If values for parameters are provided on CLI defaults are used.
! You should provide default values. If default values are not specified
! then the tool would assign default values. If the type is "uint" the
! default value is 0. Else(type char*) the default value is "".
! During automation the default values are used. Use descriptive names
! for parameters.
start node StartNode
! You can place initialization code that needs to be executed
! prior to entering the start node here.
```

node StartNode:

```
==== 6 APIs from ip_stats.h/ip_registry.reg =====
! 1. DEFINE show_ip_interface_with_topo
(void) sesut_execcommand(FALSE, "show ip interface e0/0 topology base stats");
printf("\n---- SESUT Test Reg: show ip interface with topo ----");
! 2. DEFINE clear_ip_interface_with_topo
(void) sesut_execcommand(FALSE, "clear ip interface e0/0 topology base stats");
printf("\n---- SESUT Test Reg: clear_ip_interface_with_topo ----");
! 3. DEFINE show_ip_traffic_with_topo
(void) sesut_execcommand(FALSE, "show ip traffic topology base");
printf("\n---- SESUT Test Reg: show_ip_traffic_with_topo ----");
! 4. DEFINE clear_ip_traffic_with_topo
(void) sesut execcommand(FALSE, "clear ip traffic topology base");
printf("\n---- SESUT Test: clear_ip_traffic_with_topo ----");
! 5. DEFINE show_ip_interface_stats
(void) sesut_execcommand(FALSE, "show ip interface e0/0 stats");
printf("\n---- SESUT Test Reg: show_ip_interface_stats ----");
! 6. DEFINE clear_ip_interface_stats
(void) sesut_execcommand(FALSE,
"clear ip interface e0/0 stats");
printf("\n---- SESUT Test Reg: clear_ip_interface_stats ----");
! ===== 2 APIs from iprouting_debug.h =====
! 1. void
! iprouting_debug_arr_ios_set_csb(struct parseinfo_ *csb);
!iprouting_debug_arr_ios_set_csb(NULL);
printf("\n---- SESUT Test: iprouting_debug_arr_ios_set_csb() ----");
! 2. void
! iprouting_ios_call_debug_cmd(struct parseinfo_ *csb);
!iprouting_ios_call_debug_cmd(NULL);
printf("\n---- SESUT Test: iprouting_ios_call_debug_cmd() ----");
```

```
! ===== 1 API from router_af_actions_registry.reg =====
! 1. DEFINE address_family_action_named_router REMOTE 3
sesrc = reg_invoke_address_family_action_named_router(NULL);
printf("\n---- SESUT Test Reg: address_family_action_named_router ----");
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/test/iproutingcmn_router_cmd.sesut
No license file was found, but licenses were detected in source scan.
* route3_ionized.c
* ION specific route3.c parser functions.
* March 2002, Victor Kamensky
* Copyright (c) 2002, 2005-2008 by cisco Systems, Inc.
* All rights reserved.
*_____
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/route3_ionized.c
No license file was found, but licenses were detected in source scan.
/* $Id$
* $Source$
*_____
* Registry for IP routing infrastructure in ION
* September 2001, Fan Kong
* Copyright (c) 2001-2003, 2005, 2007-2008, 2010 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log$
*_____
* $Endlog$
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/iprouting_registry.h
No license file was found, but licenses were detected in source scan.
/* $Id: route_map.h,v 3.3.12.6 1996/05/04 01:22:42 wilber Exp $
```

* \$Source: /release/112/cvs/Xsys/iprouting/route_map.h,v \$ *
* policylist.h Policy list support data structures *
* April 2000, Rex Fernando
* Copyright (c) 2000, 2002-2003, 2005, 2007-2011 by cisco Systems, Inc. * All rights reserved. *
*/
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/policylist.h No license file was found, but licenses were detected in source scan.
/* \$Id\$ * \$Source\$
* cfg_routemap_set.h
* Process route-map set subcommands. *
* Copyright (c) 1992-1998, 2001-2003, 2007-2019 by cisco Systems, Inc. * All rights reserved.
** \$Log\$
** * \$Endlog\$ */
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_routemap_set.h No license file was found, but licenses were detected in source scan.
/* *
* routemap_ios_chain.c Route-map generic ios parse chains that * will be in both RP and VIP/LC *
* July 1998, Wilber Su *
* Copyright (c) 1998, 2004-2008 by cisco Systems, Inc. * All rights reserved.
**/

 $*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/routemap_ios_chain.c$

```
/* $Id: cfg_router_distance.h,v 3.2.60.1 1996/05/04 01:21:16 wilber Exp $
* $Source: /release/112/cvs/Xsys/iprouting/cfg_router_distance.h,v $
*_____
*CFG_ROUTER_DISTANCE.H
* The bgp version must come before the weight version so that both NVGEN
* and normal processing happen correctly.
* Copyright (c) 1992-1999, 2001-2010, 2015-2016, 2019-2020 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log: cfg_router_distance.h,v $
* Revision 3.2.60.1 1996/05/04 01:21:16 wilber
* Branch: California branch
* Constrained Multicast Flooding
* - Define MOSPF hello option bit.
* Name Access List
* Revision 3.2 1995/11/17 17:32:05 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:05:29 shaker
* Bump version
numbers from 2.x to 3.x.
* Revision 2.1 1995/07/01 12:15:50 tli
* CSCdi36508: Rationalize parser file placement, part I
* Rationalize iprouting
* Revision 2.1 1995/06/07 22:12:30 hampton
* Bump version numbers from 1.x to 2.x.
* $Endlog$
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/internal_inc/cfg_router_distance.h
No license file was found, but licenses were detected in source scan.
*_____
* protofltr_debug.c - Debug functions for protocol filter manager
```

* \$Log\$	
** * \$Endlog\$ */	
Found in path(s):	
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-2	254-
tar/iprouting_cmn/include/routing_context_registry.h	
No license file was found, but licenses were detected in sour	rce scan.
/* \$Id\$	
* \$Source\$	
*	
* Address Family configuration mode commands.	
*	
* April 1998, Bob Thomas	
*	
* Copyright (c) 1998-1999, 2007-2008 by cisco Systems, In	c.
* All rights reserved.	
** * \$Log\$	
*	
* \$Endlog\$	
*/	
Found in path(s):	
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-2	254-tar/iprouting cmn/internal inc/cfg af mode.h
No license file was found, but licenses were detected in sour	
/*	
* ip_stats.h - IP for topology aware stats	
* * F. L. 2006 L. L. H.	
* Feburary 2006, Jonsky Hsu	
* Copyright (c) 2006-2008 by cisco Systems, Inc.	
* All rights reserved.	
*	
*	
*/	

/*
* protofltr_debug_flags.h Protofltr manager debug flags declarations *
* Jan 2006, Mercia Zheng
*
* Copyright (c) 2005-2008 by Cisco Systems, Inc.
* All rights reserved.
**
*/
Found in path(s):
$*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/protofltr_debug_flags.html $
No license file was found, but licenses were detected in source scan.
/*
* route_map_ionized.c - Route Maps support for IONized processes
*
* July 2001, Siva Yaragalla
*
*
* Route map subsystem for IOS style processes.
*
* Copyright (c) 2001-2009, 2011, 2016-2017 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/route_map_ionized.c
No license file was found, but licenses were detected in source scan.
/* \$Id\$
* \$Source\$
*
* C F G _ R O U T E R _ T A B L E - M A P . H
*
* Copyright (c) 1993-1996, 1999, 2001, 2003, 2005-2019 by cisco Systems, Inc.
* All Rights Reserved
*
* \$Log\$
** * \$Endlog\$
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_router_table-map.h

prouting_actions_registry.h	
Router address family actions registry.	
May 2002, Victor Kamensky	
Copyright (c) 2002-2003, 2007-2008, 2010 by cisco Systems, Inc.	
All rights reserved.	
·	
ound in path(s):	
/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-	
/iprouting_cmn/include/router_af_actions_registry.h	
o license file was found, but licenses were detected in source scan.	
Theelise the was found, but heelises were detected in source sean.	
\$Id\$	
\$Source\$	
routing_context_registry.c	
September 2009, Derek Yeung	
Copyright (c) 2009 by cisco Systems, Inc.	
All rights reserved.	
 \$Log\$	
\$Endlog\$	
ound in path(s):	
opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/routing_context_regist	ry.
o license file was found, but licenses were detected in source scan.	
\$Id: iprouting_actions.h,v 3.2 1995/11/17 17:34:39 hampton Exp \$	
\$Source: /swtal/cherf.111/ios/sys/iprouting/iprouting_actions.h,v \$	
IP routing specific parsing functions.	
August 1994, Bruce Cole	
Copyright (c) 1994, 2004-2008, 2015 by cisco Systems, Inc.	
All rights reserved.	

* \$Log: iprouting_actions.h,v \$
* Revision 3.2 1995/11/17 17:34:39 hampton
* Remove old entries from the RCS header logs.
*
* Revision 3.1 1995/11/09 12:08:30 shaker
* Bump version numbers from 2.x to 3.x.
*
* Revision 2.1 1995/06/07 21:07:35 hampton
* Bump version numbers from 1.x to 2.x.
*
*
* \$Endlog\$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/iprouting_actions.h
No license file was found, but licenses were detected in source scan.
/*
* routemap_api.c Dynamic routemap APIs.
*
* May 2003, Tanya Shastri
*
* Copyright (c) 2003, 2005-2015, 2018-2019 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/routemap_api.c
No license file was found, but licenses were detected in source scan.
/*
*
* router_topology_parse.h
*
* Router topology parser functions declarations.
*
* Sept 2004, Mercia Zheng
*
* Copyright (c) 2004-2008 by cisco Systems, Inc.
* All rights reserved.
**
*/
Found in path(s):

 $*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/router_topology_parse.h$

```
/* $Id: exec_debug_ip_routing.h,v 3.3.20.1 1996/06/27 04:40:57 mikel Exp $
* $Source: /release/112/cvs/Xsys/iprouting/exec_debug_ip_routing.h,v $
*_____
* IP routing debug commands
* May 1993, Robert Widmer
* Copyright (c) 1993-2003, 2005-2009, 2019 by cisco Systems, Inc.
* All rights reserved.
* $Log: exec_debug_ip_routing.h,v $
* Revision 3.3.20.1 1996/06/27 04:40:57 mikel
* CSCdi37749: <debug ip eigrp> help wrong
* Branch: California_branch
* clean up ip-eigrp AS debugging
* Revision 3.3 1996/02/01 23:34:07 widmer
* CSCdi45325: Change Keyword/Set to use Keyword Id macro
* Revision 3.2 1995/11/17 17:33:17 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:07:09 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.2 1995/11/08 21:06:22 shaker
* Merge Arkansas_branch into 11.1 mainline.
* Revision 2.1 1995/07/01 12:16:15 tli
* CSCdi36508: Rationalize parser file placement, part I
* Rationalize iprouting
* Revision 2.1 1995/06/07 22:18:58 hampton
* Bump version numbers from 1.x to 2.x.
* $Endlog$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/exec_debug_ip_routing.h
No license file was found, but licenses were detected in source scan.
```

```
* protofltr_public.h
* Routing protocol filter manager Public API definitions
* Dec 2008, Mercia Zheng
* Copyright (c) 2008-2009 by cisco Systems, Inc.
* All rights reserved.
*_____
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/protofltr_public.h
No license file was found, but licenses were detected in source scan.
/* $Id: cfg_routemap_exit.h,v 3.2.60.1 1996/08/12 16:03:34 widmer Exp $
* $Source: /release/112/cvs/Xsys/iprouting/cfg_routemap_exit.h,v $
*_____
* cfg_routemap_exit.h
* exit - exit from route-map configuration mode
* Copyright (c) 1992-1996, 2007-2009 by cisco Systems, Inc.
* All Rights Reserved
*_____
* $Log: cfg_routemap_exit.h,v $
* Revision 3.2.60.1 1996/08/12 16:03:34 widmer
* CSCdi65725: Create Eolns macro that defaults csb->which to 0
* Branch: California branch
* Add Eolns and Nygenns macro that default csb->which to 0
* Remove hidden keyword help strings
* Revision 3.2 1995/11/17 17:31:42 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:05:03 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.1 1995/07/01
 12:15:44 tli
* CSCdi36508: Rationalize parser file placement, part I
* Rationalize iprouting
* Revision 2.1 1995/06/07 22:12:09 hampton
* Bump version numbers from 1.x to 2.x.
*_____
* $Endlog$
```

* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_routemap_exit.h No license file was found, but licenses were detected in source scan.

```
*_____
* iprouting_parser_macros.h - Routing macros moved out of
      sys/parser/macros.h
* November, 2004
* Copyright (c) 2004-2011, 2013, 2015, 2018 by cisco Systems, Inc.
* All rights reserved.
*/
Found in path(s):
* /opt/cola/permits/1130450046 1615190725.52/0/iproute-254-
tar/iprouting_cmn/include/iprouting_parser_macros.h
No license file was found, but licenses were detected in source scan.
/* $Id: cfg_router_traffic-share.h,v 3.3.20.1 1996/08/12 16:03:58 widmer Exp $
* $Source: /release/112/cvs/Xsys/iprouting/cfg_router_traffic-share.h,v $
*_____
* cfg_router_traffic-share.h - parsing of the traffic-share command
* Oct 1993 Tony Li
* Copyright (c) 1993-1999, 2001-2002, 2004-2009, 2015 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log: cfg_router_traffic-share.h,v $
* Revision 3.3.20.1 1996/08/12 16:03:58 widmer
* CSCdi65725: Create Eolns macro that defaults csb->which to 0
* Branch: California_branch
* Add Eolns and Nvgenns macro that default csb->which to 0
* Remove hidden keyword help strings
* Revision 3.3 1996/02/01 23:34:03 widmer
* CSCdi45325: Change Keyword/Set to use Keyword_Id macro
* Revision 3.2 1995/11/17 17:32:35 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:06:21 shaker
```

* Bump version numbers from 2.x to 3.x.
* Revision 2.1 1995/07/01 12:16:07 tli * CSCdi36508: Rationalize parser file placement, part I * Rationalize iprouting *
* Revision 2.1 1995/06/07 22:13:22 hampton * Bump version numbers from 1.x to 2.x. *
* * \$Endlog\$ */
Found in path(s): * /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/cfg_router_traffices share.h No license file was found, but licenses were detected in source scan.
/* \$Id\$ * \$Source\$ *
* route.h IP routing definitions * 22-March-1986, Kirk Lougheed *
* Copyright (c) 1986-2020 by cisco Systems, Inc. * All rights reserved. *
* \$Log\$ *
* \$Endlog\$ */
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/route.h No license file was found, but licenses were detected in source scan.
/* *
* routemap_ios_blob.c Route map support routines that can be shared * by RP and VIP/LC *
* October 14, 2001 Siva Yaragalla
* Copyright (c) 2001-2020 by cisco Systems, Inc. * All rights reserved. *
*/

* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/routemap_ios_blob.c No license file was found, but licenses were detected in source scan.

```
/*

*______*

* protofltr_debug.h -- Routing protocol filter manager debug flag

* Jan 2006, Mercia Zheng

* Copyright (c) 2005-2008 by Cisco Systems, Inc.

* All rights reserved.

*______*

*/
```

Found in path(s):

 $*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/protofltr_debug.h$ No license file was found, but licenses were detected in source scan.

```
/*
* $Id$
* $Source$
* route3.c -- Routing Support: Router command and related routines
* 15-June-1987, Kirk Lougheed
* Copyright (c) 1987-2021 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log$
*_____
* $Endlog$
*/
  * If its not a per-user distribute-list, we have to configure the
  * route-map for pflist_def too - its used to restore default when
  * a per-user distribute-list is un-configured as well as for
  * nvgen purposes. All this mess, only for the interface specific
  * version.
  * This command is only valid for ipv4 and nsap AFs in BGP.
```

- * However it is accepted for other BGP AFs
- * for backwards compatibility. However, no action
- * is taken for these

```
AFs and it is not nvgen'ed
  * either. Check out cfg_router_default.h for
  * more details.
  */
Found in path(s):
*/opt/cola/permits/1130450046 1615190725.52/0/iproute-254-tar/iprouting cmn/src/route3.c
No license file was found, but licenses were detected in source scan.
*_____
* cfg_router_maximum-paths.h
* 22-May-2016, Les Ginsberg
* Copyright (c) 2016 by cisco Systems, Inc.
* All rights reserved.
*_____
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/internal_inc/cfg_router_maximum-sec-paths.h
No license file was found, but licenses were detected in source scan.
/* $Id: cfg router metric.h,v 3.2 1995/11/17 17:32:13 hampton Exp $
* $Source: /swtal/cherf.111/ios/sys/iprouting/cfg router metric.h,v $
*_____
*CFG_ROUTER_METRIC.H
* Copyright (c) 1992-2002, 2004, 2006-2009 by cisco Systems, Inc.
* All Rights Reserved
*_____
* $Log: cfg_router_metric.h,v $
* Revision 3.2 1995/11/17 17:32:13 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:05:41 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.1 1995/07/01 12:15:54 tli
* CSCdi36508: Rationalize parser file placement, part I
* Rationalize iprouting
* Revision 2.1 1995/06/07 22:12:46 hampton
* Bump version numbers from 1.x to 2.x.
```

```
Found in path(s):
*/opt/cola/permits/1130450046\_1615190725.52/0/iproute-254-tar/iprouting\_cmn/internal\_inc/cfg\_router\_metric.h
No license file was found, but licenses were detected in source scan.
/* $Id: ip_routing.h,v 3.2 1995/11/17 17:34:12 hampton Exp $
* $Source: /swtal/cherf.111/ios/sys/iprouting/ip_routing.h,v $
*_____
* ip_routing.h -- Generic IP routing declarations
* Mar 1995 Tony Li
* Copyright (c) 1995, 1998, 2004, 2006-2008 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log: ip routing.h,v $
* Revision 3.2 1995/11/17 17:34:12 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:08:06 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.1 1995/06/07 21:07:05 hampton
* Bump version numbers from 1.x to 2.x.
* $Endlog$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/ip_routing.h
No license file was found, but licenses were detected in source scan.
/* $Id$
* $Source$
* Exit from BGP Address Family mode.
* Sept 1998, Bob Thomas
* Copyright (c) 1998-1999, 2007-2009 by cisco Systems, Inc.
* All rights reserved.
* $Log$
*_____
* $Endlog$
```

* \$Endlog\$

*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/cfg_af_exit.h No license file was found, but licenses were detected in source scan.

```
* iprouting_debug.h -- Debugging declarations for IP routing
* May 1993, John Bashinski
* Copyright (c) 1993-2010 by Cisco Systems, Inc.
* All rights reserved.
*_____
*/
```

Found in path(s):

*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/iprouting_debug.h No license file was found, but licenses were detected in source scan.

```
/* $Id: cfg_router_offset.h,v 3.3.20.4 1996/09/04 23:46:26 mikel Exp $
* $Source: /release/112/cvs/Xsys/iprouting/cfg_router_offset.h,v $
*_____
*CFG_ROUTER_OFFSET.H
```

- * Copyright (c) 1992-1998, 2002, 2004-2008 by cisco Systems, Inc.
- * All Rights Reserved
- *_____
- * \$Log: cfg router offset.h,v \$
- * Revision 3.3.20.4 1996/09/04 23:46:26 mikel
- * CSCdi65889: offset-list doesnt work for EIGRP
- * Branch: California branch
- * Re-enable offset-list command as well as adding offset-list out support,
- * and fix offset-list to work with access-lists

- * Revision 3.3.20.3 1996/08/12 16:03:48 widmer
- * CSCdi65725: Create Eolns macro that defaults csb->which to 0
- * Branch: California branch
- * Add Eolns and Nygenns macro that default csb->which to 0
- * Remove hidden keyword

help strings

- * Revision 3.3.20.2 1996/05/04 01:21:23 wilber
- * Branch: California branch

- * Constrained Multicast Flooding
- * Define MOSPF hello option bit.

```
* Name Access List
* Revision 3.3.20.1 1996/04/09 05:54:35 mikel
* CSCdi49628: EIGRP ignores outgoing offset-list
* Branch: California_branch
* disable offset-list command from eigrp router config
* Revision 3.3 1996/02/01 23:33:59 widmer
* CSCdi45325: Change Keyword/Set to use Keyword Id macro
* Revision 3.2 1995/11/17 17:32:19 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:05:53 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.1 1995/07/01 12:15:58 tli
* CSCdi36508: Rationalize parser file placement, part I
* Rationalize iprouting
* Revision 2.1 1995/06/07 22:12:58 hampton
* Bump version numbers from 1.x to 2.x.
* $Endlog$
Found in path(s):
/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/cfg_router_offset.h
No license file was found, but licenses were detected in source scan.
# iprouting_api.enum - IP Routing public API enum definitions
# August 2009, Prashant Srinivas
# Copyright (c) 2009-2010 by cisco Systems, Inc.
# All rights reserved.
BEGIN IPROUTING_API
# Enumeration of the possible reasons for disabling routing on an interface
```

```
# Note, string length of the LONG description, should be <= 16 chars,
    and contain nothing but alfanumerical characters and _
ENUM routing_disable_flag_t
 ITEM ROUTING_DISABLE_FLAG_INT_IF
 LONG "Internal_IF"
 END ITEM
END ENUM
END
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/enum/iprouting_api.enum
No license file was found, but licenses were detected in source scan.
*_____
* routemap track.c -- Route map support for tracking
           Functions which run on RP (not VIP).
* March 2003 Shyan Wignarajah
* Copyright (c) 2003-2008, 2013-2014 by cisco Systems, Inc.
* All rights reserved.
*_____
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/routemap_track.c
No license file was found, but licenses were detected in source scan.
/* $Id
* $Source
*_____
* iprib_api_svr.c -- IP Routing Information Base (RIB) API definitions
* August-2001, Fan Kong
* Copyright (c) 2001-2012, 2019 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log
*_____
* $Endlog$
```

*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprib_api_svr.c
No license file was found, but licenses were detected in source scan.
/*
* router_topology_registry.h
*
* Router topology registry.
*
* Sept 2004, Mercia Zheng
*
* Copyright (c) 2004, 2007-2008 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/internal_inc/router_topology_registry.h
No license file was found, but licenses were detected in source scan.
/*
*
* iprouting_parser_linkpoints.c - iprouting parser linkpoint defs.
*
* April, 2005
*
* Copyright (c) 2005, 2007-2008 by cisco Systems, Inc.
* All rights reserved.
*
*
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprouting_parser_linkpoints.c
No license file was found, but licenses were detected in source scan.
/*
* routing_context_chain.c
*
* Parse chain file for routing context support.
*
* March 2009, Derek Yeung
*
* Copyright (c) 2009, 2015 by cisco Systems, Inc.
* All rights reserved.
All lights reserved.

reg:

Found in path(s):

* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/routing_context_chain.c No license file was found, but licenses were detected in source scan.

```
/* $Id$
* $Source$
* cfg routemap match.h
* Process route-map match subcommands.
* Copyright (c) 1992-1999, 2002-2005, 2007-2012, 2018 by cisco Systems, Inc.
* All rights reserved.
* $Log$
*_____
* $Endlog$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_routemap_match.h
No license file was found, but licenses were detected in source scan.
## content.lst file for iprouting cmn
## See EDCS-905060 for more details.
## Oct 2010, Manu Pathak
## Copyright (c) 2010-2011, 2016 by cisco Systems, Inc.
## All rights reserved.
##
syntax: 1.0.0
# iprouting_cmn meta-source files
group: iprouting_cmn-generic
{
  iprouting_cmn/include/enum/iprouting_api.enum
```

iprouting_cmn/include/reg/ion_iprouting_cmd_registry.reg

iprouting_cmn/include/reg/iprouting_registry.reg iprouting_cmn/include/reg/lfafrr_registry.reg iprouting_cmn/include/reg/route_map_registry.reg

```
iprouting_cmn/include/reg/router_af_actions_registry.reg
  iprouting_cmn/include/reg/router_topology_registry.reg
  iprouting_cmn/include/reg/routing_context_registry.reg
# end of group: iprouting_cmn-generic
# iprouting cmn source files
group: iprouting_cmn
 includes:
  ../generic/routing/iprouting_cmn/include
  $(COMPONENT_ROOT)/routing/iprouting_cmn/include
   $(COMPONENT_ROOT)/routing/iprouting_cmn/internal_inc
  $(COMPONENT_ROOT)/routing/iprouting_cmn/src
  $(COMPONENT_ROOT)/routing
  $(COMPONENT_ROOT)/posix/include
  $(IOS_SYSROOT)/ion/include
  $(IOS SYSROOT)/crypto/ca
  $(IOS_SYSROOT)/crypto/ca/certcinc
  $(IOS_SYSROOT)/crypto/ca/bsafeinc
  $(IOS SYSROOT)/crypto/ca/provider/include
 defines: CRYPTOCv5 CERTCv5
 cflags: -Wno-parentheses -Wno-uninitialized
 sub: ion_iprouting_cmd_registry
 {
  context: os==ion
  contains:
    iprouting_cmn/src/ion_iprouting_cmd_registry.c
 sub: iprouting_blob
 {
  contains:
    iprouting_cmn/src/ip_routing.c
    iprouting_cmn/src/ip_stats.c
    iprouting_cmn/src/iprouting_actions.c
    iprouting_cmn/src/iprouting_chain.c
    iprouting_cmn/src/iprouting_debug.c
    iprouting_cmn/src/iprouting_init_blob.c
    iprouting_cmn/src/iprouting_setup.c
    iprouting_cmn/src/protofltr_debug.c
     iprouting_cmn/src/route3_blob.c
    iprouting_cmn/src/routemap_debug.c
    iprouting_cmn/src/router_af_chain.c
    iprouting_cmn/src/router_topology_chain.c
    iprouting_cmn/src/routing_context_chain.c
 sub: iprouting_cmn
 {
```

```
contains:
   iprouting_cmn/include/msg_iproute.rc
   iprouting_cmn/src/iprouting_cmn.c
}
sub: iprouting_common_blob
 contains:
   iprouting_cmn/src/ip_prefixlist_chain.c
   iprouting_cmn/src/policylist_blob.c
   iprouting_cmn/src/route_map_blob.c
   iprouting_cmn/src/routemap_track.c
sub: iprouting_common_ionblob
 context: os==ion
 contains:
   iprouting_cmn/src/ip_prefixlist_ionblob.c
   iprouting_cmn/src/route_map_ionblob.c
}
sub: iprouting_common_ionized
 context: os==ion
 contains:
   iprouting_cmn/src/ip_prefixlist_ionized.c
   iprouting_cmn/src/policylist_ionized.c
   iprouting_cmn/src/route_map_ionized.c
}
sub: iprouting_common_misc
 contains:
   iprouting_cmn/src/ip_prefixlist.c
   iprouting_cmn/src/msg_routemap.c
   iprouting_cmn/src/policylist.c
   iprouting_cmn/src/route_map.c
   iprouting_cmn/src/routetag_list.c
}
sub: iprouting_common_nbcmn
 contains:
   iprouting_cmn/src/route_map_nbcmn.c
sub: iprouting_common_nonblob
 contains:
   iprouting_cmn/src/ip_prefixlist_ios.c
   iprouting_cmn/src/policylist_ios.c
}
sub: iprouting_init_ios
```

```
{
 contains:
   iprouting_cmn/src/iprouting_init_ios.c
sub: iprouting_ionblob
 context: os==ion
 contains:
   iprouting_cmn/src/iprouting_init_ionblob.c
   iprouting_cmn/src/iprouting_parse_blob.c
   iprouting_cmn/src/router_af_parse_blob.c
sub: iprouting_ionized
 context: os==ion
 contains:
   iprouting_cmn/src/iprouting_init_ionized.c
    iprouting_cmn/src/route3_ionized.c
}
sub: iprouting_misc
 contains:
   iprouting_cmn/src/routemap_api.c
   iprouting_cmn/src/routemap_api_util.c
   iprouting_cmn/src/routemap_internal.c
sub: iprouting_nonblob
{
 contains:
   iprouting_cmn/src/iprib_api_svr.c
   iprouting_cmn/src/iprouting_init.c
   iprouting_cmn/src/iprouting_stats.c
   iprouting_cmn/src/protofltr.c
   iprouting_cmn/src/route1.c
   iprouting_cmn/src/route2.c
   iprouting_cmn/src/route3.c
   iprouting_cmn/src/router_af_parse.c
   iprouting_cmn/src/router_topology_parse.c
}
sub: iprouting_parser
{
 contains:
   iprouting_cmn/src/iprouting_parser_linkpoints.c
sub: iprouting_registry
 contains:
   iprouting_cmn/src/iprouting_registry.c
```

```
sub: ipv4_subsys
 contains:
   iprouting_cmn/src/ipv4_subsys.c
sub: lfafrr_registry
 contains:
    iprouting_cmn/src/lfafrr_registry.c
sub: route_map_globs
 contains:
   iprouting_cmn/src/route_map_globs.c
}
sub: route_map_registry
 contains:
   iprouting_cmn/src/route_map_registry.c
sub: routemap_common_blob
 contains:
   iprouting_cmn/src/routemap_ios_blob.c
sub: routemap_common_ionized
{
 context: os==ion
 contains:
   iprouting_cmn/src/route_map_http_ion.c
sub: routemap_common_nonblob
{
 contains:
   iprouting_cmn/src/routemap_ios.c
   iprouting_cmn/src/routemap_track_ios.c
sub: routemap_ios_chain
{
   iprouting_cmn/src/routemap_ios_chain.c
sub: routemap_lc_ipc
 context: os==ios
 contains:
   iprouting_cmn/src/route_map_globs.c
```

```
iprouting_cmn/src/routemap_api.c
    iprouting_cmn/src/routemap_api_util.c
    iprouting_cmn/src/routemap_debug.c
     iprouting_cmn/src/routemap_internal.c
     iprouting_cmn/src/routemap_ios_chain.c
    iprouting_cmn/src/routetag_list.c
 }
 sub: router_af_actions_registry
   contains:
    iprouting_cmn/src/router_af_actions_registry.c
 sub: router_topology_registry
   contains:
    iprouting_cmn/src/router_topology_registry.c
 sub: routing_context
 {
   contains:
    iprouting_cmn/src/routing_context.c
 }
 sub: routing_context_registry
   contains:
    iprouting_cmn/src/routing_context_registry.c
# end of group: iprouting_cmn
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/content.lst
No license file was found, but licenses were detected in source scan.
/* $Id$
* $Source$
* route1.c -- Routing Support: Common Routines
* 22-March-1986, Kirk Lougheed
* Copyright (c) 1986-2020 by cisco Systems, Inc.
* All rights reserved.
* $Log$
* $Endlog$
```

```
No license file was found, but licenses were detected in source scan.
*_____
* Generic tag list support.
* June 2011, Karthik Subramaniam
* Copyright (c) 1997-2008, 2010-2012 by cisco Systems, Inc.
* All rights reserved.
*_____
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/routetag_list.c
No license file was found, but licenses were detected in source scan.
/* $Id: cfg_routemap_match_policy.h,v 3.3 1995/11/28 19:50:34 widmer Exp $
* $Source: /swtal/cherf.111/ios/sys/iprouting/cfg_routemap_match_policy.h,v $
*_____
* cfg_routemap_match_policy.h -- Route map match clauses for policy
* routing.
* Mar 1995 Tony Li
* Copyright (c) 1995, 2001-2002, 2007-2009, 2014-2015 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log: cfg_routemap_match_policy.h,v $
* Revision 3.3 1995/11/28 19:50:34 widmer
* CSCdi44251: Replace Ifelse(csb->in_help)/Eval with Func
* Revision 3.2 1995/11/17 17:31:48 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:05:10 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.3 1995/06/21 18:16:00 widmer
* CSCdi36227: Fix parse chain alternates
* Revision 2.2 1995/06/15 15:18:44 widmer
* CSCdi35889: parser transition structures should be static
```

*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/route1.c

Found in path(s):

* Revision 2.1 1995/06/07 21:05:32 nampton * Bump version numbers from 1.x to 2.x.
*
** * \$Endlog\$
*/
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254- tar/iprouting_cmn/include/cfg_routemap_match_policy.h No license file was found, but licenses were detected in source scan.
/ *
* exec_debug_protofltr.h
*
* Jan 2006, Mercia Zheng *
* Copyright (c) 2005-2009 by cisco Systems, Inc.
*
* All Rights Reserved
**/
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/exec_debug_protofltr No license file was found, but licenses were detected in source scan.
/** route3_parse.h
* Toutes_parse.n
* Route parser functions declarations.
*
* March 2002, Victor Kamensky
* Copyright (c) 2002, 2005-2008 by cisco Systems, Inc.
* All rights reserved.
**/
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/route3_parset
No license file was found, but licenses were detected in source scan.
/* \$Id: cfg_int_ip2_routing.h,v 3.2.60.1 1996/08/12 16:03:24 widmer Exp \$ * \$Source: /release/112/cvs/Xsys/iprouting/cfg_int_ip2_routing.h,v \$
** * cfg int ip2 routing.h

```
* May 1994, Derek Yeung
* Copyright (c) 1993-1996, 1998-1999, 2007-2009 by cisco Systems, Inc.
* All rights reserved.
* IP routing interface commands that must be after the encapsulation command
* in NV order.
*_____
* $Log: cfg_int_ip2_routing.h,v $
* Revision 3.2.60.1 1996/08/12 16:03:24 widmer
* CSCdi65725: Create Eolns macro that defaults csb->which to 0
* Branch: California branch
* Add Eolns and Nygenns macro that default csb->which to 0
* Remove hidden keyword help strings
* Revision 3.2 1995/11/17 17:31:23 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09
 12:04:31 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.2 1995/08/04 03:07:45 dstine
* CSCdi37681: Need event logging for EIGRP
* Revision 2.1 1995/07/01 12:15:32 tli
* CSCdi36508: Rationalize parser file placement, part I
* Rationalize iprouting
* Revision 2.1 1995/06/07 22:05:27 hampton
* Bump version numbers from 1.x to 2.x.
* $Endlog$
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_int_ip2_routing.h
No license file was found, but licenses were detected in source scan.
/* $Id: rouource_commande_map.c,v 3.4.10.11 1996/07/09 07:35:58 dawnli Exp $
* $Source: /release/112/cvs/Xsys/iprouting/route_map.c,v $
*_____
* route_map.c -- Route map support routines.
* 23-January-1993
```

```
* Copyright (c) 1986-2020 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log: route_map.c,v $
* Revision 3.4.10.11 1996/07/09 07:35:58 dawnli
* CSCdi57006: route-map in configuration are stored/displayed in reverse
* Branch: California_branch
* Revision 3.4.10.10 1996/06/28 23:19:51 hampton
* Remove gratuitous casting. [CSCdi61655]
* Branch: California_branch
* Revision 3.4.10.9 1996/06/05 08:27:06 rchandra
* CSCdi59547: Routemap: %SYS-4-REGEXP: NULL string parameter error
* Branch: California_branch
* - do not pass null path to route_map_match_aspath
* Revision 3.4.10.8 1996/06/03 23:24:12 ahh
* CSCdi59119: IP: NAT should support named access-lists
* And extended access-lists and non-contiguous address pools.
* Branch: California branch
* Revision 3.4.10.7 1996/05/04 01:22:39 wilber
* Branch: California_branch
* Constrained Multicast Flooding
* - Define MOSPF hello option bit.
* Name Access List
* Revision 3.4.10.6 1996/04/16 19:02:21 rchandra
* CSCdi54830: IP features commit
* Branch: California branch
* Revision 3.4.10.5 1996/04/05 03:46:40 rchandra
* CSCdi53755: BGP: flap dampening settings not flexible enough
* Branch: California_branch
* - add route-map support to set flap dampening parameters
* Revision 3.4.10.4 1996/04/02 07:29:30 dkatz
* CSCdi52277: Redistribution metric problems with IGRP/EIGRP
* Branch: California_branch
* Always store canonical metrics scaled for IGRP, and make EIGRP do
* its own scaling internally. Get the scaling right in all
three
* places.
```

```
* Revision 3.4.10.3 1996/03/28 23:59:18 rchandra
* CSCdi52098: BGP: exact keyword not accepted by route-map in community
* match
* Branch: California branch
* - fix my silly bug in handling exact community matching
* - limit the range of valid community to 0xFFFF0000
* - fix a cosmetic bug in show ip community-list
* Revision 3.4.10.2 1996/03/28 22:28:25 rchandra
* CSCdi52880: BGP: generate error message for unsupported route-map
* options
* Branch: California_branch
* - generate error message when unsupported route-map option is used
* - tread confederation EBGP neighbors similar to internal neighbors in
* best path selection
* - fix the bug in bgp_compare_med, so that during MED comparison,
* confederation information is skipped properly
* - confederation EBGP paths should be inserted into the IP table with
* internal distance
* - do not consider common-AS neighbors as confederation neighbors
* - during 'clear ip bgp dampening'
avoid skipping paths
* - undo the patch to the radix version walker
* Revision 3.4.10.1 1996/03/18 20:29:32 gstovall
* Branch: California branch
* Elvis has left the building. He headed out to California, and took the
* port ready changes with him.
* Revision 3.2.26.3 1996/03/16 06:58:25 gstovall
* Branch: DeadKingOnAThrone_branch
* Make the king aware of V111_1_3.
* Revision 3.2.26.2 1996/03/07 09:50:41 mdb
* Branch: DeadKingOnAThrone_branch
* cisco and ANSI/POSIX libraries.
* Revision 3.2.26.1 1996/02/20 01:04:27 dstine
* Branch: DeadKingOnAThrone_branch
      Sync from DeadKingOnAThrone_baseline_960122 to
*
            DeadKingOnAThrone_baseline_960213
* Revision 3.4 1996/02/24 02:01:55 pst
* CSCdi49774: modularize regexp's for bgp (part 3)
* Revision 3.3 1996/02/01 06:06:17 hampton
* Migrate files out of the parser directory. [CSCdi47717]
```

* Step 2: Change all files which reference the moved parser files to

```
point to their new locations.
* Revision 3.2 1995/11/17 17:37:13 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:10:35 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.6 1995/09/25 08:31:19 tli
* CSCdi40960: ISP jumbo patch 2
* Revision 2.5 1995/07/06 23:12:39 rchandra
* CSCdi36759: BGP: Add conditional per neighbor default generation
* - add 'neighbor <x.x.x.x> default-originate route-map <tag>' command.
* Revision 2.4 1995/06/23 14:26:05 widmer
* CSCdi36318: multiple route-map commands are not accepted
* Fix route-map command NV generation
* Revision 2.3 1995/06/15 15:18:52 widmer
* CSCdi35889: parser transition structures should be static
* Revision 2.2 1995/06/08 08:59:19 tli
* CSCdi35274: route-map test-1 crashes IOS
* - If a route map does not set any routing information, it should be
* equivalent to not having policy routed the packet.
* - "match length" clauses
were having their flag stepped on because the
* flag update routine didn't know about the clause.
* Revision 2.1 1995/06/07 21:10:53 hampton
* Bump version numbers from 1.x to 2.x.
* $Endlog$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/route_map.c
No license file was found, but licenses were detected in source scan.
* router_af_parse.h
* Route Address Family parser functions declarations.
```

* May 2002, Victor Kamensky

*
* Copyright (c) 2002, 2007-2008 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
$*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/router_af_parse.html \\$
No license file was found, but licenses were detected in source scan.
/* \$Id\$
* \$Source\$ *
* Registry for IP FRR infrastructure
*
* July 6, 2010 Ahmed Bashandy
* Copyright (c) 2001-2003, 2005, 2007-2008, 2010 by cisco Systems, Inc. * All rights reserved.
* All rights reserved. *
* \$Log\$
** * \$Endlog\$
*/
Found in path(s):
$*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/lfafrr_registry.h$
No license file was found, but licenses were detected in source scan.
/* \$Id\$
* \$Source\$
*
* cfg_route_map.h
*
* Enter route-map subcommand mode
*
* Copyright (c) 1992-1996, 2001-2002, 2007-2010, 2017 by cisco Systems, Inc.
* All rights reserved. *
** * \$Log\$
*
* \$Endlog\$
*/
Found in path(s):
1 ound in pain(s).

 $*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_route_map.h$ No license file was found, but licenses were detected in source scan.

```
/* $Id$
* $Source$
*_____
* exec_show_ip_extcommunity-list.h
* April 2000, Rex Fernando
* Copyright (c) 2000, 2002-2003, 2007-2008 by cisco Systems, Inc.
* All rights reserved.
* $Endlog$
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/internal_inc/exec_show_ip_policylist.h
No license file was found, but licenses were detected in source scan.
/* $Id: cfg_routemap_set_ip_policy.h,v 3.3.52.1 1996/06/18 19:06:39 widmer Exp $
* $Source: /release/112/cvs/Xsys/iprouting/cfg_routemap_set_ip_policy.h,v $
*_____
* cfg_routemap_set_ip_policy.h -- IP policy specific route map clauses
* Mar 1995 Tony Li
* Copyright (c) 1995-1998, 2000, 2002, 2004, 2007-2009 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log: cfg_routemap_set_ip_policy.h,v $
* Revision 3.3.52.1 1996/06/18 19:06:39 widmer
* CSCdi59706: parser lets you set tos/precedence bits forever (input
* loop)
* Branch: California branch
* Revision 3.3 1995/11/28 19:50:38 widmer
* CSCdi44251: Replace Ifelse(csb->in_help)/Eval with Func
* Revision 3.2 1995/11/17 17:31:53 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09
 12:05:16 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.5 1995/08/16 01:01:15 tli
* CSCdi38512: Policy: TOS and precedence long help says match instead of
* set
```

* CSCdi36426: Policy routing will not disable on an interface
* - Policy routed packets were creating fastswitching cache entries.
* That's not till _next_ release.
* - Add counters to record packet and byte count on a per route map entry
* basis.
* - Marketing identified a catastrophic deficiency. Implemented "set ip
* tos" and "set ip precedence" to cover this deficiency.
*
* Revision 2.3 1995/06/21 18:16:02 widmer
* CSCdi36227: Fix parse chain alternates
*
* Revision 2.2 1995/06/15 15:18:47 widmer
* CSCdi35889: parser transition structures should be static
*
* Revision 2.1 1995/06/07 21:05:39 hampton
* Bump version numbers from 1.x to 2.x.
*
**
\$Endlog\$ */
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/include/cfg_routemap_set_ip_policy.h
No license file was found, but licenses were detected in source scan.
/* \$Id: cfg_router_passive-interface.h,v 3.2.60.1 1996/08/12 16:03:49 widmer Exp \$
* \$Source: /release/112/cvs/Xsys/iprouting/cfg_router_passive-interface.h,v \$
*
*CFG_ROUTER_PASSIVE_INT.H
*
* Copyright (c) 1992-1999, 2001-2010, 2018 by cisco Systems, Inc.
* All Rights Reserved
*
* \$Log: cfg_router_passive-interface.h,v \$
*
* \$Endlog\$
*/
Found in path(c):
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/cfg_router_passive-
interface.h
No license file was found, but licenses were detected in source scan.
110 Heelise IIIe was found, out needses were detected in source sean.
/*
*

* Revision 2.4 1995/07/12 07:19:09 tli

* routemap_debug.c Routemap debugging support
* July 1998, Wilber Su
* * Copyright (c) 1998, 2004, 2006-2008 by cisco Systems, Inc. * All rights reserved. *
*/
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/routemap_debug.c No license file was found, but licenses were detected in source scan.
/* *
*CFG_ROUTER_TOPO_REDISTRIBUTE.H
* October 2004, Lisa Z Xu *
* Copied from and modified based on cfg_router_redistribute.h. * Warning: * If you modify this file, please also check cfg_router_redistribute.h * to see if the changes apply to config-router mode as well. *
* Copyright (c) 2004-2011, 2018-2021 by Cisco Systems, Inc. * All Rights Reserved
*/
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254- tar/iprouting_cmn/src/cfg_router_topo_redistribute.h No license file was found, but licenses were detected in source scan. /*
*
* route_map_ionblob.c Route Maps support for ION Blob *
* October 2001, Siva Yaragalla
* Copyright (c) 2001-2009, 2011, 2013, 2020 by cisco Systems, Inc. * All rights reserved. *
*/
Found in path(s):

 $*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/route_map_ionblob.c$

/*
* router_af_parse_blob.c
* * Address family submode command - proxy EOLs
*
* May 2002, Victor Kamensky
*
* Copyright (c) 2002-2005, 2007-2009 by cisco Systems, Inc.
* All Rights Reserved
**/
Found in moth(a)
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/router_af_parse_blob.c
No license file was found, but licenses were detected in source scan.
/*
*
* topo_aware.h - Define multi-topology awareness
*
* March 2005, Les Ginsberg
*
* Copyright (c) 2005, 2007-2008 by cisco Systems, Inc.
* All rights reserved. *
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/topo_aware.h
No license file was found, but licenses were detected in source scan.
/* \$Id\$
* \$Source\$
**
* parser_defs_route_map.h
*
* Constant definition for route-map command and associated subcommands.
*
* Copyright (c) 1985-1996, 1999, 2001, 2004-2005, 2007-2008, 2011, 2014-2015 by cisco Systems, Inc. * All rights reserved.
** * \$Log\$
*
* \$Endlog\$
*/

No license file was found, but licenses were detected in source scan.

Found in path(s):

 $*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/parser_defs_route_map.h$ No license file was found, but licenses were detected in source scan.

/* \$Id\$
* \$Source\$
* Parse chains for router Address Family mode *
* June 2002, Donnie Savage *
* Copyright (c) 1998-2011, 2013-2014, 2016, 2018-2019 by cisco Systems, Inc. * All rights reserved.
** \$Log\$
*
* \$Endlog\$ */
Found in path(s):
$*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/router_af_chain.c$
No license file was found, but licenses were detected in source scan.
/*
*
* exec_debug_routemap.h Debugging for Route-map IPC *
* July 1998, Wilber Su
* Copyright (c) 1998, 2001-2002, 2004-2008 by cisco Systems, Inc. * All rights reserved. *
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/exec_debug_routemap.h No license file was found, but licenses were detected in source scan.
/* \$Id: exec_clear_ip_prefixlist.h,v 3.1.2.1 1997/12/17 21:36:58 enkechen Exp \$
* \$Source: /release/111/cvs/Xsys/ip/exec_clear_ip_prefixlist.h,v \$ *
* exec_clear_ip_prefixlist.h
* July 1997, Enke Chen
*
* Copyright (c) 1995-1998, 2000-2001, 2007-2008 by cisco Systems, Inc.
* All rights reserved.

^
* \$Log: exec_clear_ip_prefixlist.h,v \$
* Revision 3.1.2.1 1997/12/17 21:36:58 enkechen
* CSCdj61356: Prefix-list - facility for efficient route filtering
* Branch: FIB_branch
* * * * * * * * * * * * * * * * * * *
* Revision 3.1 1997/12/17 01:46:34 enkechen
* Start with the new file. *
*
* \$Endlog\$
*/
Found in path(s): */art/a-la/a-maita/1120450046_1615100725_52/0/innexts_254_tas/innexting_ama/ara/ara_alam_in_mafin/ist_b
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/exec_clear_ip_prefixlist.h No license file was found, but licenses were detected in source scan.
No license the was found, but licenses were detected in source scall.
/* \$Id\$
* \$Source\$
*
* iprouting_blob_undef.c undefined symbols from blob when
* routing subsytems are pulled out *
* October, 2002 Phil Winterfield
* October, 2002 Filli Williemeid
* Copyright (c) 2001-2005, 2007-2008 by cisco Systems, Inc.
* All rights reserved.
*
* \$Log\$
** *\$Endlog\$
*/
Found in path(s):
$*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprouting_blob_undef.c$
No license file was found, but licenses were detected in source scan.
/*
* iprouting_cmn.c
*
* This file has global definitions common to blob and iprouting proceses.
*
* Copyright (c) 2002-2009, 2011, 2013 by cisco Systems, Inc.
* All rights reserved.
**/
Found in path(s):

No license file was found, but licenses were detected in source scan. /* \$Id: ip_prefixlist.c,v 1.1 2011/02/02 21:47:40 vkoshi Exp vkoshi \$ * \$Source: /view/vkoshicomp_routing_rel5.rel4_1_1_19.2460.ss.comp1.port/vob/ss.comp1/routing/iprouting_cmn/src/ip_prefixlist.c,v \$ *_____ * Generic prefix list support. * June 1997, Enke Chen * Copyright (c) 1997-2012, 2016, 2020 by cisco Systems, Inc. * All rights reserved. *_____ * \$Log: ip_prefixlist.c,v \$ * Revision 1.1 2011/02/02 21:47:40 vkoshi * checkin by port_commit * Revision 3.1.2.4 1998/03/20 17:03:32 enkechen * CSCdj88889: Prefix-list: sho ip prefix-list summ does not pause * Branch: FIB branch * Revision 3.1.2.3 1998/02/23 19:43:44 enkechen * CSCdj75270: Prefix-list: optimization for downloading large lists * Branch: FIB_branch * Revision 3.1.2.2 1998/02/11 01:55:32 soma * Merge FIB_L3 branch into FIB branch * Revision 3.1.2.1.8.1 1998/01/29 00:59:02 enkechen * CSCdj77190: Prefix-list: mishandling of long prefix-list names * Branch: FIB L3 branch * Revision 3.1.2.1 1997/12/17 21:37:00 enkechen * CSCdj61356: Prefix-list - facility for efficient route filtering * Branch: FIB branch * Revision 3.1 1997/12/17 01:46:33 enkechen * Start with the new file. * \$Endlog\$ */ Found in path(s):

*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprouting_cmn.c

* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/ip_prefixlist.c No license file was found, but licenses were detected in source scan.

/* \$Id: cfg_router_redistribute.h,v 3.4.20.3 1996/08/12 16:03:50 widmer Exp \$ * \$Source: /release/112/cvs/Xsys/iprouting/cfg_router_redistribute.h,v \$ *
* C F G _ R O U T E R _ R E D I S T R I B U T E . H
* Warning: * If you modify this file, please also check cfg_router_topo_redistribute.h * to see if the changes apply to config-router-topo mode as well. *
* Copyright (c) 1992-2012, 2014-2015, 2018-2021 by cisco Systems, Inc. * All Rights Reserved *
* \$Log: cfg_router_redistribute.h,v \$ *
* \$Endlog\$ */
Found in path(s): * /opt/cola/permits/1130450046_1615190725.52/0/iproute-254- tar/iprouting_cmn/internal_inc/cfg_router_redistribute.h No license file was found, but licenses were detected in source scan.
/* *
* iprouting_DEBUG_FLAG_BBs.h Debugging flag declarations for IP routing * May 1993, John Bashinski *
* Copyright (c) 1993-2011, 2013, 2015, 2018-2020 by Cisco Systems, Inc. * All rights reserved. *
*/
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/iprouting_debug_flags.h No license file was found, but licenses were detected in source scan.
/* \$Id\$ * \$Source\$ *
* iprouting_parser.h IP routing parser API header file *
* April - 2007, Selva Subramanian
* Copyright (c) 2001-2009 by cisco Systems, Inc. * All rights reserved. *

Found in path(s):

* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprouting_parser.h No license file was found, but licenses were detected in source scan.

```
# $Id$
#-----
# iprouting.startup - ION iprouting process .startup file
# October, 2001, Fan Kong
#-----
# Copyright (c) 2001-2002, 2004-2007 by cisco Systems, Inc.
# All rights reserved.
#-----
name:iprouting.iosproc
path:/sbin
feature:iprouting
level:100
envs:RLIMIT_NOFILE=65535
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprouting.startup
No license file was found, but licenses were detected in source scan.
/* $Id: ip_routing.c,v 3.2 1995/11/17 17:34:11 hampton Exp $
* $Source: /swtal/cherf.111/ios/sys/iprouting/ip_routing.c,v $
*_____
* ip_routing.c -- Generic IP routing functions
* Mar 1995 Tony Li
* Copyright (c) 1995-1998, 2002-2008, 2010 by cisco Systems, Inc.
* All rights reserved.
*_____
* $Log: ip_routing.c,v $
* Revision 3.2 1995/11/17 17:34:11 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:08:05 shaker
* Bump version numbers from 2.x to 3.x.
```

* Revision 2.1 1995/06/07 21:07:03 hampton
* Bump version numbers from 1.x to 2.x.
*
*
* \$Endlog\$
*/
Found in path(s):
$*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/ip_routing.c$
No license file was found, but licenses were detected in source scan.
/* \$Id\$
* \$Source\$ *
* policylist.c - Routines to handle policy-list commands
*
* Apr. 2000, Rex Fernando
*
* Copyright (c) 2000, 2002-2011, 2016-2017, 2020 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/policylist.c
No license file was found, but licenses were detected in source scan.
/*
* router_af_parse.c
*
* Route Address Family command and action definitions. Derived from
* router_af_chain.c
* * * * * * * * * * * * * * * * * * *
* May 2002, Victor Kamensky
* Copyright (c) 2002-2010, 2012, 2014-2016, 2019 by cisco Systems, Inc.
* Copyright (c) 2002-2010, 2012, 2014-2016, 2019 by cisco Systems, inc. * All rights reserved.
** *
*/
'/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/router_af_parse.c
No license file was found, but licenses were detected in source scan.
/*
*
* ip_prefixlist_chain.c - Parse chains for IP Prefix Lists

*
* Copyright (c) 2001-2008 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/ip_prefixlist_chain.c
No license file was found, but licenses were detected in source scan.
/* *
* Registry for IP route commands in ION
*
* September 2001, Rashmi Shrivastava *
* Copyright (c) 2001, 2003-2008 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/internal_inc/ion_iprouting_cmd_registry.h
No license file was found, but licenses were detected in source scan.
/*
* routemap_api_util.c Dynamic routemap API utility functions.
* Toutemap_apr_utm.c Dynamic Toutemap ArT utmty functions.
* May 2003, Tanya Shastri
*
* Copyright (c) 2003, 2005-2010, 2020 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/routemap_api_util.c
No license file was found, but licenses were detected in source scan.
/* \$Id\$
* \$Source\$
** * iprouting_init_ios.c IP Routing Init code for Native IOS only
* iproduing_nint_ios.c if Routing init code for Native IOS only
* October 2001, Rashmi Shrivastava
*

* Copyright (c) 2001-2009 by cisco Systems, Inc. * All rights reserved.	
*	
* \$Log\$ *	
* \$Endlog\$	
*/	
Found in path(s):	
$*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprouting_init_ioner-254-tar/iprouting_cmn/src/iprouting_init_ioner-254-tar/iprouting_cmn/src/iprouting_init_ioner-254-tar/iprouting_cmn/src/iprouting_init_ioner-254-tar/iprouting_cmn/src/iprouting_init_ioner-254-tar/iprouting_cmn/src/iprouting_init_ioner-254-tar/iprouting_cmn/src/iprouting_init_ioner-254-tar/iprouting_cmn/src/iprouting_init_ioner-254-tar/iprouting_cmn/src/iprouting_init_ioner-254-tar/iprouting_cmn/src/iprouting_init_ioner-254-tar/iprouting_cmn/src/iprouting_init_ioner-254-tar/iprouting_cmn/src/iprouting_init_ioner-254-tar/iprouting_cmn/src/iprouting_init_ioner-254-tar/iprouting_cmn/src/ipr$	s.c
No license file was found, but licenses were detected in source scan.	
/* \$Id\$	
* \$Source\$	
*	
* cfg_router_summary_addr.h *	
* Supports the router subcommand "summary-address". Provides IP aggregation	
* configuration.	
*	
* Copyright (c) 1992-2004, 2007-2010, 2015, 2018 by cisco Systems, Inc.	
* All rights reserved.	
*	
* Longer description here.	
** *\$Log\$	
** * \$Endlog\$	
*/	
Found in path(s):	
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-	
tar/iprouting_cmn/internal_inc/cfg_router_summary_addr.h	
No license file was found, but licenses were detected in source scan.	
/* \$Id: cfg_router_neighbor.h,v 3.3.20.1 1996/08/12 16:03:45 widmer Exp \$	
* \$Source: /release/112/cvs/Xsys/iprouting/cfg_router_neighbor.h,v \$	
** *CFG_ROUTER_NEIGHBOR.H	
*	
* Copyright (c) 1992-2002, 2004-2010, 2012, 2018 by cisco Systems, Inc.	
* All Rights Reserved	
** * \$Log: cfg_router_neighbor.h,v \$	
* Revision 3.3.20.1 1996/08/12 16:03:45 widmer	
* CSCdi65725: Create Eolns macro that defaults csb->which to 0	
* Branch: California_branch	
* Add Eolns and Nygenns macro that default csb->which to 0	

* Remove hidden keyword help strings
*
* Revision 3.3 1996/02/01 23:33:57 widmer
* CSCdi45325: Change Keyword/Set to use Keyword_Id macro
* ** ** ** ** ** ** ** ** ** ** ** ** *
* Revision 3.2 1995/11/17 17:32:14 hampton
* Remove old entries from the RCS header logs. *
* Revision 3.1
1995/11/09 12:05:42 shaker
* Bump version numbers from 2.x to 3.x.
*
* Revision 2.1 1995/07/01 12:15:55 tli
* CSCdi36508: Rationalize parser file placement, part I
* Rationalize iprouting
*
* Revision 2.1 1995/06/07 22:12:48 hampton
* Bump version numbers from 1.x to 2.x.
*
*
* \$Endlog\$
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/internal_inc/cfg_router_neighbor.h
No license file was found, but licenses were detected in source scan.
/*
*
* exec_clear_routemap.h clear route-map counters
*
* Copyright (c) 1986-2008 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/exec_clear_routemap.h
No license file was found, but licenses were detected in source scan.
140 heense me was found, but heenses were detected in source scan.
/*
* router_topology_parse.c - Router topology command definitions.
*
* Sept 2004, Mercia Zheng
*
* Copyright (c) 2004-2010, 2019-2020 by cisco Systems, Inc.
* All rights reserved.

*/
Found in path(s): * /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/router_topology_parse.c No license file was found, but licenses were detected in source scan.
/* \$Id: ip_prefixlist.h,v 3.1.2.3 1998/02/23 19:43:44 enkechen Exp \$ * \$Source: /release/111/cvs/Xsys/ip/ip_prefixlist.h,v \$ *
* Generic prefix list support. *
* June 1997, Enke Chen
* Copyright (c) 1997-2008, 2010 by cisco Systems, Inc. * All rights reserved. *
* \$Log: ip_prefixlist.h,v \$ * Revision 3.1.2.3 1998/02/23 19:43:44 enkechen * CSCdj75270: Prefix-list: optimization for downloading large lists * Branch: FIB_branch *
* Revision 3.1.2.2 1998/02/11 01:55:34 soma * Merge FIB_L3 branch into FIB branch *
* Revision 3.1.2.1.8.1 1998/01/29 01:02:13 enkechen * CSCdj77191: Reduce several chunk size parameters to save memory * Branch: FIB_L3_branch *
* Revision 3.1.2.1 1997/12/17 21:37:00 enkechen * CSCdj61356: Prefix-list - facility for efficient route filtering * Branch: FIB_branch
* * Revision 3.1 1997/12/17 01:46:32 enkechen * Start with the new file. *
** * \$Endlog\$ */
Found in path(s): * /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/include/ip_prefixlist.h No license file was found, but licenses were detected in source scan.
/* * * route_map_blob.c Route Map Subsystem

```
* Aug 2001, Siva Yaragalla
* Copyright (c) 2001-2012, 2014-2018 by cisco Systems, Inc.
* All rights reserved.
*_____
*/
Found in path(s):
*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/route_map_blob.c
No license file was found, but licenses were detected in source scan.
*_____
* iprouting_parser_linkpoints.h - iprouting parser linkpoint decls.
* April, 2005
* Copyright (c) 2005, 2007-2008, 2015 by cisco Systems, Inc.
* All rights reserved.
*_____
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-
tar/iprouting_cmn/include/iprouting_parser_linkpoints.h
No license file was found, but licenses were detected in source scan.
/* $Id: cfg_ip_routing_routing.h,v 3.3.46.3 1996/08/12 16:03:33 widmer Exp $
* $Source: /release/112/cvs/Xsys/iprouting/cfg_ip_routing_routing.h,v $
*_____
* IP routing routing commands
* May 1993, Robert Widmer
* Copyright (c) 1993-2000, 2002-2009 by cisco Systems, Inc.
* All rights reserved.
* $Log: cfg_ip_routing_routing.h,v $
* Revision 3.3.46.3 1996/08/12 16:03:33 widmer
* CSCdi65725: Create Eolns macro that defaults csb->which to 0
* Branch: California_branch
* Add Eolns and Nygenns macro that default csb->which to 0
* Remove hidden keyword help strings
* Revision 3.3.46.2 1996/06/17 23:33:31 hampton
```

```
* Implement the long sought parser "default" keyword. [CSCdi60510]
* Branch: California branch
* Revision 3.3.46.1 1996/04/15 21:17:41 bcole
CSCdi54649: IP Host Modularity, IP Automatic Stub Routing feature
* Branch: California_branch
* Revision 3.3 1995/12/10 00:42:36 pst
* CSCdi38750: Allow static routes with both next hop and interface
         also add "permanent" keyword for non-flapping static routes
* Revision 3.2 1995/11/17 17:31:40 hampton
* Remove old entries from the RCS header logs.
* Revision 3.1 1995/11/09 12:04:59 shaker
* Bump version numbers from 2.x to 3.x.
* Revision 2.4 1995/10/23 18:33:19 pst
* CSCdi42608: allow IP cache ager to be shut down, make the
         "ip cache-ager" and "ip cache-invalidate-delay"
         commands internal only.
* Revision 2.3 1995/07/13 21:39:05 ahh
* CSCdi36962: UDP parsing of tacacs-ds port name broken
* Restore "tacacs-ds" as a keyword, but hide it and map it to TACACS_PORT
* for backwards compatibility.
* Revision 2.2 1995/07/11 21:52:08 raj
* CSCdi36510: parser doesnt accept ip forward-protocol
udp xdmcp
* (Actually the parser didn't accept *any* symbolic names in the position
* of the UDP port number; only numbers. It now uses the UDP_PORT macro
* instead.
* Revision 2.1 1995/07/01 12:15:42 tli
* CSCdi36508: Rationalize parser file placement, part I
* Rationalize iprouting
* Revision 2.1 1995/06/07 22:08:34 hampton
* Bump version numbers from 1.x to 2.x.
* $Endlog$
*/
Found in path(s):
```

No license file was found, but licenses were detected in source scan.	
/* * router_topology_registry.c	
* * Router topology registry. *	
* Sept 2004, Mercia Zheng *	
* Copyright (c) 2004-2005, 2007-2008 by cisco Systems, Inc. * All rights reserved.	
**/	
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/router_topology_regis No license file was found, but licenses were detected in source scan.	stry.
/* \$Id\$ * \$Source\$ *	
* route2.c Routing Support: User Interface Routines	
* 22-March-1986, Kirk Lougheed	
* Copyright (c) 1986-2020 by cisco Systems, Inc. * All rights reserved.	
* * \$Log\$	
** * \$Endlog\$ */	
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/route2.c No license file was found, but licenses were detected in source scan.	
/* \$Id\$ * \$Source\$	
* * IP routing parse chains	
* May 1993, Robert Widmer *	
* Copyright (c) 1993-2012, 2015-2016 by cisco Systems, Inc. * All rights reserved. *	

 $*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_ip_routing_routing_h$

* \$Log\$ *
* \$Endlog\$ */
Found in path(s): */opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprouting_chain.c No license file was found, but licenses were detected in source scan.
/* \$Id\$ * \$Source\$ *
* lfafrr_registry.c
* July 2010, Ahmed Bashandy
* Copyright (c) 2001, 2003, 2005, 2007-2008, 2010 by cisco Systems, Inc. * All rights reserved. *
* \$Log\$
* \$Endlog\$ */
Found in path(s): * /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/lfafrr_registry.c No license file was found, but licenses were detected in source scan.
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/lfafrr_registry.c No license file was found, but licenses were detected in source scan.
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/lfafrr_registry.c No license file was found, but licenses were detected in source scan.
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/lfafrr_registry.c No license file was found, but licenses were detected in source scan. /* * * ip_prefixlist_ionblob.c - IP Prefix Lists support for IONized clients
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/lfafrr_registry.c No license file was found, but licenses were detected in source scan. /* * ip_prefixlist_ionblob.c - IP Prefix Lists support for IONized clients * January 2002, Siva Yaragalla * Copyright (c) 2002-2003, 2005, 2007-2008 by cisco Systems, Inc. * All rights reserved.
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/lfafrr_registry.c No license file was found, but licenses were detected in source scan. /* * * ip_prefixlist_ionblob.c - IP Prefix Lists support for IONized clients * January 2002, Siva Yaragalla * Copyright (c) 2002-2003, 2005, 2007-2008 by cisco Systems, Inc.
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/lfafrr_registry.c No license file was found, but licenses were detected in source scan. /* *
/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/lfafrr_registry.c No license file was found, but licenses were detected in source scan. / *

*
* March 2009, Derek Yeung
*
* Copyright (c) 2009-2010, 2015, 2020 by cisco Systems, Inc.
* All rights reserved.
*
*/
*/
Found in moth(a).
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/exec_routing_context.h
No license file was found, but licenses were detected in source scan.
/*
*
* cfg_router_topology_exit.h - Exit from router topology sub mode. *
* Sept 2004, Mercia Zheng
*
* Copyright (c) 2004, 2006-2009 by cisco Systems, Inc.
* All rights reserved.
*
*/
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_router_topology_exit.l
No license file was found, but licenses were detected in source scan.
/* \$14. in anting init and 1 2002/06/12 19:20:00 decrease Fine decrease \$
/* \$Id: iprouting_init.c,v 1.1 2003/06/13 18:30:09 dsavage Exp dsavage \$
* \$Source: /view/dsavage-CSCdy77097-rip-V123/vob/ios.sys2/sys/iprouting/iprouting_init.c,v \$
*
* iprouting_init.c initialize IP Routing Protocol support. *
* 20-August-1985, Kirk Lougheed
* Copyright (c) 1985-2012, 2016, 2018-2019 by cisco Systems, Inc.
* All rights reserved.
*
* \$Log: iprouting_init.c,v \$
* Revision 1.1 2003/06/13 18:30:09 dsavage
* Initial revision
*
*
* \$Endlog\$
*/
Found in path(s):

 $*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/iprouting_init.c$

No license file was found, but licenses were detected in source scan.

/* \$Id\$
* \$Source\$
*
* Address-family command; enters Address Family mode. *
* Sept 1998, Bob Thomas *
* Copyright (c) 1998-1999, 2001-2010, 2012, 2018 by cisco Systems, Inc. * All rights reserved.
** * \$Log\$
** * \$Endlog\$ */
Found in path(s):
* /opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_router_af.h No license file was found, but licenses were detected in source scan.
/*
*
* cfg_routetag_list.h Route Tag List Parser Command *
* June 2011, Karthik Subramaniam *
* Copyright (c) 1997-2001, 2004, 2007-2008, 2011, 2013 by cisco Systems, Inc.
* All rights reserved. *
* *
* \$Endlog\$
*/
Found in path(s):
$*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/cfg_routetag_list. No license file was found, but licenses were detected in source scan.$
/* \$Id\$
* \$Source\$
* protofltr.c Routing protocol filter manager support routines *
* Jan 2006, Mercia Zheng *
* Copyright (c) 2005-2011, 2020 by cisco Systems, Inc. * All rights reserved.
*

* \$Log\$	
** * \$Endlog\$ */	
Found in path(s):	
* /opt/cola/permits/113045	50046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/protofltr.c
No license file was found,	but licenses were detected in source scan.
/*	
** * exec_show_routetag_list	t.h
*	
* Copyright (c) 1993-1996 * All rights reserved.	5, 1998, 2003-2008, 2011 by cisco Systems, Inc.
*	
* Command parsing chain	•
* *	
*/	
Found in path(s):	
•	50046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/exec_show_routetag_lis
= =	but licenses were detected in source scan.
/*	
*	
	ions for protocol filter manager - ION
*	
* Jan 2006, Mercia Zheng	
*	
* Copyright (c) 2005-2008	3 by cisco Systems, Inc.
* All Rights Reserved	
* */	
E 1' (1()	
=	
* /opt/cola/permits/113045	50046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/protofltr_debug_flags_id
* /opt/cola/permits/113045	50046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/protofltr_debug_flags_idebut licenses were detected in source scan.
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* /opt/cola/permits/113045 No license file was found, /* * * ipv4_subsys.c - IPv4 Rot *	but licenses were detected in source scan.
* /opt/cola/permits/113045 No license file was found, /* * * ipv4_subsys.c - IPv4 Rot * July 2005, Mark Schaefe	but licenses were detected in source scan.
* /opt/cola/permits/113045 No license file was found, /* * * ipv4_subsys.c - IPv4 Rot * * July 2005, Mark Schaefe *	but licenses were detected in source scan. buting Startup Subsystem fer
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*
*/
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*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/ipv4_subsys.c
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/*
* routemap_internal.c Internal funtions of routemap code. *
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*
*/
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*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/src/routemap_internal.c
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/*
* iprouting_parse_blob.c
*
* Parser support for IP ROUTING .
* This file implements proxy eols that call iprouting parser remote
* registries.
*
* September 2001, Rashmi Shrivastava
* * Commish (a) 2001 2000 has since Contains. In-
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/*
*
* policylist_ionized.c - Routines to handle policy-list commands for
* IONized processes.
*
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*
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AH HEHIS IUSUI VUU.

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 $*/opt/cola/permits/1130450046_1615190725.52/0/iproute-254-tar/iprouting_cmn/internal_inc/cfg_router_output-delay.h$

1.64 libsemanage-common 2.9-4.el8

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1.67 acl 2.2.53-1.el8

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1.68 bridgeutils 1.7.1

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(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

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline

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1.71 pam 1.3.1-14.el8

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*/

1.74 binutils 2.35.1

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++++++++++++++

Dean Elsner wrote the original gas for vax. [more details?]

Jay Fenlason maintained gas for a while, adding support for gdb-specific debug information and the 68k series machines, most of the preprocessing pass, and extensive changes in messages.c, input-file.c, write.c.

K. Richard Pixley maintained gas for a while, adding various enhancements and many bug fixes, including merging support for several processors, breaking gas up to handle multiple object file format backends (including heavy rewrite, testing, an integration of the coff and b.out backends), adding configuration including heavy testing and verification of cross assemblers and file splits and renaming, converted gas to strictly ansi C including full prototypes, added support for m680[34]0 & cpu32, considerable work on i960 including a coff port (including considerable amounts of reverse engineering), a sparc opcode file rewrite, decstation, rs6000, and hp300hpux host ports, updated "know" assertions and made them work, much other reorganization, cleanup, and lint.

Ken Raeburn wrote the high-level BFD interface code to replace most of the code in format-specific I/O modules.

The original Vax-VMS support was contributed by David L. Kashtan. Eric Youngdale and Pat Rankin have done much work with it since.

The Intel 80386 machine description was written by Eliot Dresselhaus.

Minh Tran-Le at IntelliCorp contributed some AIX 386 support.

The Motorola 88k machine description was contributed by Devon Bowen of Buffalo University and Torbjorn Granlund of the Swedish Institute of Computer Science.

Keith

Knowles at the Open Software Foundation wrote the original MIPS back end (tc-mips.c, tc-mips.h), and contributed Rose format support that hasn't been merged in yet. Ralph Campbell worked with the MIPS code to support a.out format.

Support for the Zilog Z8k and Hitachi H8/300, H8/500 and SH processors (tc-z8k, tc-h8300, tc-h8500, tc-sh), and IEEE 695 object file format (obj-ieee), was written by Steve Chamberlain of Cygnus Solutions. Steve also modified the COFF back end (obj-coffbfd) to use BFD for some low-level operations, for use with the Hitachi, 29k and Zilog targets.

John Gilmore built the AMD 29000 support, added .include support, and simplified the configuration of which versions accept which pseudo-ops. He updated the 68k machine description so that Motorola's opcodes always produced fixed-size instructions (e.g. jsr), while synthetic instructions remained shrinkable (jbsr). John fixed many bugs, including true tested cross-compilation support, and one bug in relaxation

that took a week and required the proverbial one-bit fix.

Ian Lance Taylor of Cygnus Solutions merged the Motorola and MIT syntaxes for the 68k, completed support for some COFF targets (68k, i386 SVR3, and SCO Unix), wrote the ECOFF support based on Michael Meissner's mips-tfile program, wrote the PowerPC and RS/6000 support, and made a few other minor patches. He handled the binutils releases for versions 2.7 through 2.9.

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

Support for the HP9000/300 was contributed by Glenn Engel of HP.

Support for ELF format files has been worked on by Mark Eichin of Cygnus Solutions (original, incomplete implementation), Pete Hoogenboom at the University of Utah (HPPA mainly), Michael Meissner of the Open Software Foundation (i386 mainly), and Ken Raeburn of Cygnus Solutions (sparc, initial 64-bit support).

Several engineers at Cygnus Solutions have also provided many small

bug fixes and configuration enhancements.

The initial Alpha support was contributed by Carnegie-Mellon University. Additional work was done by Ken Raeburn of Cygnus Solutions. Richard Henderson then rewrote much of the Alpha support.

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.

Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).

H.J. Lu has contributed many patches and much testing.

Alan Modra reworked much of the i386 backend, improving the error checking, updating the code, and improving the 16 bit support, using patches from the work of Martynas Kunigelis and H.J. Lu.

Many others have contributed large or small bugfixes and enhancements. If you've contributed significant work and are not mentioned on this list, and want to be, let us know. Some of the history has been lost; we aren't intentionally leaving anyone out.

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the

user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

- c) 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.
- d) 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.
- e) 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 materials to be 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:

- a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the
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Version 2, June 1991

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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.]

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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.

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"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.

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(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.

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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.

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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.

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Version 3, 29 June 2007

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1.75 tdb 1.43

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1.78 libcap-ng 2.26-4.el8

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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.)

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1.81 zlib 1.2.11

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/* zlib.h -- interface of the 'zlib' general purpose compression library version 1.2.11, January 15th, 2017

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1.82 openssl 1.1.1l

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/* nicstar.c v0.22 Jawaid Bazyar (bazyar@hypermall.com)

* nicstar.c, M. Welsh (matt.welsh@cl.cam.ac.uk)

*

- * Hacked October, 1997 by Jawaid Bazyar, Interlink Advertising Services Inc.
- * http://www.hypermall.com/
- * 10/1/97 commented out CFG_PHYIE bit we don't care when the PHY
- * interrupts us (except possibly for removal/insertion of the cable?)
- * 10/4/97 began heavy inline documentation of the code. Corrected typos
- * and spelling mistakes.
- * 10/5/97 added code to handle PHY interrupts, disable PHY on
- * loss of link, and correctly re-enable PHY when link is
- * re-established. (put back CFG_PHYIE)

*

* Modified to work with the IDT7721 nicstar -- AAL5 (tested) only.

*

```
* R. D. Rechenmacher <ron@fnal.gov>, Aug. 6, 1997
* Linux driver for the IDT77201 NICStAR PCI ATM controller.
* PHY component is expected to be 155 Mbps S/UNI-Lite or IDT 77155;
* see init_nicstar() for PHY initialization to change this. This driver
* expects the Linux ATM stack to support scatter-gather
* (skb->atm.iovcnt != 0) for Rx skb's passed to vcc->push.
* Implementing minimal-copy of received data:
* IDT always receives data into a small buffer, then large buffers
   as needed. This means that data must always be copied to create
   the linear buffer needed by most non-ATM protocol stacks (e.g. IP)
   Fix is simple: make large buffers large enough to hold entire
   SDU, and leave <small_buffer_data> bytes empty at the start. Then
   copy small buffer contents to head of large buffer.
* Trick is to avoid fragmenting Linux, due to need for a lot of large
   buffers. This is done by 2 things:
     1) skb->destructor / skb->atm.recycle_buffer
        combined, allow nicstar_free_rx_skb to be called to
        recycle large data buffers
     2) skb_clone of received buffers
  See nicstar_free_rx_skb and linearize_buffer for implementation
    details.
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* Foundation, Inc., 675 Mass Ave, Cambridge, MA 02139, USA.
* M. Welsh, 6 July 1996
```

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rule set. js", "../src/less/tree/unit. js", "../src/less/tree/dimension. js", "../src/less/tree/operation. js", "../src/less/tree/expression. js", "../src/less/functions/function-

 $caller.js","../node_modules/tslib/tslib.es6.js","../src/less/tree/call.js","../src/less/tree/variable.js","../src/less/tree/prope rty.js","../src/less/tree/attribute.js","../src/less/tree/quoted.js","../src/less/tree/url.js","../src/less/tree/media.js","../src/less/tree/media.js","../src/less/tree/import.js","../src/less/tree/js-eval-$

node.js","../src/less/tree/javascript.js","../src/less/tree/assignment.js","../src/less/tree/condition.js","../src/less/tree/uni code-descriptor.js","../src/less/tree/negative.js","../src/less/tree/extend.js","../src/less/tree/variable-

call.js","../src/less/tree/namespace-value.js","../src/less/tree/mixin-definition.js","../src/le

call.js","../src/less/tree/index.js","../src/less/environment/abstract-file-manager.js","../src/less/environment/abstract-plugin-loader.js","../src/less/visitors/visitor.js","../src/less/visitors/import-visitor.js","../src/less/visitors/set-tree-visibility-visitor.js","../src/less/visitors/extend-

visitor.js","../src/less/visitors/join-selector-visitor.js","../src/less/visitors/to-css-

visitor.js","../src/less/visitors/index.js","../src/less/parser/parser-

input.js", "../src/less/parser/chunker.js", "../src/less/parser.js", "../src/less/functions/boolean.js", "../src/less/functions/color.js", "../src/less/functions/color.js", "../src/less/functions/list.js", "../src/less/functions/math-

helper.js","../src/less/functions/math.js","../src/less/functions/number.js","../src/less/functions/string.js","../src/less/functions/types.js","../src/less/functions/index.js","../src/less/functions/data-

uri.js","../src/less/functions/svg.js","../src/less/transform-tree.js","../src/less/plugin-

manager.js","../node_modules/parse-node-version/index.js","../src/less-browser/file-

manager.js","../src/less/index.js","../src/less/parse-tree.js","../src/less/source-map-builder.js","../src/less/source-map-output.js","../src/less/import-manager.js","../src/less/render.js","../src/less/parse.js","../src/less-browser/plugin-

```
options.js","../src/less-browser/add-default-options.js","../src/less-browser/index.js","../src/less-browser/log-
listener.js","../src/less-browser/cache.js","../src/less-browser/image-size.js"],"sourcesContent":["\nexport
function extractId(href) {\n return href.replace(/^[a-z-]+:\\/+?[^\\/]+/, ") // Remove protocol & domain\n
.replace(/[\]\]livereload=\\w+/, ")
                                        // Remove LiveReload cachebuster\n
                                                                                 .replace(/^\\//, ")
                                                                                                                //
Remove root \\n
                    .replace(\langle .[a-zA-Z]+\$/, ")
                                                        // Remove simple extension\n
                                                                                          .replace(/[^\.\w-]+/g, '-
           // Replace
')
illegal characters\n
                       .replace(\land \land g, ':');
                                                      // Replace dots with colons(for valid id)\n}\n\nexport
function addDataAttr(options, tag) {\n if (!tag) {return;} // in case of tag is null or undefined\n for (const opt in
                   if (tag.dataset.hasOwnProperty(opt)) {\n
                                                                  if (opt === 'env' || opt === 'dumpLineNumbers'
tag.dataset) {\n
|| opt === 'rootpath' || opt === 'errorReporting') {\n
                                                          options[opt] = tag.dataset[opt];\n
                                                                                                  } else {\n
                     options[opt] = JSON.parse(tag.dataset[opt]);\n
                                                                            }\n
                                                                                         catch (_) { }\n
                                                                                                              }\n
   // Strip the query-string\n
                                     const href = sheet.href || ";\n\
                                                                       // If there is no title set, use the filename,
                          const id = \ensuremath{\mbox{less:}{ sheet.title } \| \ensuremath{\mbox{utils.extractId(href)}}\)}\)
minus the extension\n
    // If this has already been inserted into the DOM, we may need to replace it\n
                                                                                    const oldStyleNode =
document.getElementById(id);\n
                                    let keepOldStyleNode = false; \n\
                                                                          // Create a new stylesheet node for
                                            const styleNode = document.createElement('style');\n
insertion or (if necessary) replacement\n
styleNode.setAttribute('type', 'text/css');\n
                                             if (sheet.media) {\n
                                                                       styleNode.setAttribute('media',
                           styleNode.id = id; \n\n
                                                     if (!styleNode.styleSheet) {\n
sheet.media);\n
                    }\n
styleNode.appendChild(document.createTextNode(styles));\n\n
                                                                    // If new contents match contents of
oldStyleNode, don't replace oldStyleNode\n
                                                  keepOldStyleNode = (oldStyleNode !== null &&
oldStyleNode.childNodes.length > 0 && styleNode.childNodes.length > 0 &&\n
oldStyleNode.firstChild.nodeValue === styleNode.firstChild.nodeValue);\n
                                                                               n n
                                                                                        const head =
document.getElementsByTagName('head')[0];\n\n
    // If there is no oldStyleNode, just append; otherwise, only append if we need\n
                                                                                      // to replace oldStyleNode
                                if (oldStyleNode === null || keepOldStyleNode === false) {\n
with an updated stylesheet\n
                                                                                                    const nextEl
= sheet && sheet.nextSibling || null;\n
                                            if (nextEl) {\n
                                                                   nextEl.parentNode.insertBefore(styleNode,
nextEl);\n
                 } else {\n
                                   head.appendChild(styleNode);\n
                                                                           }\n
                                                                                   }\n
                                                                                          if (oldStyleNode &&
keepOldStyleNode === false) {\n}
                                        oldStyleNode.parentNode.removeChild(oldStyleNode);\n
For IE.\n
             // This needs to happen *after* the style element is added to the DOM, otherwise IE 7 and 8 may
crash.\n
            // See http://social.msdn.microsoft.com/Forums/en-US/7e081b65-878a-4c22-8e68-
c10d39c2ed32/internet-explorer-crashes-appending-style-element-to-head\n
                                                                              if (styleNode.styleSheet) {\n
                style Node. style Sheet. css Text \\
try {\n
= styles;\n
                  } catch (e) {\n
                                         throw new Error('Couldn\\'t reassign styleSheet.cssText.');\n
                                                                                                           }\n
\n \,\n currentScript: function(window) \\n
                                                    const document = window.document;\n
                                         const scripts = document.getElementsByTagName('script');\n
document.currentScript || (() => {\n}
return scripts[scripts.length - 1];\n
                                      (n) (n) (n) (n)
this._fireEvent('error', msg);\n },\n warn: function(msg) {\n
                                                                  this._fireEvent('warn', msg);\n },\n info:
function(msg) \{\n
                      this._fireEvent('info', msg);\n },\n debug: function(msg) {\n
                                                                                        this._fireEvent('debug',
msg);\n },\n addListener: function(listener) {\n
                                                      this._listeners.push(listener);\n },\n removeListener:
function(listener) {\n
                         for (let i = 0; i < this.\_listeners.length; i++) {\n
                                                                              if (this._listeners[i] === listener)
\{ n \}
             this._listeners.splice(i, 1);\n
                                                  return;\n
                                                                  }\n
                                                                          \n \n _fireEvent: function(type,
msg) \{ \n
             for (let i = 0; i < this_listeners.length; i++) {\n
                                                                  const logFunction = this._listeners[i][type];\n
   if (logFunction) \{\n
                               logFunction(msg);\n
                                                          }\n
                                                                   \n ],\n _listeners: []\n};\n","/**\n * @todo
Document why this abstraction exists, and the relationship between\n *
                                                                         environment, file managers, and plugin
manager\n */n\nimport logger from '../logger';\n\nclass Environment {\n constructor(externalEnvironment,
fileManagers) {\n
                      this.fileManagers = fileManagers || [];\n
                                                                 externalEnvironment = externalEnvironment ||
```

loader.js","../src/less-browser/error-reporting.js","../src/less-browser/bootstrap.js","../src/less/default-

```
\{\}; \n\n
                          const optionalFunctions = ['encodeBase64', 'mimeLookup', 'charsetLookup',
'getSourceMapGenerator'];\n
                                                                           const requiredFunctions = [];\n
                                                                                                                                                             const functions =
requiredFunctions.concat(optionalFunctions);\n\n
                                                                                                                           for (let
i = 0; i < functions.length; i++) {\n
                                                                                                const propName = functions[i];\n
                                                                                                                                                                                             const environmentFunc =
externalEnvironment[propName];\n
                                                                                                 if (environmentFunc) {\n
                                                                                                                                                                                 this[propName] =
environmentFunc.bind(externalEnvironment);\n
                                                                                                                             } else if (i < requiredFunctions.length) {\n
this.warn(`missing required function in environment - ${propName}`);\n
                                                                                                                                                                                     }\n
                                                                                                                                                                                                        n } n } n 
getFileManager(filename, currentDirectory, options, environment, isSync) {\n\n
                                                                                                                                                                                                if (!filename) {\n
logger.warn('getFileManager called with no filename.. Please report this issue. continuing.');\n
                                                                                                                                                                                                                                                   if
                                                                                    logger.warn('getFileManager called with null directory.. Please report this
(currentDirectory == null) \{\n
issue. continuing.');\n
                                                           n n
                                                                                  let fileManagers = this.fileManagers;\n
                                                                                                                                                                                     if (options.pluginManager) {\n
  for (let i = fileManagers.length - 1; i >= 0; i--) {\n}
                                                                                                                                                                const fileManager = fileManagers[i];\n
if (fileManager[isSync ? 'supportsSync' : 'supports'](filename, currentDirectory, options, environment)) {\n
                                                                                                     return null;\n }\n addFileManager(fileManager) {\n
return fileManager;\n
                                                                }\n
                                                                                   }\n
this.fileManagers.push(fileManager);\n \\\n clearFileManagers() {\n
                                                                                                                                                                                this.fileManagers = [];\n
\n\nexport default Environment;\n","export default {\n 'aliceblue':'#f0f8ff',\n 'antiquewhite':'#faebd7',\n
'aqua':'#00ffff',\n 'aquamarine':'#7fffd4',\n 'azure':'#f0ffff',\n 'beige':'#f5f5dc',\n 'bisque':'#ffe4c4',\n
'black':'#000000',\n 'blanchedalmond':'#ffebcd',\n 'blue':'#0000ff',\n 'blueviolet':'#8a2be2',\n
'brown':'#a52a2a',\n 'burlywood':'#deb887',\n 'cadetblue':'#5f9ea0',\n 'chartreuse':'#7fff00',\n
'chocolate': '#d2691e',\n
     'coral':'#ff7f50',\n 'cornflowerblue':'#6495ed',\n 'cornsilk':'#fff8dc',\n 'crimson':'#dc143c',\n
'cyan':'#00ffff',\n 'darkblue':'#00008b',\n 'darkcyan':'#008b8b',\n 'darkgoldenrod':'#b8860b',\n
'darkgray':'#a9a9a9',\n 'darkgrey':'#a9a9a9',\n 'darkgreen':'#006400',\n 'darkkhaki':'#bdb76b',\n
'darkmagenta': '#8b008b',\n 'darkolivegreen': '#556b2f',\n 'darkorange': '#ff8c00',\n 'darkorchid': '#9932cc',\n
'darkred':'#8b0000',\n 'darksalmon':'#e9967a',\n 'darkseagreen':'#8fbc8f',\n 'darkslateblue':'#483d8b',\n
'darkslategray': "#2f4f4f',\n 'darkslategrey': "#2f4f4f',\n 'darkturquoise': "#00ced1',\n 'darkviolet': "#9400d3',\n
'deeppink': '#ff1493',\n 'deepskyblue': '#00bfff',\n 'dimgray': '#696969',\n 'dimgrey': '#696969',\n
'dodgerblue':'#1e90ff',\n 'firebrick':'#b22222',\n 'floralwhite':'#fffaf0',\n 'forestgreen':'#228b22',\n
'fuchsia':'#ff00ff',\n 'gainsboro':'#dcdcdc',\n 'ghostwhite':'#f8f8ff',\n
     'gold':'#ffd700',\n 'goldenrod':'#daa520',\n 'gray':'#808080',\n 'grey':'#808080',\n 'green':'#008000',\n
'greenyellow':'#adff2f',\n 'honeydew':'#f0fff0',\n 'hotpink':'#ff69b4',\n 'indianred':'#cd5c5c',\n
'indigo':'#4b0082',\n 'ivory':'#fffff0',\n 'khaki':'#f0e68c',\n 'lavender':'#e6e6fa',\n 'lavenderblush':'#fff0f5',\n
'lawngreen':'#7cfc00',\n 'lemonchiffon':'#fffacd',\n 'lightblue':'#add8e6',\n 'lightcoral':'#f08080',\n
\label{lightcyan':#e0ffff',n} \label{lightcyan':#d3d3d3',n} \\ \label{lightcyan':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton':Hamilton
'lightgreen':'#90ee90',\n 'lightpink':'#ffb6c1',\n 'lightsalmon':'#ffa07a',\n 'lightseagreen':'#20b2aa',\n
'lightskyblue':'#87cefa',\n 'lightslategray':'#778899',\n 'lightslategrey':'#778899',\n 'lightsl
'lightyellow':'#ffffe0',\n 'lime':'#00ff00',\n 'limegreen':'#32cd32',\n 'linen':'#faf0e6',\n 'magenta':'#ff00ff',\n
'maroon':'#800000',\n
     'mediumaquamarine':'#66cdaa',\n 'mediumblue':'#0000cd',\n 'mediumorchid':'#ba55d3',\n
'mediumpurple':'#9370d8',\n 'mediumseagreen':'#3cb371',\n 'mediumslateblue':'#7b68ee',\n
'mediumspringgreen':'#00fa9a',\n 'mediumturquoise':'#48d1cc',\n 'mediumvioletred':'#c71585',\n
'midnightblue':'#191970',\n 'mintcream':'#f5fffa',\n 'mistyrose':'#ffe4e1',\n 'moccasin':'#ffe4b5',\n
'navajowhite':'#ffdead',\n 'navy':'#000080',\n 'oldlace':'#fdf5e6',\n 'olive':'#808000',\n 'olivedrab':'#6b8e23',\n
"orange':"\#ffa500', \\ "orangered':"\#ff4500', \\ "orchid':"\#da70d6', \\ "palegoldenrod':"\#eee8aa', \\ "orangered':"\#ffa500', \\ "orangered':"#ffa500', \\ "orangered':"#ffa500'
'palegreen':'#98fb98',\n 'paleturquoise':'#afeeee',\n 'palevioletred':'#d87093',\n 'papayawhip':'#ffefd5',\n
'peachpuff':'#ffdab9',\n 'peru':'#cd853f',\n 'pink':'#ffc0cb',\n 'plum':'#dda0dd',\n 'powderblue':'#b0e0e6',\n
'purple':'#800080',\n 'rebeccapurple':'#663399',\n 'red':'#ff0000',\n 'rosybrown':'#bc8f8f',\n
```

```
'royalblue':'#4169e1',\n 'saddlebrown':'#8b4513',\n 'salmon':'#fa8072',\n 'sandybrown':'#f4a460',\n
'seagreen':'#2e8b57',\n 'seashell':'#fff5ee',\n 'sienna':'#a0522d',\n 'silver':'#c0c0c0',\n 'skyblue':'#87ceeb',\n
'slateblue':'#6a5acd',\n 'slategray':'#708090',\n 'slategrey':'#708090',\n 'snow':'#fffafa',\n
'springgreen':'#00ff7f',\n 'steelblue':'#4682b4',\n 'tan':'#d2b48c',\n 'teal':'#008080',\n 'thistle':'#d8bfd8',\n
'tomato':'#ff6347',\n 'turquoise':'#40e0d0',\n 'violet':'#ee82ee',\n 'wheat':'#f5deb3',\n 'white':'#ffffff',\n
'whitesmoke':'#f5f5f5',\n 'yellow':'#ffff00',\n 'yellowgreen':'#9acd32'\n};","export default {\n length: {\n
             'cm': 0.01,\n
                              'mm': 0.001,\n
                                                 'in': 0.0254,\n
                                                                   'px': 0.0254 / 96,\n
'm': 1,\n
                                                                                           'pt': 0.0254 / 72,\n
'pc': 0.0254 / 72 * 12\n },\n duration: {\n
                                                 's': 1,\n
                                                             'ms': 0.001\n },\n angle: {\n
   'rad': 1 / (2 * Math.PI),\n
                                 'deg': 1 / 360,\n
                                                     'grad': 1 / 400,\n
                                                                          'turn': 1\n \n;","import colors from
'./colors';\nimport unitConversions from './unit-conversions';\n\nexport default { colors, unitConversions };\n","/**\n
* The reason why Node is a class and other nodes simply do not extend\n * from Node (since we're transpiling) is
due to this issue:\n * \n * https://github.com/less/less.js/issues/3434\n */\nclass Node {\n constructor() {\n}}
                        this.visibilityBlocks = undefined;\n
this.parent = null;\n
                                                                this.nodeVisible = undefined;\n
                                                                                                     this.rootNode
= null; \ n
             this.parsed = null;\n }\n\n get currentFileInfo() {\n
                                                                        return this.fileInfo();\n \\n\n get index()
        return this.getIndex();\n }\n setParent(nodes, parent) {\n
\{ n \}
                                                                          function set(node) {\n
                                                                                                       if (node &&
node instanceof Node) {\n
                                    node.parent = parent; \ n
                                                                   }\n
                                                                           }\n
                                                                                   if (Array.isArray(nodes))
\{ n \}
           nodes.forEach(set);\n
                                     }\n
                                             else \{ n \}
                                                            set(nodes);\n
                                                                              n \geq n 
return this. index || (this.parent && this.parent.getIndex()) || 0;\n |\n\n fileInfo() {\n
                                                                                            return this. fileInfo ||
(this.parent && this.parent.fileInfo()) || { };\n }\n\n isRulesetLike() { return false; }\n\n toCSS(context) {\n
                     this.genCSS(context, {\n
                                                     add: function(chunk, fileInfo, index) {\n
const strs = [];\n
strs.push(chunk);\n
                          \}, n
                                     isEmpty: function () {\n
                                                                       return strs.length === 0;\n
                                                                                                         }\n
});\n
         return strs.join(");\n }\n genCSS(context, output) {\n
                                                                        output.add(this.value);\n } \n\
                       this.value = visitor.visit(this.value);\n }\n eval() { return this; }\n _operate(context,
accept(visitor) {\n
op, a, b) \{\n
                switch (op) {\n
                                       case '+': return a + b;\n
                                                                     case '-': return
a - b;\n
               case '*': return a * b;\n
                                            case '/': return a / b;\n
                                                                       \n \\n \n\n fround(context, value) {\n
const precision = context && context.numPrecision;\n
                                                           // add \"epsilon\" to ensure numbers like 1.000000005
(represented as 1.000000004999...) are properly rounded:\n
                                                                return (precision)? Number((value + 2e-
16).toFixed(precision)): value;\n }\n static compare(a, b) {\n
                                                                       /* returns:\n
                                                                                         -1: a < b \setminus n
                                                                                                         0: a = b \setminus n
                  and *any* other value for a != b (e.g. undefined, NaN, -2 etc.) */\n\n
                                                                                           if ((a.compare) &&\n
   // for \"symmetric results\" force to CSS-based comparison\n
                                                                      // of Quoted or Anonymous if either value is
                     !(b.type === 'Quoted' || b.type === 'Anonymous')) {\n
one of those\n
                                                                                  return a.compare(b);\n
                                                                                                              } else
if (b.compare) {\n
                         return -b.compare(a);\n
                                                     } else if (a.type !== b.type) {\n
                                                                                           return undefined;\n
     n n
              a = a.value; \ n
                                 b = b.value; \ n
                                                   if (!Array.isArray(a)) {\n
                                                                                    return a === b ? 0:
undefined;\n
                         if (a.length !== b.length) {\n
                 }\n
                                                             return undefined;\n
                                                                                     }\n
                                                                                             for (let i = 0; i <
a.length; i++) {\n
                        if (Node.compare(a[i], b[i]) !== 0) {\n
                                                                        return undefined;\n
return 0;\n \n static numericCompare(a, b) \n
                                                         return a < b ? -1 \ n
                                                                                                             : a >
b? 1: undefined;\n }\n\n // Returns true if this node represents root of ast imported by reference\n
blocksVisibility() {\n
                         if (this.visibilityBlocks == null) {\n
                                                                     this.visibilityBlocks = 0;\n
                                                                                                            return
if (this.visibilityBlocks == null) {\n
this.visibilityBlocks = 0;\n
                               }\n
                                       this.visibilityBlocks = this.visibilityBlocks + 1;\n
  \\n\n removeVisibilityBlock() {\n
                                           if (this.visibilityBlocks == null) {\n
                                                                                      this.visibilityBlocks = 0;\n
        this.visibilityBlocks = this.visibilityBlocks - 1;\n \\n Turns on node visibility - if called node will be
shown in output regardless\n // of whether it comes from import by reference or not\n ensureVisibility() {\n
this.nodeVisible = true;\n \\n\n // Turns off node visibility - if called node will NOT be shown in output
regardless\n // of whether it comes from import by reference or not\n ensureInvisibility() {\n
this.nodeVisible = false;\n \\n\n // return values:\n // false - the node must not be visible\n // true - the node
must be visible\n // undefined or null - the node has the same visibility as its parent\n isVisible() {\n
this.nodeVisible;\n \ \n visibilityInfo() {\n
                                                   return {\n
                                                                     visibilityBlocks: this.visibilityBlocks,\n
```

```
nodeVisible:
 this.nodeVisible \hspace{-0.5em} \backslash n
                                   if (!info) {\n
                                                                                                                                     return:\n
                                                                                                                                                          }\n
this.visibilityBlocks = info.visibilityBlocks;\n
                                                                          this.nodeVisible = info.nodeVisible;\n \
Node;\n","import Node from './node';\nimport colors from '../data/colors';\n\n/\n// RGB Colors - #ff0014,
#eee\n/\nconst Color = function(rgb, a, originalForm) {\n const self = this;\n /\n // The end goal here, is to
parse the arguments\n // into an integer triplet, such as `128, 255, 0`\n //\n // This facilitates operations and
conversions.\n //\n if (Array.isArray(rgb)) {\n
                                                                                this.rgb = rgb;\n } else if (rgb.length >= 6) {\n
                rgb.match(/.{2}/g).map(function (c, i) {\n}
                                                                                         if (i < 3) \{ \setminus n \}
                                                                                                                          self.rgb.push(parseInt(c, 16));\n
      } else {\n
                                   self.alpha = (parseInt(c, 16)) / 255; \ n
                                                                                                     }\n
                                                                                                                });\n } else {\n
    this.rgb = [];\n
                                 rgb.split(").map(function (c, i) {\n
                                                                                              if (i < 3) \{ \setminus n \}
                                                                                                                               self.rgb.push(parseInt(c + c,
16));\n
                     } else {\n
                                                 self.alpha = (parseInt(c + c, 16)) / 255;\n
                                                                                                                         }\n
                                                                                                                                     );\n }\n this.alpha =
this.alpha || (typeof a === 'number' ? a : 1);\n if (typeof originalForm !== 'undefined') {\n
                                                                                                                                             this.value =
originalForm;\n \n \\n\nColor.prototype = Object.assign(new Node(), {\n type: 'Color',\n\n luma() {\n type: 'Color',\n\n lu
= this.rgb[0] / 255, g = this.rgb[1] / 255, b = this.rgb[2] / 255;\n\
                                                                                                       r = (r \le 0.03928) ? r / 12.92 : Math.pow(((r +
                                        g = (g \le 0.03928) ? g / 12.92 : Math.pow(((g + 0.055) / 1.055), 2.4); \n
0.055) / 1.055, 2.4);\n
0.03928) ? b / 12.92 : Math.pow(((b + 0.055) / 1.055), 2.4);\n\n
                                                                                                    return 0.2126 * r + 0.7152 * g + 0.0722 * b;\n
,\n\ genCSS(context, output) {\n
                                                             output.add(this.toCSS(context));\n },\n\n toCSS(context,
doNotCompress)
                                                                                                                               let color;\n
 \{ n \}
            const compress = context && context.compress && !doNotCompress;\n
                                                                                                                                                       let alpha;\n
                                                                    // `value` is set if this color was originally\n
                                                                                                                                            // converted from a
 let colorFunction;\n
                                     let args = []; \n\n
named color string so we need\n
                                                       // to respect this and try to output named color too.\n
                                                                                                                                            alpha =
                                                           if (this.value) {\n
this.fround(context, this.alpha);\n\n
                                                                                                if (this.value.indexOf('rgb') === 0) {\n
                                                                                                                                                                       if
                                                                                                           } else if (this.value.indexOf('hsl') === 0)
(alpha < 1) \{ \n
                                        colorFunction = 'rgba';\n
                                                                                           }\n
\{ n \}
                   if (alpha < 1) \{ \ n \}
                                                              colorFunction = 'hsla';\n
                                                                                                                 } else {\n
                                                                                                                                                 colorFunction =
'hsl';\n
                        }\n
                                        \} else \{\n
                                                                    return this.value;\n
                                                                                                            }\n
                                                                                                                       } else {\n
                                                                                                                                                if (alpha < 1) \{ \n
          colorFunction = 'rgba';\n
                                                         }\n
  n n
                switch (colorFunction) {\n
                                                                  case 'rgba':\n
                                                                                                    args = this.rgb.map(function (c) {\n}
return clamp(Math.round(c), 255);\n
                                                                     }).concat(clamp(alpha, 1));\n
                                                                                                                                                     case 'hsla':\n
                                                                                                                              break;\n
         args.push(clamp(alpha, 1));\n
                                                               case 'hsl':\n
                                                                                               color = this.toHSL();\n
                                                                                                                                               args = \lceil \ n \rceil
  this.fround(context, color.h),\n
                                                                  `${this.fround(context, color.s * 100)}%`,\n
`${this.fround(context, color.1 * 100)}%`\n
                                                                                                                                                                       //
                                                                              ].concat(args);\n
                                                                                                              n n
                                                                                                                             if (colorFunction) {\n
Values are capped between `0` and `255`, rounded and zero-padded.\n
                                                                                                                  return
`${colorFunction}(${args.join(`,${compress?":''}`)})`;\n
                                                                                               n n
                                                                                                              color = this.toRGB(); \n\n
                                const splitcolor = color.split(");\n\n
                                                                                               // Convert color to short format\n
(compress) {\n
 if (splitcolor[1] === splitcolor[2] && splitcolor[3] === splitcolor[4] && splitcolor[5] === splitcolor[6]) {\n
  color = `#${splitcolor[1]}${splitcolor[3]}${splitcolor[5]}`;\n
                                                                                                        }\n
                                                                                                                    n n
                                                                                                                                   return color;\n },\n
//\n // Operations have to be done per-channel, if not,\n // channels will spill onto each other. Once we have\n //
our result, in the form of an integer triplet,\n // we create a new Color node to hold the result.\n //\n
                                                   const rgb = new Array(3); \ 
                                                                                                    const alpha = this.alpha * (1 - other.alpha) +
operate(context, op, other) {\n
other.alpha;\n
                           for (let c = 0; c < 3; c++) {\n
                                                                                 rgb[c] = this._operate(context, op, this.rgb[c], other.rgb[c]);\n
      }\n
                 return new Color(rgb, alpha);\n },\n toRGB() {\n
                                                                                                         return toHex(this.rgb);\n },\n toHSL()
                                                                                                                                                    const max =
\{ n \}
            const r = this.rgb[0] / 255, g = this.rgb[1] / 255, b = this.rgb[2] / 255, a = this.alpha;\n\
 Math.max(r, g, b), min = Math.min(r, g, b); \n
                                                                           let h;\n
                                                                                             let s;\n
                                                                                                              const l = (max + min) / 2; \ n
                                                                                                                                                              const d =
\max - \min; n 
                             if (max === min) \{ \n
                                                                       h = s = 0; \ n
                                                                                                } else {\n
                                                                                                                         s = 1 > 0.5? d / (2 - max - min) : d
                                      switch (max) {\n
/ (max + min); \n\n
                                                                             case r: h = (g - b) / d + (g < b ? 6 : 0); break;\n
                                                                                                                                                                case g:
h = (b - r) / d + 2;
                                       break;\n
                                                                  case b: h = (r - g) / d + 4;
                                                                                                                     break;\n
                                                                                                                                                            h = 6; n
                                                                                                                                            }\n
              return { h: h * 360, s, l, a };\n },\n\n // Adapted from http://mjijackson.com/2008/02/rgb-to-hsl-and-rgb-
```

const r = this.rgb[0] / 255, g =

to-hsv-color-model-conversion-algorithms-in-javascript\n toHSV() {\n

```
this.rgb[1] / 255, b = this.rgb[2] / 255, a = this.alpha;\n
                                                                                                              const max = Math.max(r, g, b), min = Math.min(r, g, b)
b):\n
                 let h:\n
                                      let s;\n
                                                           const v = max; n n
                                                                                                      const d = max - min; \ n
        if (max === 0) \{ \n
                                                       s = 0; n
                                                                              } else {\n
                                                                                                            s = d / max; \ n
                                                                                                                                              n n
                                                                                                                                                                if (max === min) \{ \ n \}
h = 0; n
                                                      switch (max) {\n
                                                                                                      case r: h = (g - b) / d + (g < b? 6: 0); break;\n
                       } else {\n
case g: h = (b - r) / d + 2; break;\n
                                                                              case b: h = (r - g) / d + 4; break;\n
                                                                                                                                                        }\n
                                                                                                                                                                           h = 6;\n
                                                                                                                                                                                                    }\n
return { h: h * 360, s, v, a };\n },\n\n toARGB() {\n
                                                                                                          return toHex([this.alpha * 255].concat(this.rgb));\n
x.rgb[0] === this.rgb[0] &\&\n
                                                                                                                                                                      x.rgb[1] ===
this.rgb[1] &&\n
                                           x.rgb[2] === this.rgb[2] &\& n
                                                                                                               x.alpha === this.alpha) ? 0 : undefined;\n
\n if \n if \n in Color.fromKeyword = function(keyword) {\n let c;\n const key = keyword.toLowerCase();\n if
                                                                     (colors.hasOwnProperty(key)) {\n
 'transparent') {\n
                                       c = new Color([0, 0, 0], 0); \n \n if (c) \n
                                                                                                                                     c.value = keyword;\n
\n in function clamp(v, max) {\n return Math.min(Math.max(v, 0), max);\n\nfunction toHex(v) {\n return Math.min(Math.max(v, 0), max);\n}
                                                        c = clamp(Math.round(c), 255);\n
                                                                                                                              return (c < 16 ? '0' : ") + c.toString(16);\n
`#${v.map(function (c) {\n
}).join(")}`;\n}\n\nexport default Color;\n","import Node from './node';\n\nconst Paren = function(node) {\n
this.value = node; n}; n\n Paren.prototype = Object.assign(new Node(), {n type: 'Paren', n\n genCSS(context, n) type: 'Paren', n\n genCSS(contex
output) {\n
                            output.add('(');\n
                                                                   this.value.genCSS(context, output);\n
                                                                                                                                               output.add(')');\n },\n\n
eval(context) {\n
                                       return new Paren(this.value.eval(context));\n \\n}\;\n\nexport default Paren;\n","import
Node from './node';\nconst _noSpaceCombinators = \{\n '': true,\n '': true,\n
function(value) {\n if (value === ' ')
               this.value = ' ';\n
 \{ n \}
                                                     this.emptyOrWhitespace = true;\n} else {\n
                                                                                                                                                this.value = value ? value.trim() :
":\n
               this.emptyOrWhitespace = this.value === ":\n \\n\nCombinator.prototype = Object.assign(new
Node(), \{\n type: 'Combinator',\n genCSS(context, output) \{\n
                                                                                                                                  const spaceOrEmpty = (context.compress ||
_noSpaceCombinators[this.value]) ? ": '';\n
                                                                                       output.add(spaceOrEmpty + this.value + spaceOrEmpty);\n
\n\);\n\nexport default Combinator;\n","import Node from './node';\nimport Paren from './paren';\nimport
Combinator from './combinator';\n\nconst Element = function(combinator, value, isVariable, index, currentFileInfo,
visibilityInfo) {\n this.combinator = combinator instanceof Combinator ?\n
                                                                                                                                                  combinator: new
Combinator(combinator);\n\ if (typeof value === 'string') {\n
                                                                                                                           this.value = value.trim();\n } else if (value)
              this.value = value;\n } else {\n
                                                                                 this.value = ";\n }\n
\{ n \}
   this.isVariable = isVariable;\n this._index = index;\n this._fileInfo = currentFileInfo;\n
this.copyVisibilityInfo(visibilityInfo);\n this.setParent(this.combinator, this);\n\nElement.prototype =
Object.assign(new Node(), {\n type: 'Element',\n\n accept(visitor) {\n
                                                                                                                                         const value = this.value;\n
this.combinator = visitor.visit(this.combinator);\n
                                                                                                 if (typeof value === 'object') {\n
                                                                                                                                                                         this.value =
visitor.visit(value);\n
                                              return new Element(this.combinator,\n
this.value.eval ? this.value.eval(context) : this.value,\n
                                                                                                                                                          this.getIndex(),\n
                                                                                                              this.isVariable,\n
this.fileInfo(), this.visibilityInfo());\n },\n clone() {\n
                                                                                                                 return new Element(this.combinator,\n
this.value,\n
                                  this.isVariable,\n
                                                                               this.getIndex(),\n
                                                                                                                           this.fileInfo(), this.visibilityInfo());\n },\n\n
genCSS(context, output) {\n
   output.add(this.toCSS(context), this.fileInfo(), this.getIndex());\n },\n\n toCSS(context) {\n
                                                                                                                                                                                      context =
                                  let value = this.value;\n
                                                                                      const firstSelector = context.firstSelector;\n
context || { };\n
                                                                                                                                                                             if (value instanceof
Paren) {\n
                               // selector in parens should not be affected by outer selector\n
                                                                                                                                                           // flags (breaks only
interpolated selectors - see #1973)\n
                                                                              context.firstSelector = true;\n
                                                                                                                                                          value = value.toCSS ?
                                                                                                                                             if (value === " &&
value.toCSS(context) : value;\n
                                                                context.firstSelector = firstSelector;\n
this.combinator.value.charAt(0) === '\&') {\n
                                                                                             return ";\n
                                                                                                                         } else {\n
                                                                                                                                                       return
this.combinator.toCSS(context) + value;\n
                                                                                    n > n);\n\nexport default Element;\n","\nexport const Math = n
  ALWAYS: 0,\n PARENS_DIVISION: 1,\n PARENS: 2\n // removed - STRICT_LEGACY: 3\n};\n\nexport
const RewriteUrls = \{\n OFF: 0,\n LOCAL: 1,\n ALL: 2\n\}; ","/**\r\n
 * Returns the object type of the given payload\r\n *\r\n * @param \{*\} payload\r\n * @returns \{\text{string}\}\r\n
*/r\nfunction getType(payload) {\r\n return Object.prototype.toString.call(payload).slice(8, -1);\r\n}\r\n/**\r\n
```

```
Returns whether the payload is undefined\r\n *\r\n * @param {*} payload\r\n * @returns {payload is undefined}\r\n
*/r \cdot (payload) === Undefined(payload) {r/n return getType(payload) === Undefined'; r/n} r/n * Returns return getType(payload) === Undefined'; r/n * Return getType(payload) === Undefined'; r/n * Returns return getType(payload) === Undefined'; r/n * Und
whether the payload is null\r\n *\r\n * @param \{*\} payload\r\n * @returns {payload is null}\r\n *\r\nfunction
isNull(payload) {\rn} return getType(payload) === 'Null';\r\n}\r\n**\r\n* Returns whether the payload is a plain
JavaScript object (excluding special classes or objects with other prototypes)\r\n *\r\n * @param {*} payload\r\n *
@returns {payload is Record<string, any>}\r\n */r\nfunction isPlainObject(payload) {\r\n if (getType(payload)
                           return false;\r\n return payload.constructor === Object &&
!== 'Object')\r\n
JavaScript object (excluding special classes or objects with other prototypes)\r\n *\r\n * @param {*} payload\r\n *
@returns {payload is Record<string, any>}\r\n */r\nfunction isObject(payload) {\r\n return
isPlainObject(payload);\r\n}\r\n**\r\n * Returns whether the payload is a an empty object (excluding special classes
or objects with other prototypes)\r *\r * @param {*} payload\r * @returns {payload is { [K in any]: never
} \r\n */\r\nfunction isEmptyObject(payload) {\r\n return isPlainObject(payload) && Object.keys(payload).length
=== 0;\r\n}\r\n/**\r\n * Returns whether the payload is an any kind of object (including special classes or objects
with different prototypes)\r\n *\r\n * @param {*} payload\r\n * @returns {payload is Record<string, any>}\r\n
*/r\nfunction isAnyObject(payload) {\r\n return getType(payload) === 'Object';\r\n}\r\n/**\r\n * Returns
whether the payload is an object like a type passed in < >\r\n *\r\n * Usage: isObjectLike<{id: any}>(payload) //
will make sure it's an object and has an `id` prop.\r\n *\r\n * @template T this must be passed in <>\r\n * @param
{*} payload\r\n * @returns {payload is T}\r\n */r\nfunction isObjectLike(payload) {\r\n return
isAnyObject(payload);\r\n}\r\n**\r\n * Returns whether the payload is a function (regular or async)\r\n *\r\n *
@param {*} payload\r\n * @returns {payload is AnyFunction}\r\n *\r\nfunction isFunction(payload) {\r\n return
typeof payload === \"function\":\r\n\**\r\n * Returns whether the payload is an array\r\n *\r\n * @param {any}
payload\r\n * @returns {payload is any[]}\r\n */\r\nfunction isArray(payload) {\r\n return getType(payload) ===
'Array':\r\n\/**\r\n * Returns whether the payload is a an array with at least 1 item\r\n *\r\n * @param {*}
payload\r\n * @returns {payload is any[]}\r\n *\/r\nfunction isFullArray(payload) {\r\n return
* @param {*} payload\r\n * @returns {payload is []}\r\n */\r\nfunction isEmptyArray(payload) {\r\n return
isArray(payload) && payload.length === 0;\r\n\/r\n/**\r\n * Returns whether the payload is a string\r\n *\r\n *
@param {*} payload\r\n * @returns {payload is string}\r\n */r\nfunction isString(payload) {\r\n return
getType(payload) === 'String':\r\n\/\r\n*\r\n* Returns whether the payload is a string, BUT returns false for "\r\n
*\r\n * @param {*} payload\r\n * @returns {payload is string}\r\n *\r\nfunction isFullString(payload) {\r\n return
isString(payload) \&\& payload !== ";\r\n \r\n * Returns whether the payload is "\r\n *\r\n * @param \{*\} 
payload\r\n * @returns {payload is string}\r\n *\/r\nfunction isEmptyString(payload) {\r\n return payload ===
'':\langle r \rangle / r \wedge /** / r \wedge * Returns whether the payload is a number (but not NaN) / r \ * r \ * This
will return `false` for `NaN`!!\r\n *\r\n * @param {*} payload\r\n * @returns {payload is number}\r\n
*/\r\nfunction isNumber(payload) {\r\n return getType(payload) === 'Number' &&
!isNaN(payload);r\n \r \n * Returns whether the payload is a booleanr \n * payloadr \n *
@returns {payload is boolean}\r\n */\r\nfunction isBoolean(payload) {\r\n return getType(payload) ===
'Boolean';\r\n}\r\n * Returns whether the payload is a regular expression (RegExp)\r\n *\r\n * @param {*}
payload\r\n * @returns {payload is RegExp}\r\n */\r\nfunction isRegExp(payload) {\r\n return getType(payload)
=== 'RegExp';\r\n}\r\n/**\r\n * Returns whether the payload is a Map\r\n *\r\n * @param {*} payload\r\n *
@returns {payload is Map<any, any>}\r\n */\r\nfunction isMap(payload) {\r\n return getType(payload) ===
'Map';\r\n }\r\n/**\r\n * Returns whether the payload is a WeakMap\r\n *\r\n * @param {*} payload\r\n * @returns
{payload is WeakMap<any, any>}\r\n */\r\nfunction
isWeakMap(payload) {r/n} return getType(payload) === 'WeakMap'; r/n } r/n/**r/n * Returns whether the
payload is a Set\r\n *\r\n * @param {*} payload\r\n * @returns {payload is Set<any>}\r\n *\r\nfunction
isSet(payload) {\rn getType(payload) === 'Set'; \rn} \rn/**\rn * Returns whether the payload is a
WeakSet\r\n *\r\n * @param {*} payload\r\n * @returns {payload is WeakSet<any>}\r\n *\r\nfunction
```

```
a Symbol\r\n *\r\n * @param {*} payload\r\n * @returns {payload is symbol}\r\n *\r\nfunction isSymbol(payload)
{\rm vrn} = {\rm v
date is valid\r\n *\r\n * @param \{*\} payload\r\n * @returns {payload is Date}\r\n */r\nfunction isDate(payload)
{\rm return\ getType(payload)} === 'Date' & !isNaN(payload); |r\n | r\n/** | Returns whether the payload is a
Blob\r\n
 *\r\n * @param {*} payload\r\n * @returns {payload is Blob}\r\n *\r\nfunction isBlob(payload) {\r\n return
getType(payload) === 'Blob'; \label{eq:payload} 'x^n \ 'r^n * Returns whether the payload is a File \label{eq:file} File \ 'r^n * (Payload) === 'Blob'; \ 'r^n \ 'r^n * (Payload) == 'Blob'; \ 'r^n \ 'r^n * (Payload) == 'Blob'; \ 'r^n \ 'r^n * (Payload) == 'Blob'; \ 'r^n \ 'r^n \ 'r^n * (Payload) == 'Blob'; \ 'r^n 
payload\r\n * @returns {payload is File}\r\n */r\nfunction isFile(payload) {\r\n return getType(payload) ===
'File';\r\n}\r\n**\r\n * Returns whether the payload is a Promise\r\n *\r\n * @param {*} payload\r\n * @returns
{payload is Promise<any>}\r\n */r\nfunction isPromise(payload) {\r\n return getType(payload) ===
'Promise';\r\n \r\n * Returns whether the payload is an Error\r\n *r\n * @param \{*\} payload\r\n * @returns
\{payload is Error\}\r\n */r\nfunction is Error(payload) \{\r\n return getType(payload) === 'Error'; \r\n \}\r\n *
Returns whether the payload is literally the value \NaN (it's \NaN and also a \number) \number (*)
payload\r\n * @returns {payload is typeof NaN}\r\n */\r\nfunction isNaNValue(payload) {\r\n return
getType(payload)
 === 'Number' && isNaN(payload);\rn^{\rn} \rn^{\rn} \ Returns whether the payload is a primitive type (eg. Boolean |
Null | Undefined | Number | String | Symbol)\r\n *\r\n * @param {*} payload\r\n * @returns {(payload is boolean |
null | undefined | number | string | symbol)}\r\n */\r\nfunction isPrimitive(payload) {\r\n return
                                                                                                                           isUndefined(payload) ||\r\n
(isBoolean(payload) ||\r\n
                                                                  isNull(payload) ||\r\n
                                                                                                                                                                                                isNumber(payload) ||\r\n
                                                           isSymbol(payload));\r\n}\r\n^* Returns true whether the payload is null or
isString(payload) ||\r\n
undefined\r\n *\r\n * @param {*} payload\r\n * @returns {(payload is null | undefined)}\r\n *\r\nfunction
check to check that the given payload is of a given type.\r\n * In cases like Number, it will return true for NaN as
NaN is a Number (thanks javascript!);\r\n * It will, however, differentiate
 between object and null\r\n *\r\n * @template T\r\n * @param {*} payload\r\n * @param {T} type\r\n * @throws
{TypeError} Will throw type error if type is an invalid type\r\n * @returns {payload is T}\r\n *\/r\nfunction
isType(payload, type) {\r\n if (!(type instanceof Function)) {\r\n
                                                                                                                                                           throw new TypeError('Type must be a
function');\r\n \r\n if (!Object.prototype.hasOwnProperty.call(type, 'prototype')) \r\n
TypeError('Type is not a class');\r\n \rangle\r\n \ran
var name = type.name;\r\n return getType(payload) === name || Boolean(payload && payload.constructor ===
type);\r\n\\n\nexport { getType, isAnyObject, isArray, isBlob, isBoolean, isDate, isEmptyArray, isEmptyObject,
isEmptyString, isError, isFile, isFullArray, isFullString, isFunction, isMap, isNaNValue, isNull, isNullOrUndefined,
isNumber, isObject, isObjectLike, isPlainObject, isPrimitive, isPromise, isRegExp, isSet, isString,
 isSymbol, isType, isUndefined, isWeakMap, isWeakSet \;\n","import { isArray, isPlainObject } from 'is-
what';\n\n/*!
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you may not use\r\nthis file except in compliance with the License. You may obtain a copy of the\r\nLicense at
http://www.apache.org/licenses/LICENSE-2.0\r\n\r\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS,
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FITNESS FOR A PARTICULAR PURPOSE,\r\nMERCHANTABLITY OR NON-INFRINGEMENT.\r\n\r\nSee
the Apache Version 2.0 License for specific language governing permissions\r\nand limitations under the
*/\r\n\r\nfunction __spreadArrays()
 {\rm vr} for (var s = 0, i = 0, il = arguments.length; i < il; i++) s += arguments[i].length; vr\n for (var r = Array(s), k
= 0, i = 0; i < il; i++)\r\n
                                                               for (var a = arguments[i], j = 0, jl = a.length; j < jl; j++, k++)\r\n
                                                                                                                                                                                                                             r[k] = a[j]; r n
```

isWeakSet(payload) ${\rn}$ return getType(payload) === 'WeakSet';\rn\r\n/**\r\n * Returns whether the payload is

```
return r;\r\n\\n\nfunction assignProp(carry, key, newVal, originalObject, includeNonenumerable) {\r\n var
propType = { }.propertyIsEnumerable.call(originalObject, key)\r\n
                                                                                                                      ? 'enumerable'\r\n
                                                                                                                                                            : 'nonenumerable';\r\n
if (propType === 'enumerable')\r\n
                                                                   carry[key] = newVal;\r\n if (includeNonenumerable && propType ===
                                             Object.defineProperty(carry, key, {\r\n
                                                                                                                          value: newVal,\r\n
                                                                                                                                                                      enumerable:
'nonenumerable') \{\r\
                                                                                                                 });\r\n \ \ \r\n^*\r\n * Copy (clone) an
false,\r\n
                           writable: true,\r\n
                                                                    configurable: true,\r\n
object and all its props recursively to get rid of any prop referenced of the original object. Arrays are also cloned,
however objects
inside arrays are still linked.\r\n *\r\n * @export\r\n * @template T\r\n * @param {T} target Can be
anything\r @param {Options} [options={}] Options can be `props` or `nonenumerable`\r\n * @returns {T} the
target with replaced values r \approx export r \approx
options = \{\}; \}\r\n if (isArray(target))\r\n
                                                                               return target.map(function (i) { return copy(i, options); });\r\n if
                                                    return target;\r\n var props = Object.getOwnPropertyNames(target);\r\n var
(!isPlainObject(target))\r\n
symbols = Object.getOwnPropertySymbols(target);\r\n return __spreadArrays(props, symbols).reduce(function
(carry, key) {\r\n
                                    if (isArray(options.props) && !options.props.includes(key)) {\r\n
                                                                                                                                                             return carry;\r\n
rn
                var val = target[key]; \n
                                                                 var newVal = copy(val, options); \r\
                                                                                                                                      assignProp(carry, key, newVal,
target, options.nonenumerable);\r\n
                                                                  return carry;\r\n
    }, {});\r\n\nexport { copy };\n","/* jshint proto: true */\nimport * as Constants from './constants';\nimport {
copy } from 'copy-anything':\n\nexport function getLocation(index, inputStream) \{\n let n = \text{index} + 1;\n let line
= null;\n let column = -1;\n\n while (--n >= 0 && inputStream.charAt(n) !== '\\n') \{\n
                                                                                                                                                            column++;\n }\n\
                                                                 if (typeof index === 'number') {\n
             line,\n
                                column\n };\n\\nexport function copyArray(arr) {\n let i;\n const length = arr.length;\n
const copy = new Array(length); \n for (i = 0; i < length; i++) {\n
                                                                                                                         copy[i] = arr[i];\n \\n return
copy;\n\ nexport function clone(obj) \n const cloned = \{\};\n for (const prop in obj) \n
(obj.hasOwnProperty(prop)) {\n
                                                                  cloned[prop] = obj[prop];\n
                                                                                                                        function defaults(obj1, obj2) {\n
   let newObj = obj2 \parallel \{ \}; \  if (!obj2. defaults) \{ \ 
                                                                                               newObj = \{ \}; \ n
                                                                                                                                 const defaults = copy(obj1);\n
newObj. defaults = defaults;\n
                                                           const cloned = obj2 ? copy(obj2) : {};\n
                                                                                                                                      Object.assign(newObj, defaults,
cloned);\n \\n return newObj;\n\\nexport function copyOptions(obj1, obj2) \\n if (obj2 && obj2._defaults)
             return obj2;\n \\n const opts = defaults(obj1, obj2);\n if (opts.strictMath) \\n
Constants.Math.PARENS;\n \/\n // Back compat with changed relativeUrls option\n if (opts.relativeUrls) \\n
  opts.rewriteUrls = Constants.RewriteUrls.ALL;\n }\n if (typeof opts.math === 'string') {\n
(opts.math.toLowerCase()) {\n
                                                               case 'always':\n
                                                                                                         opts.math = Constants.Math.ALWAYS;\n
break;\n
                          case 'parens-division':\n
                                                                                  opts.math = Constants.Math.PARENS DIVISION;\n
break;\n
                          case 'strict':\n
        case 'parens':\n
                                                 opts.math = Constants.Math.PARENS;\n
                                                                                                                                      break;\n
                                                                                                                                                                default:\n
opts.math = Constants.Math.PARENS;\n
                                                                            n \in \mathbb{N}  if (typeof opts.rewriteUrls === 'string') {\n
                                                                                                             opts.rewriteUrls = Constants.RewriteUrls.OFF;\n
(opts.rewriteUrls.toLowerCase()) {\n
                                                                          case 'off':\n
            break;\n
                                      case 'local':\n
                                                                             opts.rewriteUrls = Constants.RewriteUrls.LOCAL;\n
                                                            opts.rewriteUrls = Constants.RewriteUrls.ALL;\n
break;\n
                          case 'all':\n
                                                                                                                                                               break;\n
                                                                                                                                                                                      }\n
\ln \operatorname{return opts}_n\ln\operatorname{mexport function merge(obj1, obj2)} {\n for (const prop in obj2) {\n}}
                                                                                                                                                                if
(obj2.hasOwnProperty(prop)) {\n
                                                                    obj1[prop] = obj2[prop];\n
                                                                                                                         n \in \mathbb{N}  return obj1;n \in \mathbb{N} 
function flattenArray(arr, result = []) \{n \text{ for (let } i = 0, length = arr.length; } i < length; i++) <math>\{n \text{ for } i = 0, length = arr.length; } i < length; i++) }
                                                                                                                                                                      const value =
arr[i];\n
        if (Array.isArray(value)) {\n
                                                                    flattenArray(value, result);\n
                                                                                                                            } else {\n
                                                                                                                                                        if (value !== undefined)
\{ n \}
                     result.push(value);\n
                                                                    }\n
                                                                                  \\n \\n return result;\\n\\","import * as utils from
'./utils';\n\nconst anonymousFunc = /(\langle anonymous \rangle | Function):(\\\\d+):(\\\\d+)/;\\\\n\**\n * This is a centralized class of
any error that could be thrown internally (mostly by the parser).\n * Besides standard .message it keeps some
additional data like a path to the file where the error\n * occurred along with line and column numbers.\n *\n *
```

```
filename\n * @prop {number} index\n * @prop {number} line\n * @prop {number} column\n * @prop {number}
callLine\n * @prop {number} callExtract\n * @prop {string[]} extract\n *\n * @param {Object} e
error object to wrap around or just a descriptive object\n * @param {Object} fileContentMap
 - An object with file contents in 'contents' property (like importManager) @todo - move to fileManager?\n *
@param {string} [currentFilename]\n */nconst LessError = function(e, fileContentMap, currentFilename) {\n
Error.call(this);\n\n const filename = e.filename || currentFilename;\n\n this.message = e.message;\n this.stack
= e.stack;\n\n if (fileContentMap && filename) {\n
                                                                                     const input = fileContentMap.contents[filename];\n
const loc = utils.getLocation(e.index, input);\n
                                                                           var line = loc.line;\n
                                                                                                                const col = loc.column;\n
callLine = e.call && utils.getLocation(e.call, input).line;\n
                                                                                             const lines = input ? input.split('\\n') : ";\n\n
this.type = e.type || 'Syntax';\n
                                                   this.filename = filename;\n
                                                                                                  this.index = e.index;\n
                                                                                                                                          this.line = typeof line
=== 'number' ? line + 1 : null;\n
                                                      this.column = col;\n\
                                                                                             if (!this.line && this.stack) {\n
                                                                                                                                                      const found =
this.stack.match(anonymousFunc);\n\n
                              * We have to figure out how this environment stringifies anonymous functions\n
                                                                                                                                                                * so
                                                                                    * Note, in Node 8, the output of anonymous funcs varied
we can correctly map plugin errors.\n
                                                                  * \n
                                            * being present or not, so we inject dummy params.\n
based on parameters\n
                                                                                                                                       *∧n
                                                                                                                                                        const func =
new Function('a', 'throw new Error()');\n
                                                                      let lineAdjust = 0;\n
                                                                                                              try {\n
                                                                                                                                      func();\n
                                                                                                                                                              } catch
                        const match = e.stack.match(anonymousFunc);\n
                                                                                                              var line = parseInt(match[2]);\n
                                                              if (found) \{\n
lineAdjust = 1 - line; \ n
                                            n n
                                                                                                 if (found[2]) \{ \n
                                                                                                                                           this.line =
parseInt(found[2]) + lineAdjust;\n
                                                                                    if (found[3]) \{ \n
                                                                                                                              this.column =
                                                                }\n
                                                                                        this.callLine
parseInt(found[3]);\n
                                                             }\n
                                                                         n n
= callLine + 1;\n
                                this.callExtract = lines[callLine];\n\n
                                                                                              this.extract = \lceil \  \rceil
                                                                                                                                 lines[this.line - 2],\n
lines[this.line - 1],\n
                                                                       lines[this.line]\n
const F = \text{function}() \{ \} : \text{N} \quad \text{F.prototype} = \text{Error.prototype} : \text{N} \quad \text{LessError.prototype} = \text{new } F(); \text{N} \} \text{ else } \{ \text{N} \in \mathbb{R} \} 
LessError.prototype = Object.create(Error.prototype);\n\\n\nLessError.prototype.constructor = LessError;\n\n/**\n *
An overridden version of the default Object.prototype.toString\n * which uses additional information to create a
helpful message.\n *\n * @param {Object} options\n * @returns {string}\n *\landnLessError.prototype.toString =
function(options) {\n options = options || { };\n\n let message = ";\n const extract = this.extract || [];\n let error
= [];\n let stylize = function (str) { return str; };\n if (options.stylize) \{\n
                                                                                                                      const type = typeof
options.stylize;\n
                                if (type
 !== 'function') {\n
                                      throw Error(`options.stylize should be a function, got a ${type}!`);\n
                                                                                                                                                              stylize =
                                                                                                                                                  }\n
options.stylize;\n \n if (this.line !== null) {\n
                                                                                  if (typeof extract[0] === 'string') \{\n
error.push(stylize(`${this.line - 1} ${extract[0]}`, 'grey'));\n
                                                                                               n n
                                                                                                              if (typeof extract[1] === 'string') {\n
 let errorTxt = `${this.line} `;\n
                                                                                                 errorTxt += extract[1].slice(0, this.column) + \n
                                                         if (extract[1]) {\n
            stylize(stylize(extract[1].substr(this.column, 1), 'bold') +\n
                                                                                                                                  extract[1].slice(this.column
                                                            error.push(errorTxt);\n
+ 1), 'red'), 'inverse');\n
                                             }\n
                                                                                                     n n
                                                                                                                   if (typeof extract[2] === 'string') {\n
       error.push(stylize(`${this.line + 1} ${extract[2]}`, 'grey'));\n
                                                                                                       }\n
                                                                                                                   error = `${error.join("\\n') + stylize(",
'reset')\\n`;\n }\n\n message += stylize(`${this.type}Error:
 ${this.message}`, 'red');\n if (this.filename) {\n
                                                                               message += stylize('in', 'red') + this.filename; \n } \n if
(this.line) {\n
                          message += stylize(` on line \{this.line\}, column \{this.column + 1\}:`, 'grey');\n\n
message += \nspace +
                                                                                    message += `${stylize('from ', 'red') + (this.filename ||
                   message +=  {stylize(this.callLine, 'grey')}  {this.callExtract}/n ; \n 
message;\n};\n\nexport default LessError;","import Node from './node';\nimport Element from './element';\nimport
LessError from '../less-error';\n\nconst Selector = function(elements, extendList, condition, index, currentFileInfo,
visibilityInfo) {\n this.extendList = extendList;\n this.condition = condition;\n this.evaldCondition =
!condition;\n this._index = index;\n this._fileInfo = currentFileInfo;\n this.elements =
this.getElements(elements);\n this.mixinElements_ = undefined;\n this.copyVisibilityInfo(visibilityInfo);\n
```

@class\n * @extends Error\n * @type {module.LessError}\n *\n * @prop {string} type\n * @prop {string}

```
this.setParent(this.elements, this);\n\;\n\Selector.prototype = Object.assign(new Node(), {\n type:
'Selector',\n\n accept(visitor) {\n
                                     if (this.elements) {\n
                                                                this.elements =
visitor.visitArray(this.elements);\n
                                     }\n
                                             if (this.extendList) {\n
                                                                         this.extendList =
visitor.visitArray(this.extendList);\n
                                              if (this.condition) \{\n
                                                                          this.condition =
                                       }\n
visitor.visit(this.condition);\n
                                \n }\n\n\createDerived(elements, extendList, evaldCondition) {\n
elements = this.getElements(elements);\n
                                           const newSelector = new Selector(elements, extendList ||
                       null, this.getIndex(), this.fileInfo(), this.visibilityInfo());\n
this.extendList,\n
                                                                                   newSelector.evaldCondition
= (evaldCondition != null) ? evaldCondition : this.evaldCondition;\n
                                                                     newSelector.mediaEmpty =
this.mediaEmpty;\n
                       return newSelector;\n },\n getElements(els) {\n
                return [new Element(", '&', false, this. index, this. fileInfo)];\n
(!els) {\n
                                                                                 }\n
                                                                                        if (typeof els ===
                                                                ['selector'],\n
'string') {\n
                 this.parse.parseNode(\n
                                                 els, \n
                                                                                      this._index, \n
this._fileInfo, \n
                        function(err, result) {\n
                                                          if (err) {\n
                                                                                   throw new LessError({\n
           index: err.index.\n
                                             message: err.message\n
                                                                                  }, this.parse.imports,
this._fileInfo.filename);\n
                                    }\n
                                                   els = result[0].elements;\n
                                                                                     });\n
                                                                                               }\n
                                                                                                      return
                                             const el = new Element(", '&', false, this._index, this._fileInfo), sels
els;\n },\n createEmptySelectors() {\n
= [new Selector([el], null, null, this._index, this._fileInfo)];\n
                                                              sels[0].mediaEmpty = true;\n
                                                                                               return sels;\n
, \ln  match(other) {\n
                            const elements
= this.elements;\n
                      const len = elements.length;\n
                                                       let olen;\n
                                                                     let i; \n \n
                                                                                  other =
other.mixinElements();\n
                            olen = other.length; \ 
                                                     if (olen === 0 \parallel len < olen) \{ \n \}
                                                                                          return 0;\n
                                                                                                         } else
\{ n \}
         for (i = 0; i < olen; i++) \{ \n
                                             if (elements[i].value !== other[i]) {\n
                                                                                             return 0;\n
}\n
          }\n
                  n n
                           return olen; // return number of matched elements\n \ \,\n\n mixinElements() \\n
if (this.mixinElements_) {\n
                                 return this.mixinElements_;\n
                                                                   n n
                                                                            let elements = this.elements.map(
function(v) \{\n
                     return v.combinator.value + (v.value.value || v.value);\n
                                                                               }).join(").match(/[,&#\\*\\.\\w-
]([\w-]|(\\.))*/g);\n\n
                         if (elements) {\n
                                                if (elements [0] === '\&') \{\n
                                                                                    elements.shift();\n
       } else {\n
                       elements = [];\n
                                           n n
                                                     return (this.mixinElements
= elements);\n },\n isJustParentSelector() {\n
                                                     return !this.mediaEmpty &&\n
                                                                                          this.elements.length
=== 1 &&\n
                  this.elements[0].value === '&' &&\n
                                                             (this.elements[0].combinator.value === ' ' ||
this.elements[0].combinator.value === ");\n },\n eval(context) {\n
                                                                        const evaldCondition = this.condition
&& this.condition.eval(context);\n
                                     let elements = this.elements;\n
                                                                       let extendList = this.extendList;\n\
elements = elements && elements.map(function (e) { return e.eval(context); });\n
                                                                                  extendList = extendList &&
extendList.map(function(extend) { return extend.eval(context); });\n\n
                                                                       return this.createDerived(elements,
extendList, evaldCondition);\n },\n genCSS(context, output) {\n
                                                                       let i, element;\n
                                                                                          if ((!context ||
!context.firstSelector) && this.elements[0].combinator.value === ") {\n
                                                                           output.add(' ', this.fileInfo(),
this.getIndex());\n
                      }\n
  for (i = 0; i < this.elements.length; i++) {\n}
                                                  element = this.elements[i];\n
                                                                                    element.genCSS(context,
                                                n \ ,\ \ getIsOutput() \ \ \
throw new
this.value = [ value ];\n }\n
           this.value = value;\n \ \\n\; \\n\nValue.prototype = Object.assign(new Node(), {\n type: 'Value', \n\n
else {\n
accept(visitor) {\n
                     if (this.value) {\n
                                             this.value = visitor.visitArray(this.value);\n
                                                                                           n ,\n\n
eval(context) {\n
                    if (this.value.length === 1) {\n
                                                         return this.value[0].eval(context);\n
                                                                                                } else {\n
return new Value(this.value.map(function (v) {\n
                                                        return v.eval(context);\n
                                                                                      }));\n
                                                                                                n , n 
  genCSS(context, output) {\n
                                  let i;\n
                                            for (i = 0; i < this.value.length; i++) {\n}
this.value[i].genCSS(context, output);\n
                                             if (i + 1 < this.value.length) {\n}
                                                                                    output.add((context &&
                                           \n \n);\n\nexport default Value;\n","import Node from
context.compress) ? ',' : ', ');\n
                                   }\n
'./node';\n\nconst Keyword = function(value) {\n this.value = value;\n};\n\nKeyword.prototype =
Object.assign(new Node(), \{\n type: 'Keyword',\n genCSS(context, output) \{\n
                                                                                    if (this.value === '%') {
throw { type: 'Syntax', message: 'Invalid % without number' }; }\n
                                                                   output.add(this.value);\n
```

```
\n\);\n\nKeyword.True = new Keyword('true');\nKeyword.False = new Keyword('false');\n\nexport default
Keyword;\n", "import Node from './node';\n\nconst Anonymous = function(value, index, currentFileInfo, mapLines,
rulesetLike, visibilityInfo) {\n this.value = value;\n this._index = index;\n this._fileInfo = currentFileInfo;\n
   this.mapLines = mapLines;\n this.rulesetLike = (typeof rulesetLike === 'undefined') ? false : rulesetLike;\n
this.allowRoot = true;\n this.copyVisibilityInfo(visibilityInfo);\n}\nAnonymous.prototype = Object.assign(new
Node(), \{\n type: 'Anonymous',\n eval() \{\n
                                                                      return new Anonymous(this.value, this._index, this._fileInfo,
this.mapLines, this.rulesetLike, this.visibilityInfo());\n },\n compare(other) {\n
                                                                                                                      return other.toCSS &&
this.toCSS() === other.toCSS() ? 0 : undefined; \  }, \  isRulesetLike() {\n}
                                                                                                                return this.rulesetLike;\n },\n
genCSS(context, output) {\n
                                             this.nodeVisible = Boolean(this.value);\n
                                                                                                            if (this.nodeVisible) {\n
output.add(this.value, this. fileInfo, this. index, this.mapLines);\n
                                                                                                 n > n 
Anonymous;\n","import Node from './node';\nimport Value from './value';\nimport Keyword from
'./keyword';\nimport Anonymous from './anonymous';\nimport * as Constants
from '../constants':\nconst MATH = Constants.Math;\n\nfunction evalName(context, name) {\n let value = ";\n
let i;\n const n = name.length;\n const output = {add: function (s) {value += s;}};\n for (i = 0; i < n; i++) {\n}
name[i].eval(context).genCSS(context, output);\n }\n return value;\n}\n\nconst Declaration = function(name,
value, important, merge, index, currentFileInfo, inline, variable) {\n this.name = name;\n this.value = (value
instanceof Node) ? value : new Value([value ? new Anonymous(value) : null]);\n this.important = important ? `
${important.trim()}`:":\n this.merge = merge;\n this. index = index:\n this. fileInfo = currentFileInfo;\n
this.inline = inline || false;\n this.variable = (variable !== undefined) ? variable\n
                                                                                                                      : (name.charAt &&
(name.charAt(0) === '@')); (n this.allowRoot = true; (n this.setParent(this.value, name.charAt(0) === '@')); (n this.allowRoot = true; (n this.setParent(this.value, name.charAt(0) === '@')); (n this.allowRoot = true; (n this.setParent(this.value, name.charAt(0) === '@')); (n this.allowRoot = true; (n this.setParent(this.value, name.charAt(0) === '@')); (n this.allowRoot = true; (n this.setParent(this.value, name.charAt(0) === '@')); (n this.allowRoot = true; (n this.setParent(this.value, name.charAt(0) === '@')); (n this.allowRoot = true; (n this.setParent(this.value, name.charAt(0) === '@')); (n this.allowRoot = true; (n this.setParent(this.value, name.charAt(0) === '@')); (n this.allowRoot = true; (n this.setParent(this.value, name.charAt(0) === '@')); (n this.setParent(this.value, name.charAt(0) == '@')); (n thi
this);\n\nDeclaration.prototype = Object.assign(new Node(), {\n type: 'Declaration',\n\n
   genCSS(context, output) {\n
                                                output.add(this.name + (context.compress?':':':'), this.fileInfo(),
                                                  this.value.genCSS(context, output);\n
this.getIndex());\n
                               try {\n
                                                                                                            }\n
                                                                                                                       catch (e) {\n
                                                                                                                                                  e.index
= this. index;\n
                               e.filename = this. fileInfo.filename;\n
                                                                                             throw e;\n
                                                                                                                  }\n
output.add(this.important + ((this.inline || (context.lastRule && context.compress)) ? ": ';'), this._fileInfo,
this. index);\n \,\n \ eval(context) {\n \
                                                               let mathBypass = false, prevMath, name = this.name, evaldValue,
variable = this.variable;\n
                                         if (typeof name !== 'string') {\n
                                                                                              // expand 'primitive' name directly to get\n
  // things faster (~10% for benchmark.less):\n
                                                                         name = (name.length === 1) && (name[0] instanceof
Keyword) ?\n
                                name[0].value : evalName(context, name);\n
                                                                                                       variable = false; // never treat expanded
interpolation as new variable name\n
                    // @todo remove when parens-division is default\n
                                                                                                if (name === 'font' && context.math ===
      n n
MATH.ALWAYS) {\n
                                         mathBypass = true; \ n
                                                                                 prevMath = context.math; \ n
                                                                                                                                 context.math =
MATH.PARENS DIVISION;\n
                                                   }\n
                                                             try {\n
                                                                                 context.importantScope.push({ });\n
                                                                                                                                            evaldValue =
this.value.eval(context);\n\n
                                               if (!this.variable && evaldValue.type === 'DetachedRuleset') {\n
                                                                                                                                                       throw
{ message: 'Rulesets cannot be evaluated on a property.',\n
                                                                                                index: this.getIndex(), filename:
this.fileInfo().filename };\n
                                               }\n
                                                             let important = this.important;\n
                                                                                                                   const importantResult =
                                                      if (!important && importantResult.important)  \{ n 
context.importantScope.pop();\n
                                                                                                                                       important =
importantResult.important;\n
                                                 n n
                                                                   return new Declaration(name,\n
                                                                                                                           evaldValue,\n
important,\n
                              this.merge,\n
             this.getIndex(), this.fileInfo(), this.inline,\n
                                                                                     variable);\n
                                                                                                            }\n
                                                                                                                       catch (e) {\n
                                                                                                                                                  if
(typeof e.index !== 'number') {\n
                                                          e.index = this.getIndex();\n
                                                                                                             e.filename =
this.fileInfo().filename;\n
                                            }\n
                                                           throw e;\n
                                                                               }\n
                                                                                          finally \{ \n
                                                                                                                  if (mathBypass) {\n
context.math = prevMath; \n
                                                }\n
                                                           n >, n  makeImportant() {\n
                                                                                                                 return new
Declaration(this.name,\n
                                           this.value,\n
                                                                      '!important',\n
                                                                                                   this.merge,\n
                                                                                                                               this.getIndex(),
this.fileInfo(), this.inline);\n \\n\);\n\nexport default Declaration;","function asComment(ctx) \\n return \'/* line
filenameWithProtocol = `file://${filenameWithProtocol}`;\n
```

```
\n return \@media -sass-debug-info{filename{font-family:${filenameWithProtocol.replace(/([.:\\\\\])/g,
function (a) {\n
                   if (a == ') / (n = n)
                                         a = ' \ ' ; \ n
                                                       }\n
                                                               family:\\\\00003${ctx.debugInfo.lineNumber}}}\\n`;\n}\n\nfunction debugInfo(context, ctx, lineSeparator) {\n let
result = ";\n if (context.dumpLineNumbers && !context.compress) {\n
                                                                         switch (context.dumpLineNumbers)
                                     result = asComment(ctx);\n
          case 'comments':\n
                                                                        break;\n
                                                                                       case 'mediaquery':\n
    result = asMediaQuery(ctx);\n
                                          break;\n
                                                         case 'all':\n
                                                                             result = asComment(ctx) +
(lineSeparator || ") + asMediaQuery(ctx);\n
                                                 break;\n
                                                              n \leq n 
debugInfo;\n\n","import Node from './node';\nimport getDebugInfo from './debug-info';\n\nconst Comment =
function(value,
isLineComment, index, currentFileInfo) {\n this.value = value;\n this.isLineComment = isLineComment;\n
this._index = index;\n this._fileInfo = currentFileInfo;\n this.allowRoot = true;\n}\n\nComment.prototype =
Object.assign(new Node(), {\n type: 'Comment',\n\n genCSS(context, output) {\n
                                                                                    if (this.debugInfo) {\n
 output.add(getDebugInfo(context, this), this.fileInfo(), this.getIndex());\n
                                                                           }\n
                                                                                   output.add(this.value);\n
,\n\ is Silent(context) {\n
                               const isCompressed = context.compress && this.value[2] !== '!';\n
this.isLineComment || isCompressed;\n \\n\);\n\nexport default Comment;\n","const contexts = {};\nexport
default contexts;\nimport * as Constants from './constants';\n\nconst copyFromOriginal = function
copyFromOriginal(original, destination, propertiesToCopy) {\n if (!original) { return; }\n\n for (let i = 0; i <
propertiesToCopy.length; i++) {\n
                                     if (original.hasOwnProperty(propertiesToCopy[i]))
\{ n \}
          destination[propertiesToCopy[i]] = original[propertiesToCopy[i]];\n
                                                                                n > n < n/m > n < n < n
whilst parsing\n */\nconst parseCopyProperties = [\n // options \n 'paths',
                                                                              // option - unmodified - paths to
search for imports on\n 'rewriteUrls',
                                      // option - whether to adjust URL's to be relative\n 'rootpath',
option - rootpath to append to URL's\n 'strictImports', // option -\n 'insecure',
                                                                                  // option - whether to allow
imports from insecure ssl hosts\n 'dumpLineNumbers', // option - whether to dump line numbers\n 'compress',
 // option - whether to compress\n 'syncImport',
                                                   // option - whether to import synchronously\n 'chunkInput',
  // option - whether to chunk input. more performant but causes parse issues.\n 'mime',
                                                                                            // browser only -
mime type for sheet import\n 'useFileCache', // browser only - whether to use the per file session
cache\n // context\n 'processImports', // option & context - whether to process imports. if false then imports
will not be imported.\n // Used by the import manager to stop multiple import visitors being created.\n
'pluginManager' // Used as the plugin manager for the session\n];\n\ncontexts.Parse = function(options) {\n
copyFromOriginal(options, this, parseCopyProperties);\n\n if (typeof this.paths === 'string') { this.paths =
[this.paths]; \n; \n; \n const evalCopyProperties = [\n 'paths',
                                                                 // additional include paths\n 'compress',
// whether to compress\n 'math',
                                        // whether math has to be within parenthesis\n 'strictUnits',
whether units need to evaluate correctly\n 'sourceMap',
                                                           // whether to output a source map\n
'importMultiple', // whether we are currently importing multiple copies\n 'urlArgs',
                                                                                       // whether to add args
into url tokens\n 'javascriptEnabled', // option - whether
Inline JavaScript is enabled. if undefined, defaults to false\n 'pluginManager', // Used as the plugin manager for
the session\n 'importantScope', // used to bubble up !important statements\n 'rewriteUrls'
                                                                                             // option -
whether to adjust URL's to be relative\n]; \ncontexts. Eval = function(options, frames) {\n}
copyFromOriginal(options, this, evalCopyProperties);\n\n if (typeof this.paths === 'string') { this.paths =
[this.paths]; \n this.frames = frames || [];\n this.importantScope = this.importantScope ||
[];\n\;\n\ncontexts.Eval.prototype.enterCalc = function () {\n if (!this.calcStack) {\n
                                                                                     this.calcStack = [];\n
this.calcStack.pop();\n if (!this.calcStack.length) {\n
                                                       this.inCalc = false;\n
\n\;\n\ncontexts.Eval.prototype.inParenthesis = function () {\n if (!this.parensStack) {\n}
                                                                                          this.parensStack
= [];\n }\n this.parensStack.push(true);\n};\n\ncontexts.Eval.prototype.outOfParenthesis = function () {\n
this.parensStack.pop();\n\;\n\ncontexts.Eval.prototype.inCalc = false;\ncontexts.Eval.prototype.mathOn =
true;\ncontexts.Eval.prototype.isMathOn = function (op) {\n if (!this.mathOn) {\n
                                                                                   return false;\n }\n if (op
=== '/' && this.math !== Constants.Math.ALWAYS && (!this.parensStack || !this.parensStack.length)) {\n
```

```
return false;\n \n if (this.math > Constants.Math.PARENS DIVISION) {\n
                                                                                                                                   return this.parensStack &&
this.parensStack.length;\n }\n return true;\n};\n\ncontexts.Eval.prototype.pathRequiresRewrite = function (path)
\n const isRelative = this.rewriteUrls === Constants.RewriteUrls.LOCAL ? isPathLocalRelative :
isPathRelative;\n\n return isRelative(path);\n\;\n\ncontexts.Eval.prototype.rewritePath = function (path, rootpath)
+ path);\n\n // If a path was explicit relative and the rootpath was not an absolute path\n // we must ensure that
the new path is also explicit relative.\n if (isPathLocalRelative(path) &&\n
                                                                                                                              isPathRelative(rootpath) &&\n
isPathLocalRelative(newPath) === false) {\n
                                                                             newPath = \./{newPath};\n }\n\n return
newPath;\n\;\n\ncontexts.Eval.prototype.normalizePath = function (path) {\n const segments =
path.split(')'.reverse(); \n let segment; \n\ path = []; \n while (segments.length !== 0) {\n}
                                                                                                                                                         segment =
segments.pop();\n
                                   switch ( segment ) {\n
                                                                                 case '.':\n
                                                                                                               break;\n
                                                                                                                                       case '..':\n
                                                                                                                                                                      if
((path.length === 0) \parallel (path[path.length - 1] === '...')) \{ \
                                                                                                            path.push( segment );\n
                                                                                                                                                                } else {\n
          path.pop();\n
                                              }\n
                                                                  break:\n
                                                                                           default:\n
                                                                                                                         path.push(segment);\n
break;\n
    |+:|\cdot|/|+|/i.test(path); \ |\cdot| \le t(path); \ |\cdot| \ge t(pat
the same for the toCSS ?\n","function makeRegistry( base ) {\n return {\n
                                                                                                                             _data: { },\n
                                                                                                                                                       add:
function(name, func) {\n
                                                 // precautionary case conversion, as later querying of\n
                                                                                                                                                   // the registry by
function-caller uses lower case as well.\n
                                                                           name = name.toLowerCase(); \n\n
                                                                                                                                           if
(this._data.hasOwnProperty(name)) {\n
                                                                            // TODO warn\n
                                                                                                                  }\n
                                                                                                                                   this._data[name] = func;\n
             addMultiple: function(functions) {\n
                                                                                 Object.keys(functions).forEach(\n
                                                                                                                                                      name \Rightarrow \{ \n
      this.add(name, functions[name]);\n
                                                                             });\n
                                                                                            , n
                                                                                                         get: function(name) {\n
                                                                                                                                                          return
this._data[name] || ( base && base.get( name ));\n
                getLocalFunctions: function() {\n
                                                                                return this. data;\n
                                                                                                                      \}, n
                                                                                                                                   inherit: function() {\n
                                                                                                                      return makeRegistry(base);\n
return makeRegistry( this );\n
                                                     \}, n
                                                                   create: function(base) {\n
                                                                                                                                                                            }\n
\\n\nexport default makeRegistry( null );","import Keyword from '../tree/keyword';\n\nconst defaultFunc = \\n
eval: function () {\n
                                      const e = this.error ;\n
                                                                                                                             if (e) {\n
                                                                                                                                                      throw e;\n
                                        return v ? Keyword.True : Keyword.False;\n
   if (v != null) \{ \n
                                                                                                                      n > n < \infty value: function (v) n < \infty
this.value = v;\n },\n error: function (e) {\n
                                                                                 this.error = e;\n },\n reset: function () {\n
this.error_ = null;\n \\n\;\n\nexport default defaultFunc;\n","import Node from './node';\nimport Declaration from
'./declaration';\nimport Keyword from './keyword';\nimport Comment from './comment';\nimport Paren
from './paren';\nimport Selector from './selector';\nimport Element from './element';\nimport Anonymous from
'./anonymous';\nimport contexts from '../contexts';\nimport globalFunctionRegistry from '../functions/function-
registry';\nimport defaultFunc from '../functions/default';\nimport getDebugInfo from './debug-info';\nimport * as
utils from '../utils';\n\nconst Ruleset = function(selectors, rules, strictImports, visibilityInfo) {\n this.selectors =
selectors;\n this.rules = rules;\n this._lookups = { };\n this._variables = null;\n this._properties = null;\n
this.strictImports = strictImports;\n this.copyVisibilityInfo(visibilityInfo);\n this.allowRoot = true;\n\n
this.setParent(this.selectors, this);\n this.setParent(this.rules, this);\n\nRuleset.prototype = Object.assign(new
Node(), \{\n type: 'Ruleset', 'n isRuleset: true, 'n\n isRulesetLike() { return true; }, \n\n accept(visitor) \{\n
if (this.paths) {\n
                                     this.paths = visitor.visitArray(this.paths,
                    } else if (this.selectors) {\n
                                                                         this.selectors = visitor.visitArray(this.selectors);\n
                                                                                                                                                                           if
                                                                                                                                                               }\n
(this.rules && this.rules.length) {\n
                                                                   this.rules = visitor.visitArray(this.rules);\n
                                                                                                                                            n \}, n 
eval(context) {\n
                                 const that = this;\n
                                                                      let selectors;\n
                                                                                                     let selCnt;\n
                                                                                                                               let selector;\n
                                                                                                                                                                              let
                                                                                                                                                            let i:\n
hasVariable;\n
                              let hasOnePassingSelector = false;\n\n
                                                                                                 if (this.selectors && (selCnt = this.selectors.length))
                                                                              defaultFunc.error(\{ \setminus n
                selectors = new Array(selCnt);\n
                                                                                                                               type: 'Syntax',\n
message: 'it is currently only allowed in parametric mixin guards,'\n
                                                                                                                                           for (i = 0; i < selCnt; i++)
                                                                                                                     });\n\n
\{ n \}
                    selector = this.selectors[i].eval(context);\n
                                                                                                     for (var j = 0; j < selector.elements.length; <math>j++) {\n
                 if (selector.elements[j].isVariable) {\n
```

```
hasVariable = true;\n
                                                     break;\n
                                                                          }\n
                                                                                        }\n
                                                                                                     selectors[i] =
                                                                  hasOnePassingSelector = true;\n
selector:\n
                     if (selector.evaldCondition) {\n
                                                                                                              }\n
n n
             if (hasVariable) {\n
                                           const toParseSelectors = new Array(selCnt);\n
                                                                                                      for (i = 0; i <
selCnt; i++) {\n
                             selector = selectors[i];\n
                                                                   toParseSelectors[i] = selector.toCSS(context);\n
     }\n
                  this.parse.parseNode(\n
                                                        toParseSelectors.join(','),\n
                                                                                                [\"selectors\"], \n
     selectors[0].getIndex(), \n
                                             selectors[0].fileInfo(), \n
                                                                                   function(err, result) {\n
                                 selectors = utils.flattenArray(result);\n
 if (result) {\n
                                                                                        }\n
                                                                                                        });\n
                   defaultFunc.reset();\n
      n n
                                               } else {\n
                                                                hasOnePassingSelector = true;\n
                                                                                                       n n
                                                                                                                  let
                                                            const ruleset = new Ruleset(selectors, rules,
rules = this.rules ? utils.copyArray(this.rules) : null;\n
this.strictImports, this.visibilityInfo());\n
                                               let rule:\n
                                                              let subRule:\n\n
                                                                                    ruleset.originalRuleset = this;\n
ruleset.root = this.root;\n
                              ruleset.firstRoot = this.firstRoot;\n
                                                                        ruleset.allowImports = this.allowImports; \n\n
 if (this.debugInfo) {\n
                                ruleset.debugInfo = this.debugInfo;\n
                                                                            n n
                                                                                       if (!hasOnePassingSelector) {\n
     rules.length = 0;\n
                             n n
                                       // inherit a function registry from the frames stack when possible;\n
otherwise from the global registry\n
                                          ruleset.functionRegistry = (function (frames) {\n
                                                                                                    let i = 0;\n
                                                      for (; i! == n; ++i) \{ \n
const n = frames.length; \ n
                                  let found;\n
    found = frames[ i ].functionRegistry;\n
                                                       if (found) { return found; }\n
                                                                                              }\n
                                                                                                         return
globalFunctionRegistry;\n
                                }(context.frames)).inherit();\n\n
                                                                      // push the current ruleset to the frames stack\n
  const ctxFrames = context.frames;\n
                                            ctxFrames.unshift(ruleset);\n\n
                                                                                 // currrent selectors\n
ctxSelectors = context.selectors:\n
                                        if (!ctxSelectors) {\n
                                                                     context.selectors = ctxSelectors = [];\n
                                                                                                                   }\n
 ctxSelectors.unshift(this.selectors);\n\n
                                                                         if (ruleset.root || ruleset.allowImports ||
                                               // Evaluate imports\n
!ruleset.strictImports) {\n
                                  ruleset.evalImports(context);\n
                                                                       n n
                                                                                 // Store the frames around mixin
definitions,\n
                  // so they can be evaluated like closures when the time comes.\n
                                                                                          const rsRules =
ruleset.rules;\n
                    for (i = 0; (rule = rsRules[i]); i++) \{\n
                                                                   if (rule.evalFirst) {\n
                                                                                                   rsRules[i] =
rule.eval(context);\n
       }\n
                n n
                          const mediaBlockCount = (context.mediaBlocks && context.mediaBlocks.length) || 0;\n\n
   // Evaluate mixin calls.\n
                                  for (i = 0; (rule = rsRules[i]); i++) \{\n
                                                                                 if (rule.type === 'MixinCall') {\n
    /* jshint loopfunc:true */\n
                                         rules = rule.eval(context).filter(function(r) {\n
                                                                                                      if ((r instanceof
Declaration) && r.variable) {\n
                                                // do not pollute the scope if the variable is\n
                                                                                                              // already
there. consider returning false here\n
                                                     // but we need a way to \"return\" variable from mixins\n
      return !(ruleset.variable(r.name));\n
                                                       }\n
                                                                       return true;\n
rsRules.splice.apply(rsRules, [i, 1].concat(rules));\n
                                                                i \neq rules.length - 1;\n
                                                                                                 ruleset.resetCache();\n
      } else if (rule.type === 'VariableCall')
\{ n \}
              /* jshint loopfunc:true */\n
                                                    rules = rule.eval(context).rules.filter(function(r) {\n
                                                                                                                      if
((r instanceof Declaration) && r.variable) {\n
                                                              // do not pollute the scope at all\n
                                                                                                                 return
false;\n
                    }\n
                                    return true;\n
                                                            });\n
                                                                           rsRules.splice.apply(rsRules, [i,
1].concat(rules));\n
                              i += rules.length - 1;\n
                                                               ruleset.resetCache();\n
                                                                                               }\n
                                for (i = 0; (rule = rsRules[i]); i++) \{\n
Evaluate everything else\n
                                                                               if (!rule.evalFirst) {\n
rsRules[i] = rule = rule.eval ? rule.eval(context) : rule;\n
                                                                  }\n
                                                                          n n
                                                                                    // Evaluate everything else\n
for (i = 0; (rule = rsRules[i]); i++) \{\n
                                              // for rulesets, check if it is a css guard and can be removed\n
                                                                                                                      if
(rule instanceof Ruleset && rule.selectors
&& rule.selectors.length === 1) \{ \n
                                                // check if it can be folded in (e.g. & where)\n
                                                                                                          if
(rule.selectors[0] && rule.selectors[0].isJustParentSelector()) {\n
                                                                                rsRules.splice(i--, 1);\n\n
for (var j = 0; (subRule = rule.rules[j]); j++) {\n
                                                                 if (subRule instanceof Node) {\n
subRule.copyVisibilityInfo(rule.visibilityInfo());\n
                                                                      if (!(subRule instanceof Declaration) ||
!subRule.variable) {\n
                                           rsRules.splice(++i, 0, subRule);\n
                                                                                                 }\n
                                                                                                                   }\n
          }\n
                       }\n
                                           n n
                                                     // Pop the stack\n
                                                                            ctxFrames.shift();\n
                                  }\n
ctxSelectors.shift();\n\n
                             if (context.mediaBlocks) {\n
                                                                   for (i = mediaBlockCount; i <
context.mediaBlocks.length; i++) {\n
                                                context.mediaBlocks[i].bubbleSelectors(selectors);\n
```

```
}\n
                  n n
                                 return ruleset;\n },\n evalImports(context) {\n
                                                                                                                       const rules = this.rules;\n
                                                                                                                                                                     let i;\n
  let importRules;\n
                                                                                  for (i = 0; i < rules.length; i++) \{\n
                                     if (!rules) { return; \n
                                                                                                                                                   if (rules[i].type ===
'Import') {\n
                                 importRules = rules[i].eval(context);\n
                                                                                                           if (importRules && (importRules.length ||
importRules.length === 0)) {\n}
                                                                  rules.splice.apply(rules, [i, 1].concat(importRules));\n
                                                                                                                                                                        i +=
importRules.length - 1;\n
                                                     } else {\n
                                                                                       rules.splice(i, 1, importRules);\n
                                                                                                                                                        }\n
this.resetCache();\n
                                         }\n
                                                     \n },\n\n makeImportant() {\n
                                                                                                                 const result = new Ruleset(this.selectors,
this.rules.map(function (r) {\n
                                                         if (r.makeImportant) {\n
                                                                                                             return r.makeImportant();\n
                                                                                                                                                                   } else {\n
             return r;\n
                                        }\n
                                                    }), this.strictImports,
this.visibilityInfo());\n\n
                                             return result;\n },\n matchArgs(args) {\n
                                                                                                                           return !args || args.length === 0;\n
},\n\n // lets you call a css selector with a guard\n matchCondition(args, context) {\n
                                                                                                                                              const lastSelector =
                                                                     if (!lastSelector.evaldCondition) {\n
this.selectors[this.selectors.length - 1];\n
                                                                                                                                       return false;\n
                                                                                                                                                                     }\n
if (lastSelector.condition &&\n
                                                           !lastSelector.condition.eval(\n
                                                                                                                        new contexts.Eval(context,\n
   context.frames))) {\n
                                               return false:\n
                                                                            }\n
                                                                                        return true;\n \},\n\n resetCache() \{\n
                                                                                                                                                             this. rulesets
= null; \ n
                    this._variables = null;\n
                                                                this._properties = null;\n
                                                                                                             this._variables = !this.rules ? { } : this.rules.reduce(function (hash, r) {\n
\{ n \}
            if (!this._variables) {\n
   if (r instanceof Declaration && r.variable === true) {\n
                 hash[r.name] = r;\n
                                                               }\n
                                                                                  // when evaluating variables in an import statement, imports
have not been eval'd\n
                                                // so we need to go inside import statements.\n
                                                                                                                                      // guard against root being a
string (in the case of inlined less)\n
                                                                    if (r.type === 'Import' && r.root && r.root.variables) {\n
const vars = r.root.variables();\n
                                                                   for (const name in vars) {\n
(vars.hasOwnProperty(name)) {\n
                                                                              hash[name] = r.root.variable(name); \n
                                                                                                                                                                }\n
    }\n
                       }\n
                                           return hash;\n
                                                                            \}, \{\}); \ n
                                                                                                 }\n
                                                                                                             return this._variables;\n },\n\n
                                                                              this._properties = !this.rules ? {} : this.rules.reduce(function
properties() {\n
                              if (!this._properties) {\n
(hash, r) \{ \n
                                 if (r instanceof Declaration && r.variable !== true) {\n
           const name = (r.name.length === 1) && (r.name[0] instanceof Keyword) ?\n
                                                                                                                                                        r.name[0].value:
r.name;\n
                                 // Properties don't overwrite as they can merge\n
                                                                                                                              if (!hash[`$${name}`]) {\n
          hash[^\$\{name\}^] = [r];\n
                                                                       }\n
                                                                                              else {\n
                                                                                                                                 hash[\space{1mm} shash[\space{1mm} shash[\spac
                                                    return hash;\n
            }\n
                                }\n
                                                                                     \}, \{\}); n
                                                                                                         }\n
                                                                                                                     return this._properties;\n },\n\n
variable(name) {\n
                                    const decl = this.variables()[name];\n
                                                                                                     if (decl) \{ \n
                                                                                                                                  return this.parseValue(decl);\n
    n > n  property(name) n 
                                                              const decl = this.properties()[name];\n
                                                                                                                                 if (decl) {\n
                                            n \,\n\n lastDeclaration() {\n
                                                                                                       for (let i = \text{this.rules.length}; i > 0; i--) {\n
this.parseValue(decl);\n
const decl = this.rules[i - 1];\n
                                                         if (decl
instanceof Declaration) {\n
                                                         return this.parseValue(decl);\n
                                                                                                                    }\n
                                                                                                                                n , n 
parseValue(toParse) {\n
                                            const self = this; \n
                                                                               function transformDeclaration(decl) {\n
                                                                                                                                                        if (decl.value
instanceof Anonymous && !decl.parsed) {\n
                                                                                   if (typeof decl.value.value === 'string') {\n
this.parse.parseNode(\n
                                                          decl.value.value,\n
                                                                                                              ['value', 'important'], \n
                                                           decl.fileInfo(), \n
                                                                                                                                                                           if
decl.value.getIndex(), \n
                                                                                                             function(err, result) {\n
(err) \{ \n
                                          decl.parsed = true; \n
                                                                                                                                    if (result) {\n
  decl.value = result[0]; \n
                                                                     decl.important = result[1] || ";\n
                                                                                                                                                    decl.parsed =
true;\n
                                    }\n
                    });\n
                                          } else {\n
                                                                           decl.parsed = true; \ n
                                                                                                                          n n
                                                                                                                                                 return decl;\n
}\n
                else {\n
                                           return decl;\n
                                                                           }\n
                                                                                       }\n
                                                                                                   if (!Array.isArray(toParse)) {\n
                                                                                                                                                               return
transformDeclaration.call(self, toParse);\n
                                                                                    else {\n
                                                                                                           const nodes = [];\n
                                                                        }\n
toParse.forEach(function(n) {\n
                                                               nodes.push(transformDeclaration.call(self, n));\n
                                                                                                                                                      });\n
                                                                                                                                                                        return
nodes:\n
                    if (!this.rules) { return []; }\n\n
                                                                                                                           const filtRules = [];\n
                                                                                                                                                                    const
rules = this.rules;\n
                                    let i;\n
                                                      let rule;\n\
                                                                               for (i = 0; (rule = rules[i]); i++) {\n}
                                                                                                                                                if (rule.isRuleset) {\n
            filtRules.push(rule);\n
                                                         }\n
                                                                      n n
                                                                                     return filtRules;\n },\n\n prependRule(rule) {\n
                                                                                                                                                                          const
rules = this.rules;\n
                                    if (rules) {\n
```

```
rules.unshift(rule);\n
                                 } else {\n
                                                  this.rules = [rule];\n
                                                                            }\n
                                                                                    this.setParent(rule, this);\n
                                                                const \ rules = []; \ \ n
,\n find(selector, self, filter) {\n
                                         self = self || this; \n
                                                                                       let match;\n
foundMixins;\n
                    const key = selector.toCSS();\n\
                                                          if (key in this._lookups) { return this._lookups[key]; }\n\n
   this.rulesets().forEach(function (rule) {\n
                                                    if (rule !== self) \{\n
                                                                                  for (let j = 0; j <
rule.selectors.length; j++) {\n
                                          match = selector.match(rule.selectors[j]);\n
                                                                                                  if (match) {\n
        if (selector.elements.length > match) {\n
                                                                  if (!filter || filter(rule)) {\n
foundMixins = rule.find(new Selector(selector.elements.slice(match)), self, filter);\n
                                                                                                        for (let i =
0; i < foundMixins.length; ++i) \{ \n
  foundMixins[i].path.push(rule);\n
                                                       }\n
                                                                               Array.prototype.push.apply(rules,
foundMixins):\n
                                  }\n
                                                    } else {\n
                                                                               rules.push({ rule, path: []});\n
      }\n
                        break;\n
                                             }\n
                                                          }\n
                                                                     }\n
                                                                             });\n
                                                                                      this._lookups[key] = rules;\n
                                                            let i;\n
  return rules;\n },\n genCSS(context, output) {\n
                                                                        let j;\n
                                                                                   const charsetRuleNodes = [];\n
 let ruleNodes = \prod;\n\n
                            let // Line number debugging\n
                                                                    debugInfo;\n\n
                                                                                       let rule;\n
                                                                                                      let path;\n\n
 context.tabLevel = (context.tabLevel || 0); \n\n
                                                    if (!this.root) {\n
                                                                            context.tabLevel++;\n
                                                                                                        n n
const tabRuleStr = context.compress ? " : Array(context.tabLevel + 1).join(' ');\n
                                                                                      const tabSetStr =
context.compress?": Array(context.tabLevel).join('
 ');\n
          let sep;\n\
                          let charsetNodeIndex = 0;\n
                                                           let importNodeIndex = 0;\n
                                                                                           for (i = 0; (rule =
this.rules[i]); i++) {\n
                             if (rule instanceof Comment) {\n
                                                                        if (importNodeIndex === i) \{\n
importNodeIndex++; \n
                                 }\n
                                              ruleNodes.push(rule);\n
                                                                              } else if (rule.isCharset &&
                                                                                       charsetNodeIndex++;\n
rule.isCharset()) {\n
                              ruleNodes.splice(charsetNodeIndex, 0, rule);\n
  importNodeIndex++;\n
                                 } else if (rule.type === 'Import') {\n
                                                                               ruleNodes.splice(importNodeIndex,
                                                  } else {n}
0, rule);\n
                   importNodeIndex++;\n
                                                                      ruleNodes.push(rule);\n
                                                                                                     }\n
                                                                                                              }\n
// If this is the root node, we don't render\n
                                                                                                           // a
selector, or { }.\n
                     if (!this.root) {\n
                                             debugInfo = getDebugInfo(context, this,
tabSetStr);\n\n
                      if (debugInfo) {\n
                                                  output.add(debugInfo);\n
                                                                                     output.add(tabSetStr);\n
n n
            const paths = this.paths;\n
                                              const pathCnt = paths.length;\n
                                                                                    let pathSubCnt;\n\n
                                                                                                                sep
                                                        for (i = 0; i < pathCnt; i++) \{ \n
= context.compress ? ',' : (`,\\n${tabSetStr}`);\n\n
                                                                                                  path = paths[i]; \ n
      if (!(pathSubCnt = path.length)) { continue; }\n
                                                                if (i > 0) { output.add(sep); \n
context.firstSelector = true;\n
                                       path[0].genCSS(context, output);\n\n
                                                                                      context.firstSelector = false;\n
        for (j = 1; j < pathSubCnt; j++) \{ \n
                                                        path[j].genCSS(context, output);\n
                                                                                                     }\n
                                                                                                                n n
      output.add((context.compress?'{':'{\langle \n' \rangle} + tabRuleStr);}
                                                                                // Compile rules and rulesets\n
                                                                      n n
for (i = 0; (rule = ruleNodes[i]); i++) {\n\n}
                                                  if
(i + 1 === ruleNodes.length) {\n}
                                           context.lastRule = true; \ n
                                                                            n n
                                                                                         const currentLastRule =
context.lastRule;\n
                          if (rule.isRulesetLike(rule)) {\n
                                                                    context.lastRule = false;\n
                                                                                                                  if
                                                                                                     n n
(rule.genCSS) {\n
                           rule.genCSS(context, output);\n
                                                                   } else if (rule.value) {\n
output.add(rule.value.toString());\n
                                           n n
                                                       context.lastRule = currentLastRule; \n\n
(!context.lastRule && rule.isVisible()) {\n
                                                    output.add(context.compress ? " : (`\\n${tabRuleStr}`));\n
                   context.lastRule = false;\n
                                                             n n
                                                                       if (!this.root) {\n
output.add((context.compress~?~'\}'~:~\hspace{1.5}));\\ \n
                                                                  context.tabLevel--;\n
                                                                                            n n
                                                                                                      if
(!output.isEmpty() && !context.compress && this.firstRoot) {\n
                                                                        output.add('\n');\n
                                                                                                    , n n
                                                                                                }\n
joinSelectors(paths,
context, selectors) {\n
                           for (let s = 0; s < selectors.length; <math>s++) {\n
                                                                             this.joinSelector(paths, context,
selectors[s]);\n
                    n > n  joinSelector(paths, context, selector) n 
                                                                                 function
createParenthesis(elementsToPak, originalElement) {\n
                                                               let replacementParen, j;\n
                                                                                                if
(elementsToPak.length === 0) \{ \n \}
                                            replacementParen = new Paren(elementsToPak[0]);\n
                                                                                                          } else {\n
                                                                           for (j = 0; j < elementsToPak.length; j++)
      const insideParent = new Array(elementsToPak.length);\n
               insideParent[j] = new Element(\n
                                                                null,\n
                                                                                     elementsToPak[j],\n
  originalElement.isVariable,\n
                                               originalElement._index,\n
                                                                                        originalElement._fileInfo\n
```

```
);\n
                        }\n
                                     replacementParen = new Paren(new Selector(insideParent));\n
  }\n
             return replacementParen;\n
                                              n n
                                                        function createSelector(containedElement, originalElement)
\{ n \}
          let element, selector;\n
                                         element = new Element(null, containedElement,
originalElement.isVariable, originalElement._index, originalElement._fileInfo);\n
                                                                                          selector = new
Selector([element]);\n
                              return selector;\n
                                                    n n
                                                              // joins selector path from `beginningPath` with
selector path in `addPath`\n
                                 // `replacedElement` contains element that is being replaced by `addPath`\n
                                                                                                                  //
returns concatenated path\n
                                 function addReplacementIntoPath(beginningPath, addPath, replacedElement,
                            let newSelectorPath, lastSelector, newJoinedSelector;\n
originalSelector) {\n
                                                                                            // our new selector path\n
      newSelectorPath = []; \n\n
                                       // construct the joined selector - if & is the first thing this will be empty,\n
   // if not newJoinedSelector will be the last set of
elements in the selector\n
                                  if (beginningPath.length > 0) {\n
                                                                             newSelectorPath =
                                            lastSelector = newSelectorPath.pop(); \n
utils.copyArray(beginningPath);\n
                                                                                               newJoinedSelector =
originalSelector.createDerived(utils.copyArray(lastSelector.elements));\n
                                                                                  }\n
                                                                                             else \{\n
newJoinedSelector = originalSelector.createDerived([]);\n
                                                                  n n
                                                                               if (addPath.length > 0) \{ \n
/deep/ is a CSS4 selector - (removed, so should deprecate)\n
                                                                       // that is valid without anything in front of it\n
        // so if the & does not have a combinator that is \"\" or \" \" then\n
                                                                                    // and there is a combinator on
the parent, then grab that.\n
                                     // this also allows + a { & .b { .a & { ... though not sure why you would want
to do that\n
                     let combinator = replacedElement.combinator;\n\n
                                                                                   const parentEl =
addPath[0].elements[0];\n
          if (combinator.emptyOrWhitespace && !parentEl.combinator.emptyOrWhitespace) {\n
combinator = parentEl.combinator;\n
                                               }\n
                                                             // join the elements so far with the first part of the
                  new Joined Selector. elements. push (new \ Element ( \ \ ) \\
parent\n
                                                                                  combinator,\n
                              replaced Element. is Variable, \! \backslash n
parentEl.value,\n
                                                                         replacedElement._index,\n
replacedElement. fileInfo\n
                                      ));\n
                                                     newJoinedSelector.elements =
newJoinedSelector.elements.concat(addPath[0].elements.slice(1));\n
                                                                             n n
                                                                                          // now add the joined
selector - but only if it is not empty\n
                                             if (newJoinedSelector.elements.length !== 0) {\n
newSelectorPath.push(newJoinedSelector);\n
                                                      n n
                                                                  // put together the parent selectors after the join
(e.g. the rest of the parent)\n
                                    if (addPath.length
> 1) \{ \n
                  let restOfPath = addPath.slice(1);\n
                                                                restOfPath = restOfPath.map(function (selector) {\n}
          return selector.createDerived(selector.elements, []);\n
                                                                           });\n
                                                                                          newSelectorPath =
newSelectorPath.concat(restOfPath);\n
                                                          return newSelectorPath;\n
                                                                                                   // joins selector
                                               }\n
                                                                                          n n
path from `beginningPath` with every selector path in `addPaths` array\n
                                                                              // `replacedElement` contains element
that is being replaced by `addPath`\n
                                          // returns array with all concatenated paths\n
addAllReplacementsIntoPath( beginningPath, addPaths, replacedElement, originalSelector, result) {\n
                                                                                                               let j;\n
     for (j = 0; j < beginningPath.length; j++) {\n}
                                                            const newSelectorPath =
addReplacementIntoPath(beginningPath[j], addPaths, replacedElement, originalSelector);\n
result.push(newSelectorPath);\n
                                        }\n
                                                   return
result;\n
              n n
                        function mergeElementsOnToSelectors(elements, selectors) {\n
                                                                                                let i, sel;\n\
                                                                                                                    if
(elements.length === 0) {\n
                                      return ;\n
                                                                  if (selectors.length === 0) {\n
                                                       }\n
selectors.push([ new Selector(elements) ]);\n
                                                       return;\n
                                                                        n n
                                                                                    for (i = 0; (sel = selectors[i]);
i++) \{ \n
                  // if the previous thing in sel is a parent this needs to join on to it\n
                                                                                               if (sel.length > 0) {\n
          sel[sel.length - 1] = sel[sel.length - 1].createDerived(sel[sel.length - 1].elements.concat(elements));\n
                else {\n
                                    sel.push(new Selector(elements));\n
                                                                                                       n n
   }\n
                                                                                   }\n
replace all parent selectors inside `inSelector` by content of `context` array\n
                                                                                  // resulting selectors are returned
inside `paths` array\n
                          // returns true if `inSelector`
contained at least one parent selector\n
                                            function replaceParentSelector(paths, context, inSelector) {\n
                                                                                                                   //
The paths are [[Selector]]\n
                                   // The first list is a list of comma separated selectors\n
                                                                                                  // The inner list is a
list of inheritance separated selectors\n
                                               // e.g.\n
                                                              // .a, .b {\n
                                                                                // .c {\n
                                                                                                 // }\n
                                                                                                               // }\n
```

```
// == [[.a] [.c]] [[.b] [.c]] \n
                                     //\n
                                                let i, j, k, currentElements, newSelectors, selectorsMultiplied, sel,
el, hadParentSelector = false, length, lastSelector;\n
                                                          function findNestedSelector(element) {\n
                          if (!(element.value instanceof Paren)) {\n
maybeSelector;\n
                                                                               return null;\n
                                                                                                      n n
 maybeSelector = element.value.value; \n
                                                  if (!(maybeSelector instanceof Selector)) {\n
                                                                                                          return
null:\n
                n n
                              return maybeSelector;\n
       n n
                   // the elements from the current selector so far\n
                                                                         currentElements = []; \ n
                                                                                                        // the
current list of new selectors to add to the path.\n
                                                      // We will build it up. We initiate it with one empty selector
as we \"multiply\" the new selectors\n
                                            // by the parents\n
                                                                     newSelectors = [\n]
     for (i = 0; (el = inSelector.elements[i]); i++) {\n}
                                                              // non parent reference elements just get added\n
    if (el.value !== '&') {\n
                                       (nestedSelector != null) {\n}
                                         // merge the current list of non parent selector elements\n
                                                                                                               //
                                                      merge Elements On To Selectors (current Elements,\\
on to the current list of selectors to add\n
newSelectors);\n\n
                                 const nestedPaths = \prod;\n
     let replaced;\n
                                  const replacedNewSelectors = [];\n
                                                                                   replaced =
replaceParentSelector(nestedPaths, context, nestedSelector);\n
                                                                           hadParentSelector = hadParentSelector
                          // the nestedPaths array should have only one member - replaceParentSelector does not
|| replaced;\n
multiply selectors\n
                                  for (k = 0; k < nestedPaths.length; k++) {\n}
                                                                                             const
replacementSelector = createSelector(createParenthesis(nestedPaths[k], el), el);\n
addAllReplacementsIntoPath(newSelectors, [replacementSelector], el, inSelector, replacedNewSelectors);\n
                       }\n
                                                                              currentElements = [];\n
                                                                                                                 }
else \{\n
                      currentElements.push(el);\n
                                                              n n
                                                                            } else {\n
hadParentSelector
                                                                   selectorsMultiplied = []; \n\n
= true; \n
                     // the new list of selectors to add\n
merge the current list of non parent selector elements\n
                                                                  // on to the current list of selectors to add\n
     mergeElementsOnToSelectors(currentElements, newSelectors);\n\n
                                                                                   // loop through our current
                      for (i = 0; i < newSelectors.length; i++) {\n}
                                                                               sel = newSelectors[i];\n
selectors\n
  // if we don't have any parent paths, the & might be in a mixin so that it can be used\n
                                                                                                    // whether
there are parents or not\n
                                       if (context.length === 0) {\n
                                                                                    // the combinator used on el
                                                                                                           if
should now be applied to the next element instead so that\n
                                                                           // it is not lost\n
(sel.length > 0) \{ \n
                                      sel[0].elements.push(new
Element(el.combinator, ", el.isVariable, el._index, el._fileInfo));\n
                                                                                  }\n
selectorsMultiplied.push(sel);\n
                                             }\n
                                                               else {\n
                                                                                        // and the parent
selectors\n
                           for (k = 0; k < context.length; k++) \{ \n
                                                                                     // We need to put the current
selectors\n
                              // then join the last selector's elements on to the parents selectors\n
const newSelectorPath = addReplacementIntoPath(sel, context[k], el, inSelector);\n
                                                                                                     // add that to
our new set of selectors\n
                                            selectorsMultiplied.push(newSelectorPath);\n
                                                                                                          }\n
                                         // our new selectors has been multiplied, so reset the state\n
        n
                        n n
newSelectors
= selectorsMultiplied;\n
                                    currentElements = []; \ n
                                                                                           // if we have any
                                                                     }\n
                                                                               n n
elements left over (e.g. .a\&.b == .b)\n
                                            // add them on to all the current selectors\n
mergeElementsOnToSelectors(currentElements, newSelectors);\n\n
                                                                         for (i = 0; i < newSelectors.length; i++)
            length = newSelectors[i].length;\n
                                                       if (length > 0) {\n
paths.push(newSelectors[i]);\n
                                          lastSelector = newSelectors[i][length - 1];\n
newSelectors[i][length - 1] = lastSelector.createDerived(lastSelector.elements, inSelector.extendList);\n
}\n
                      return hadParentSelector;\n
                                                      n n
                                                                function deriveSelector(visibilityInfo, deriveFrom)
\{ n \}
          const newSelector = deriveFrom.createDerived(deriveFrom.elements, deriveFrom.extendList,
deriveFrom.evaldCondition);\n
```

```
return newSelector;\n
                                 n n
                                           // joinSelector code follows\n
                                                                            let i, newPaths,
hadParentSelector;\n\n
                          newPaths = [];\n
                                                hadParentSelector = replaceParentSelector(newPaths, context,
selector);\n\n
                 if (!hadParentSelector) {\n
                                                  if (context.length > 0) {\n
                                                                                     newPaths = [];\n
for (i = 0; i < context.length; i++) {\n\n}
                                                  const concatenated = context[i].map(deriveSelector.bind(this,
selector.visibilityInfo()));\n\n
                                        concatenated.push(selector);\n
newPaths.push(concatenated);\n
                                         }\n
                                                   }\n
                                                              else {\n
                                                                               newPaths = [[selector]]; \ n
                 for (i = 0; i < newPaths.length; i++) \{\n
                                                               paths.push(newPaths[i]);\n
}\n
                                                                                              n n
\n\);\n\nexport default Ruleset;\n","import Node from './node';\nimport Selector from './selector';\nimport Ruleset
from './ruleset';\nimport
Anonymous from './anonymous';\n\nconst AtRule = function(\n name,\n value,\n rules,\n index,\n
currentFileInfo,\n debugInfo,\n isRooted,\n visibilityInfo\n) {\n let i;\n\n this.name = name;\n this.value
= (value instanceof Node) ? value : (value ? new Anonymous(value) : value);\n if (rules) {\n
(Array.isArray(rules)) {\n
                                this.rules = rules;\n
                                                        } else {\n
                                                                        this.rules = [rules]; \ n
this.rules[0].selectors = (new Selector([], null, null, index, currentFileInfo)).createEmptySelectors();\n
                                                                                                        }\n
for (i = 0; i < this.rules.length; i++) {\n}
                                            this.rules[i].allowImports = true;\n
this.setParent(this.rules, this); \ \ \n this._index = index; \n this._fileInfo = currentFileInfo; \n this.debugInfo =
debugInfo;\n this.isRooted = isRooted || false;\n this.copyVisibilityInfo(visibilityInfo);\n this.allowRoot =
true; \n \n
Node(), {\n type: 'AtRule',\n accept(visitor) {\n
                                                       const value = this.value, rules = this.rules;\n
                                                                                                       if (rules)
          this.rules = visitor.visitArray(rules);\n
                                                    }\n
                                                            if (value) {\n
                                                                                this.value = visitor.visit(value);\n
  \n },\n\n isRulesetLike() {\n
                                       return this.rules | !this.isCharset();\n },\n\n isCharset() {\n
'@charset' === this.name;\n \},\n\n genCSS(context, output) \{\n
                                                                      const value = this.value, rules = this.rules;\n
   output.add(this.name, this.fileInfo(), this.getIndex());\n
                                                              if (value) {\n
                                                                                  output.add(' ');\n
value.genCSS(context, output);\n
                                     }\n
                                             if (rules) {\n
                                                                this.outputRuleset(context, output, rules);\n
else {\n
              output.add(';');\n
                                   n \,\n\n eval(context) {\n
                                                                      let mediaPathBackup, mediaBlocksBackup,
value = this.value, rules = this.rules;\n\n
                                           // media stored inside
other atrule should not bubble over it\n
                                           // backpup media bubbling information\n
                                                                                        mediaPathBackup =
context.mediaPath;\n
                         mediaBlocksBackup = context.mediaBlocks;\n
                                                                            // deleted media bubbling
information\n
                  context.mediaPath = [];\n
                                               context.mediaBlocks = []; \n\n
                                                                                 if (value) {\n
                                                                                                     value =
value.eval(context);\n
                          }\n
                                  if (rules) {\n
                                                     // assuming that there is only one rule at this point - that is
how parser constructs the rule\n
                                      rules = [rules[0].eval(context)];\n
                                                                              rules[0].root = true;\n
                                                                                                               //
                                                                                                        n
restore media bubbling information\n
                                         context.mediaPath = mediaPathBackup;\n
                                                                                       context.mediaBlocks =
mediaBlocksBackup;\n\n
                             return new AtRule(this.name, value, rules,\n
                                                                                this.getIndex(), this.fileInfo(),
this.debugInfo, this.isRooted, this.visibilityInfo());\n },\n variable(name) {\n 
                                                                                    if (this.rules) {\n
assuming that there is only
one rule at this point - that is how parser constructs the rule\n
                                                                   return
Ruleset.prototype.variable.call(this.rules[0], name);\n
                                                         n },\n find() {\n}
                                                                                                           //
                                                                                    if (this.rules) {\n
assuming that there is only one rule at this point - that is how parser constructs the rule\n
                                                                                             return
Ruleset.prototype.find.apply(this.rules[0], arguments);\n
                                                                                           if (this.rules) {\n
                                                           n }, n  rulesets() {\n
// assuming that there is only one rule at this point - that is how parser constructs the rule\n
                                                                                               return
Ruleset.prototype.rulesets.apply(this.rules[0]);\n
                                                    \n },\n\n outputRuleset(context, output, rules) {\n
const ruleCnt = rules.length;\n
                                  let i;\n
                                             context.tabLevel = (context.tabLevel \mid 0) + 1; \n\
Compressed\n
                  if (context.compress) {\n
                                                  output.add('{');\n
                                                                          for (i = 0; i < ruleCnt; i++) \{ \n
rules[i].genCSS(context, output);\n
  }\n
            output.add('}');\n
                                    context.tabLevel--;\n
                                                                return;\n
                                                                              n n
                                                                                       // Non-compressed\n
if (!ruleCnt) {\n
  output.add(`{${tabSetStr}}`);\n
                                      } else {\n
                                                      output.add(` {\{tabRuleStr\}`);} n
```

for $(i = 1; i < ruleCnt; i++) \{ \n$

output.add(tabRuleStr);\n

 $rules[0].genCSS(context, output);\n$

```
rules[i].genCSS(context, output);\n
                                          }\n
                                                    output.add(`${tabSetStr}}`);\n
                                                                                       n n
context.tabLevel--;\n \\n\);\n\nexport default AtRule;\n", "import Node from './node';\nimport contexts from
'../contexts';\nimport * as utils from '../utils';\n\nconst DetachedRuleset = function(ruleset, frames) {\n this.ruleset
= ruleset;\n this.frames = frames;\n this.setParent(this.ruleset, this);\n};\n\nDetachedRuleset.prototype =
Object.assign(new Node(),
\n type: 'DetachedRuleset',\n evalFirst: true,\n\n accept(visitor) {\n
                                                                            this.ruleset =
visitor.visit(this.ruleset);\n },\n eval(context) {\n
                                                         const frames = this.frames ||
utils.copyArray(context.frames);\n
                                      return new DetachedRuleset(this.ruleset, frames);\n },\n\n
callEval(context) {\n
                         return this.ruleset.eval(this.frames? new contexts.Eval(context,
this.frames.concat(context.frames)): context);\n \\n\}\;\n\nexport default DetachedRuleset;\n", "import Node from
'./node';\nimport unitConversions from '../data/unit-conversions';\nimport * as utils from '../utils';\n\nconst Unit =
function(numerator, denominator, backupUnit) {\n this.numerator = numerator ? utils.copyArray(numerator).sort()
: [];\n this.denominator = denominator ? utils.copyArray(denominator).sort() : [];\n if (backupUnit) {\n
this.backupUnit = backupUnit;\n } else if (numerator && numerator.length) {\n
                                                                                   this.backupUnit =
numerator[0];\n }\n\};\n\nUnit.prototype
= Object.assign(new Node(), {\n type: 'Unit',\n\n clone() {\n
                                                                  return new
Unit(utils.copyArray(this.numerator), utils.copyArray(this.denominator), this.backupUnit);\n },\n\n
genCSS(context, output) {\n
                               // Dimension checks the unit is singular and throws an error if in strict math
mode.\n
            const strictUnits = context && context.strictUnits;\n
                                                                    if (this.numerator.length === 1) {\n
output.add(this.numerator[0]); // the ideal situation\n
                                                       } else if (!strictUnits && this.backupUnit) {\n
output.add(this.backupUnit);\n
                                  } else if (!strictUnits && this.denominator.length) {\n
output.add(this.denominator[0]);\n
                                      n }, n  toString() {\n
                                                                     let i, returnStr = this.numerator.join('*');\n
                                                     returnStr += \^{{this.denominator[i]}\`;\n
 for (i = 0; i < this.denominator.length; i++) {\n}
                                                                                                 }\n
                                                                                                         return
returnStr;\n },\n compare(other) {\n
this.is(other.toString()) ? 0 : undefined;\n },\n\n is(unitString) {\n
                                                                       return this.toString().toUpperCase() ===
unitString.toUpperCase();\n },\n isLength() {\n
                                                       return
return this.numerator.length === 0 \&\& this.denominator.length === 0;\n },\n\n isSingular() {\n
                                                                                                        return
this.numerator.length \leq 1 \&\& this.denominator.length == 0; n \ \n\ \map(callback) \ \n\ \
                                                                                               let i; \n\n
                                                                                                            for
(i = 0; i < this.numerator.length; i++) {\n}
                                              this.numerator[i] = callback(this.numerator[i], false);\n
                                                                                                        n n
for (i = 0; i < this.denominator.length; i++) {\n}
                                                    this.denominator[i] = callback(this.denominator[i], true);\n
let group;\n
                                                 const result = \{ \}; \ 
                                                                        let mapUnit;\n
                                                                                           let groupName;\n\n
 mapUnit = function (atomicUnit) \{ \ 
   /* jshint loopfunc:true */\n
                                   if (group.hasOwnProperty(atomicUnit) && !result[groupName]) {\n
result[groupName] = atomicUnit;\n
                                         n n
                                                     return atomicUnit;\n
                                                                              \}; \n\n
                                                                                        for (groupName in
unitConversions) {\n
                           if (unitConversions.hasOwnProperty(groupName)) {\n
                                                                                          group =
unitConversions[groupName];\n\n
                                          this.map(mapUnit);\n
                                                                      }\n
                                                                               n n
                                                                                        return result;\n },\n
cancel() {\n
                const counter = \{\}; \ 
                                         let atomicUnit;\n
                                                              let i; n n
                                                                           for (i = 0; i < this.numerator.length;
               atomicUnit = this.numerator[i];\n
                                                      counter[atomicUnit] = (counter[atomicUnit] || 0) + 1;\n
i++) \{ \n
n n
         for (i = 0; i < this.denominator.length; i++) {\n}
                                                              atomicUnit = this.denominator[i];\n
counter[atomicUnit] = (counter[atomicUnit] || 0) - 1;\n
                                                         n n
                                                                   this.numerator = [];\n
                                                                                            this.denominator =
[]:\n\n
   for (atomicUnit in counter) {\n
                                        if (counter.hasOwnProperty(atomicUnit)) {\n
                                                                                             const count =
counter[atomicUnit];\n\n
                                 if (count > 0) \{ \n
                                                              for (i = 0; i < count; i++) \{ \n
this.numerator.push(atomicUnit);\n
                                              }\n
                                                           } else if (count < 0) {\n
                                                                                             for (i = 0; i < -
count; i++) {\n
                            this.denominator.push(atomicUnit);\n
                                                                                          }\n
                                                                             }\n
                                                                                                    }\n
         this.numerator.sort();\n
                                     this.denominator.sort();\n \);\n \nexport default Unit;\n \"import Node
from './node';\nimport unitConversions from '../data/unit-conversions';\nimport Unit from './unit';\nimport Color
```

```
from './color';\n\n/\n/\A number with a unit\n/\nconst Dimension = function(value, unit) {\n this.value =
parseFloat(value);\n if (isNaN(this.value)) {\n
                                                     throw new Error('Dimension is not a number.');\n \n
this.unit
= (unit && unit instance of Unit)? unit:\n
                                               new Unit(unit ? [unit] : undefined);\n this.setParent(this.unit,
this);\n\;\n\Dimension.prototype = Object.assign(new Node(), {\n type: 'Dimension',\n\n accept(visitor) {\n
this.unit = visitor.visit(this.unit);\n },\n eval(context) {\n
                                                                   return this;\n },\n toColor() {\n
new Color([this.value, this.value, this.value]);\n },\n\n genCSS(context, output) {\n
                                                                                            if ((context &&
context.strictUnits) && !this.unit.isSingular()) {\n
                                                          throw new Error(`Multiple units in dimension. Correct the
units or use the unit function. Bad unit: ${this.unit.toString()}`);\n
                                                                       n n
                                                                                 const value = this.fround(context,
                  let strValue = String(value); \n\n
                                                       if (value !== 0 \&\& value < 0.000001 \&\& value > -0.000001)
this.value):\n
                                                                                                               if
{\n
          // would be output 1e-6 etc.\n
                                               strValue = value.toFixed(20).replace(/0+\$/, ");\n
                                                                                                     n n
(context
&& context.compress) {\n
                                  // Zero values doesn't need a unit\n
                                                                             if (value === 0 \&\&
this.unit.isLength()) {\n
                                  output.add(strValue);\n
                                                                   return;\n
                                                                                   n n
                                                                                                // Float values
doesn't need a leading zero\n
                                    if (value > 0 \&\& value < 1) \{\n
                                                                              strValue = (strValue).substr(1);\n
                                               this.unit.genCSS(context, output);\n },\n // In an operation
}\n
         n n
                  output.add(strValue);\n
between two Dimensions,\n // we default to the first Dimension's unit,\n // so `1px + 2` will yield `3px`.\n
                                  /* jshint noempty:false */\n
operate(context, op, other) {\n
                                                                   let value = this. operate(context, op, this.value,
                                                      if (op === '+' || op === '-') {\n
other.value);\n
                   let unit = this.unit.clone();\n\n
                                                                                            if (unit.numerator.length
=== 0 \&\& unit.denominator.length === 0) {\n}
                                                        unit = other.unit.clone();\n
                                                                                             if
(this.unit.backupUnit)
\{ n \}
                unit.backupUnit = this.unit.backupUnit;\n
                                                                    n
                                                                               } else if (other.unit.numerator.length
=== 0 \&\& unit.denominator.length === 0) {\n}
                                                        // do nothing\n
                                                                               } else {\n
                                                                                                  other =
other.convertTo(this.unit.usedUnits());\n\n
                                                    if (context.strictUnits && other.unit.toString() !==
unit.toString()) {\n
                               throw new Error(\'Incompatible units. Change the units or use the unit function. \'\n
           + `Bad units: '${unit.toString()}' and '${other.unit.toString()}'.`);\n
                                                                                        n n
                                                                                                       value =
this. operate(context, op, this.value, other.value);\n
                                                                   else if (op === '*') {\n}
                                                                                                   unit.numerator =
unit.numerator.concat(other.unit.numerator).sort();\n
                                                            unit.denominator =
unit.denominator.concat(other.unit.denominator).sort();\n
                                                                 unit.cancel();\n
                                                                                     } else if (op === '/') {\n
unit.numerator = unit.numerator.concat(other.unit.denominator).sort();\n
       unit.denominator = unit.denominator.concat(other.unit.numerator).sort();\n
                                                                                          unit.cancel();\n
                                                                                                              }\n
return new Dimension(value, unit);\n },\n\n compare(other) {\n
                                                                        let a, b;\n\
                                                                                         if (!(other instanceof
Dimension)) {\n
                       return undefined;\n
                                                n n
                                                          if (this.unit.isEmpty() || other.unit.isEmpty()) {\n
                                                                                                                   a
               b = other; \ n
                                                                           b = other.unify();\n
                                                                                                     if
= this;\n
                                } else {\n
                                                 a = this.unify();\n
(a.unit.compare(b.unit) !== 0) {\n}
                                         return undefined;\n
                                                                      }\n
                                                                               n n
                                                                                         return
Node.numericCompare(a.value, b.value);\n },\n unify() {\n 
                                                                      return this.convertTo({ length: 'px', duration:
's', angle: 'rad' });\n },\n\n convertTo(conversions) {\n
                                                              let value = this.value;\n
                                                                                           const unit =
this.unit.clone();\n
                       let i;\n
                                   let groupName;\n
                                                         let group;\n
    let targetUnit;\n
                         let derivedConversions = { };\n
                                                             let applyUnit;\n\n
                                                                                    if (typeof conversions ===
'string') {\n
                  for (i in unitConversions) {\n
                                                          if (unitConversions[i].hasOwnProperty(conversions)) {\n
          derivedConversions = { };\n
                                                  derivedConversions[i] = conversions;\n
                                                                                                               }\n
   conversions = derivedConversions;\n
                                             }\n
                                                     applyUnit = function (atomicUnit, denominator) {\n
jshint loopfunc:true */\n
                               if (group.hasOwnProperty(atomicUnit)) {\n
                                                                                     if (denominator) {\n
value = value / (group[atomicUnit] / group[targetUnit]);\n
                                                                    } else {\n
                                                                                          value = value *
(group[atomicUnit] / group[targetUnit]);\n
                                                                    return targetUnit;\n
                                                                                               n n
                                                                                                           return
atomicUnit;\n
                   \}; \n\n
                             for (groupName in conversions) {\n
                                                                         if
(conversions.hasOwnProperty(groupName))
```

```
\{ n \}
                   targetUnit = conversions[groupName];\n
                                                                                             group = unitConversions[groupName];\n\n
unit.map(applyUnit);\n
                                            }\n
                                                        n n
                                                                      unit.cancel();\n\n
                                                                                                      return new Dimension(value, unit);\n
\n\);\n\nexport default Dimension;\n", "import Node from './node';\nimport Color from './color';\nimport Dimension
from './dimension';\nimport * as Constants from '../constants';\nconst MATH = Constants.Math;\n\nconst
Operation = function(op, operands, isSpaced) n this.op = op.trim();n this.operands = operands;n
this.isSpaced = isSpaced;\n;\nOperation.prototype = Object.assign(new Node(), \n type: 'Operation',\n
                                 this.operands = visitor.visitArray(this.operands);\n },\n eval(context) {\n
accept(visitor) {\n
this.operands[0].eval(context), b = this.operands[1].eval(context), op;\n\n
                                                                                                                 if (context.isMathOn(this.op)) {\n
  op = this.op === './'
? '/': this.op;\n
                                if (a instance of Dimension && b instance of Color) {\n
                                                                                                                              a = a.toColor():\n
                                                                                                                                                                   }\n
       if (b instanceof Dimension && a instanceof Color) {\n
                                                                                                    b = b.toColor(); \ n
                                                                                                                                         }\n
(!a.operate || !b.operate) {\n
                                                      if (\n
                                                                               (a instanceof Operation || b instanceof Operation)\n
&& a.op === '/' && context.math === MATH.PARENS DIVISION\n
                                                                                                                      ) {\n
                                                                                                                                               return new
Operation(this.op, [a, b], this.isSpaced);\n
                                                                           }\n
                                                                                              throw { type: 'Operation',\n
                                                                                                                                                       message:
'Operation on an invalid type' };\n
                                                                              return a.operate(context, op, b);\n
                                                                                                                                      } else {\n
                                                                                                                                                              return
new Operation(this.op, [a, b], this.isSpaced);\n
                                                                          n \, \n\n genCSS(context, output) {\n
this.operands[0].genCSS(context, output);\n
                                                                      if (this.isSpaced) {\n
                                                                                                               output.add(' ');\n
                  output.add(this.op);\n
                                                         if (this.isSpaced) {\n
                                                                                                  output.add(' ');\n
this.operands[1].genCSS(context, output);\n \\n\);\n\nexport default Operation;\n","import Node from
'./node';\nimport Paren from './paren';\nimport Comment from './comment';\nimport Dimension from
'./dimension';\n\nconst Expression = function(value, noSpacing) {\n this.value = value;\n this.noSpacing =
noSpacing;\n if (!value) {\n
                                                 throw new Error('Expression requires an array parameter');\n
\n\;\n\nExpression.prototype = Object.assign(new Node(), {\n type: 'Expression',\n\n accept(visitor) {\n}
this.value = visitor.visitArray(this.value);\n },\n eval(context) {\n
                                                                                                             let returnValue;\n
                                                                                                                                               const mathOn =
context.isMathOn();\n
                                       const inParenthesis = this.parens;\n\n
                                                                                                    let doubleParen = false;\n
                                                                                                                                                if
(inParenthesis) {\n
                                     context.inParenthesis();\n
                                                                                  }\n
                                                                                             if (this.value.length > 1) {\n
          returnValue = new Expression(this.value.map(function (e) \{\n
                                                                                                                   if (!e.eval) {\n
                                                                                                                                                          return e;\n
                               return e.eval(context);\n
                                                                             }), this.noSpacing);\n
                                                                                                                   } else if (this.value.length === 1)
             }\n
\{ n \}
               if (this.value[0].parens && !this.value[0].parensInOp && !context.inCalc) {\n
                                                                                                                                               doubleParen =
true;\n
                                   returnValue = this.value[0].eval(context);\n
                                                                                                          } else {\n
                                                                                                                                  returnValue = this;\n
           if (inParenthesis) {\n
                                                    context.outOfParenthesis();\n
                                                                                                      }\n
                                                                                                                  if (this.parens && this.parensInOp
}\n
&& !mathOn && !doubleParen \n
                                                            && (!(returnValue instanceof Dimension))) {\n
                                                                                                                                            return Value = new
Paren(returnValue);\n
                                                  return return Value; \n }, \n genCSS(context, output) {\n
                                                                                                                                                 for (let i = 0; i <
                                                this.value[i].genCSS(context, output);\n
this.value.length; i++) {\n
                                                                                                                    if
(!this.noSpacing && i + 1 < this.value.length) {\n
                                                                                       output.add(' ');\n
                                                                                                                          }\n
                                                                                                                                      n } n }, n 
throwAwayComments() {\n
                                               this.value = this.value.filter(function(v) {\n
                                                                                                                         return !(v instanceof
                          \normalfont{\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0.95\color=0
Comment);\n
'../tree/expression';\n\nclass functionCaller {\n constructor(name, context, index, currentFileInfo) {\n
this.name = name.toLowerCase();\n
                                                           this.index = index;\n
                                                                                                this.context = context;\n
                                                                                                                                          this.currentFileInfo
= currentFileInfo;\n\n
                                      this.func = context.frames[0].functionRegistry.get(this.name);\n \ \n \ isValid() {\n
return Boolean(this.func);\n \ \n \ call(args) {\n \
                                                                                 if (!(Array.isArray(args))) {\n
                                                                                                                                        args = [args]; \ n
           const evalArgs = this.func.evalArgs;\n
                                                                          if (evalArgs !== false) {\n
                                                                                                                           args = args.map(a =>
a.eval(this.context));\n
                                        }\n
                                                   const commentFilter
= item => !(item.type === 'Comment');\n\n
                                                                      // This code is terrible and should be replaced as per this issue...\n
  // https://github.com/less/less.js/issues/2477\n
                                                                           args = args \ n
                                                                                                         .filter(commentFilter)\n
                                                                                                                                                      .map(item
=> \{ \n
                       if (item.type === 'Expression') {\n
                                                                                           const subNodes = item.value.filter(commentFilter);\n
                if (subNodes.length === 1) \{\n
                                                                                  // https://github.com/less/less.js/issues/3616\n
if (item.parens && subNodes[0].op === '/') {\n
                                                                                             return item;\n
                                                                                                                                       }\n
```

```
return new Expression(subNodes);\n
return subNodes[0];\n
                                           } else {\n
                                                                                                                                        }\n
    }\n
                    return item;\n
                                               });\n\n
                                                             if (evalArgs === false) {\n
                                                                                                        return this.func(this.context,
...args);\n
                              return this.func(...args);\n
   \\n\\nexport default functionCaller;\\n","/*!
Microsoft Corporation.\r\n\r\nPermission to use, copy, modify, and/or distribute this software for any\r\npurpose
with or without fee is hereby granted.\r\n\r\nTHE SOFTWARE IS PROVIDED \"AS IS\" AND THE AUTHOR
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LIABLE FOR ANY SPECIAL, DIRECT, Ir\nINDIRECT, OR CONSEQUENTIAL DAMAGES OR ANY
DAMAGES WHATSOEVER RESULTING FROM\r\nLOSS OF USE, DATA OR PROFITS, WHETHER IN AN
ACTION OF CONTRACT, NEGLIGENCE OR\r\nOTHER TORTIOUS ACTION, ARISING OUT OF OR IN
CONNECTION WITH THE USE OR\r\nPERFORMANCE OF THIS
*/\r\n/* global Reflect, Promise */\r\n\r\nvar extendStatics = function(d, b) {\r\n extendStatics
= Object.setPrototypeOf ||\r\n
                                            ({ __proto__: [] } instance of Array && function (d, b) { d.__proto__ = b; }) ||\r\n
    function (d, b) { for (var p in b) if (Object.prototype.hasOwnProperty.call(b, p)) d[p] = b[p]; };r\n return
extendStatics(d, b);\r\n};\r\nr\nexport function extends(d, b) {\r\n if (typeof b !== \"function\" && b !==
null)\r\n
                throw new TypeError(\"Class extends value \" + String(b) + \" is not a constructor or null\");\r\n
extendStatics(d, b); \n function __() { this.constructor = d; }\n d.prototype = b === null ? Object.create(b) :
\parallel function \_assign(t) \{\r\
                                        for (var s, i = 1, n = arguments.length; i < n; i++) {\r\n
                                                                                                                     s = arguments[i];\r\n
    for (var p in s) if (Object.prototype.hasOwnProperty.call(s, p)) t[p] = s[p]; r n
                                                                                                            rn
                                                                                                                        return t;\r\n }\r\n
return assign.apply(this,
arguments);\r \ \r \ \r \ for (var p in s) if
(Object.prototype.hasOwnProperty.call(s, p) && e.indexOf(p) < 0)\r\n
                                                                                              t[p] = s[p];\r\ if (s != null && typeof
Object.getOwnPropertySymbols === \"function\")\r\n
                                                                          for (var i = 0, p = Object.getOwnPropertySymbols(s); i <
                                 if (e.indexOf(p[i]) < 0 && Object.prototype.propertyIsEnumerable.call(s, p[i]))\r\n
p.length; i++) {\r\n
  t[p[i]] = s[p[i]]; r n
                                \r\n return t;\r\n\r\nexport function __decorate(decorators, target, key, desc) \r\n
var c = arguments.length, r = c < 3? target: desc === null? desc = Object.getOwnPropertyDescriptor(target, key):
desc, d;\r\n if (typeof Reflect === \"object\" && typeof Reflect.decorate === \"function\") r =
Reflect.decorate(decorators, target, key, desc); r = decorators.length - 1; i >= 0; i - 1 if i = decorators.length - 1; i >= 0; i - 1 if i = decorators.length - 1; i >= 0; i - 1 if i = decorators.length - 1; i >= 0; i - 1 if i = decorators.length - 1; i >= 0; i - 1 if i = decorators.length - 1; i >= 0; i - 1 if i = decorators.length - 1; i >= 0; i - 1 if i = decorators.length - 1; i >= 0; i - 1 if i = decorators.length - 1; i >= 0; i - 1 if i = decorators.length - 1; i >= 0; i - 1 if i = decorators.length - 1; i >= 0; i - 1 if i = decorators.length - 1; i >= 0; i - 1 if i = decorators.length - 1; i >= 0; i - 1 if i = decorators.length - 1; i >= 0; i - 1 if i = decorators.length - 1; i = decorators.leng
decorators[i]) r = (c < 3? d(r) : c > 3? d(target, key,
r) : d(target, key)) || r;\r\n return c > 3 && r && Object.defineProperty(target, key, r), r;\r\n\r\n\export
function __param(paramIndex, decorator) {\r\n return function (target, key) { decorator(target, key, paramIndex);
\r\n\r\nexport function __metadata(metadataKey, metadataValue) \r\n if (typeof Reflect === \"object\" &&
typeof Reflect.metadata === \"function\") return Reflect.metadata(metadataKey, metadataValue);\r\n\r\nexport
function __awaiter(thisArg, _arguments, P, generator) {\r\n function adopt(value) { return value instance of P?
value : new P(function (resolve) { resolve(value); }); \ return new (P || (P = Promise))(function (resolve, reject)
\{ r \in 
            function fulfilled(value) { try { step(generator.next(value)); } catch (e) { reject(e); } \r\n
                                                                                                                                  function
rejected(value) { try { step(generator[\"throw\"](value)); } catch (e) { reject(e); } \r\n
                                                                                                                  function step(result) {
result.done? resolve(result.value): adopt(result.value).then(fulfilled,
                         step((generator = generator.apply(thisArg, _arguments || [])).next());\r\n });\r\n}\r\n\r\nexport
rejected); \r\n
function \underline{\hspace{0.5cm}} generator(thisArg, body) {\r\n var \underline{\hspace{0.5cm}} = { label: 0, sent: function() { if (t[0] & 1) throw t[1]; return t[1];
}, trys: [], ops: [] }, f, y, t, g;\r\n return g = \{ next: verb(0), \"throw\": verb(1), \"return\": verb(2) \}, typeof Symbol \]
=== \"function\" && (g[Symbol.iterator] = function() { return this; }), g;\r\n function verb(n) { return function (v)
{ return step([n, v]); }; }\r\n function step(op) {\r\n
                                                                        if (f) throw new TypeError(\"Generator is already
executing.\");\r\n
                           while (_) try \{\r\
                                                           if (f = 1, y && (t = op[0] & 2 ? y[\"return\"] : op[0] ? y[\"throw\"] ||
```

```
((t = y[\rvert "]) \&\& t.call(y), 0) : y.next) \&\& !(t = t.call(y, op[1])).done) return t; r\n
                                                                                                                                                                                                                             if (y = 0, t) op =
[op[0] \& 2, t.value];\r\n
                                                                        switch (op[0]) \{\r\
                                                                                                                                             case 0: case 1: t = op; break;\r\n
                       case 4: _.label++; return { value: op[1], done: false };\r
                                                                                                                                                                                   case 5: _.label++; y = op[1]; op = [0];
                                                     case 7: op = \_.ops.pop(); \_.trys.pop(); continue;\r\
continue;\r\n
                                                                                                                                                                                                    default:\r\n
                                                                                                                                                                                                                                                           if (!(t =
_.trys, t = t.length > 0 && t[t.length - 1]) && (op[0] === 6 \parallel op[0] === 2)) { _ = 0; continue; }\r\n
                                                                                                                                                                                                                                                                    if
(op[0] === 3 \&\& (!t || (op[1] > t[0] \&\& op[1] < t[3]))) \{ \_.label = op[1]; break; \}\r\n
                                                                                                                                                                                                                                   if (op[0] === 6 \&\&
.label < t[1]) { .label = t[1]; t = op; break; }\r\n
                                                                                                                                               if (t \&\& .label < t[2]) \{ .label = t[2]; .ops.push(op); \}
                                                                                                                                            _.trys.pop(); continue;\r\n
break; \r\n
                                                       if (t[2]) _.ops.pop();\r\
                                                                                                                                                                                                                           r\n
body.call(thisArg, _);\r\n
                                                                       } catch (e) { op = [6, e]; y = 0; } finally { f = t = 0; }\r\n
                                                                                                                                                                                                                     if (op[0] & 5) throw
op[1]; return { value: op[0] ? op[1] : void 0, done: true };\r\n }\r\n\r\n\export
 var __createBinding = Object.create ? (function(o, m, k, k2) \{\rn = 1 \} if (k2 === undefined) k2 = k;\rn = k;\rn = 1 \]
Object.defineProperty(o, k2, { enumerable: true, get: function() { return m[k]; } });\r\n}): (function(o, m, k, k2)
{\rm k} = ==  undefined) {\rm k}^2 = {\rm k} / {\rm k} = {\rm k} / {\rm k}^2 = {\rm k}^2 / {\rm k}^2 = {
(var p in m) if (p!==\"default\" &&!Object.prototype.hasOwnProperty.call(o, p)) __createBinding(o, m,
p);\r\n\r\nexport function __values(o) {\r\n var s = typeof Symbol === \"function\" && Symbol.iterator, m =
s && o[s], i = 0:\r\n if (m) return m.call(o):\r\n if (o && typeof o.length === \"number\") return \{\r\n
function () \{\r\
                                                      if (o && i \ge 0.length) o = void 0;\r\n
                                                                                                                                                                 return { value: o && o[i++], done: !o };\r\n
\r\n \\\r\n throw new TypeError(s ? \"Object is not iterable.\" : \"Symbol.iterator is not
defined.\");\r\n\r\nexport function \_read(o, n) {\r\n var m =
 typeof Symbol === \"function\" && o[Symbol.iterator];\r\n if (!m) return o;\r\n var i = m.call(o), r, ar = [],
e;rn try r
                                                while ((n === void \ 0 \mid | n--> 0) \&\& !(r = i.next()).done) ar.push(r.value); r/n \ \r\n catch
(error) { e = \{ error: error \}; \}\r\n finally \{\r\n
                                                                                                                           try {\r\n
                                                                                                                                                               if (r && !r.done && (m = i[\rdot{return}]))
                                                                m.call(i);\r\n
                                         rn
*/\r\nexport function spread() \left\{ r \right\} for (var ar = [], i = 0; i < arguments.length; i++)\r\n
ar.concat(__read(arguments[i]));\r\n return ar;\r\n\r\n\r\n/** @deprecated */\r\nexport function __spreadArrays()
{\rm vr} = 0, i = 0, il = arguments.length; i < il; i++) s += arguments[i].length; vr\n for (var r = Array(s), k
= 0, i = 0; i < il; i++)\r\n
                                                                    for (var a = arguments[i], j = 0, jl = a.length; j < jl; j++, k++)\r\n
return r;\r\n}\r\n\
 function __spreadArray(to, from, pack) {\r\n if (pack || arguments.length === 2) for (var i = 0, l = from.length, ar;
i < l; i++) \{ \r \
                                              if (ar \parallel!(i in from)) {\r\n
                                                                                                                         if (!ar) ar = Array.prototype.slice.call(from, 0, i);\r
                                           \r\n \r\n return to.concat(ar || from);\r\n\r\nexport function __await(v) \r\n return this
= from[i];\r\n
instanceof __await ? (this.v = v, this) : new __await(v);\r\n\r\nexport function __asyncGenerator(thisArg,
_arguments, generator) {\r\n if (!Symbol.asyncIterator) throw new TypeError(\"Symbol.asyncIterator is not
defined.\");\r\n var g = generator.apply(thisArg, _arguments \| []), i, q = [];\r\n return i = \{\}, verb(\"next\"),
verb(\"throw\"), verb(\"return\"), i[Symbol.asyncIterator] = function () { return this; }, i;\r\n function verb(n) { if
(g[n]) i[n] = function (v) { return new Promise(function (a, b) { q.push([n, v, a, b]) > 1 || resume(n, v); }); }; }\r\n
function
 resume(n, v) \{ try \{ step(g[n](v)); \} catch (e) \{ settle(q[0][3], e); \} \} r n function step(r) \{ r.value instance of the function step(r) | r.value inst
\underline{\hspace{0.5cm}} await ? Promise.resolve(r.value.v).then(fulfill, reject) : settle(q[0][2], r); \ function fulfill(value) {
resume(\"next\", value); \r\n function reject(value) { resume(\"throw\", value); \r\n function settle(f, v) { if
(f(v), q.shift(), q.length) resume(q[0][0], q[0][1]); |r|n|r|nexport function __asyncDelegator(0) |r|n var i,
p;\r return i = \{\}, verb(\"next\"), verb(\"throw\", function (e) \{ throw e; \}), <math>verb(\"return\"), i[Symbol.iterator] = \{\}
function () { return this; }, i;\r\n function verb(n, f) { i[n] = o[n] ? function (v) { return (p = !p) ? { value:
_{\text{await}(o[n](v)), done: n === \return} } : f ? f(v) : v; } : f; } \r\n} \r\nexport function <math>_{\text{async}Values(o)} \{ \r\nexport function <math>_{\text{async}Values(o)} \} : f; \} \r\nexport function <math>_{\text{async}Values(o)} \} : f ? f(v) : v; \} : f; \} \r\nexport function <math>_{\text{async}Values(o)} \} : f ? f(v) : v; \} : f; \} \r\nexport function <math>_{\text{async}Values(o)} \} : f ? f(v) : v; \} : f; \} \r\nexport function <math>_{\text{async}Values(o)} \} : f ? f(v) : v; \} : f; \} : f ? f(v) : v; \} : f ? f(v) : v
(!Symbol.asyncIterator) throw new TypeError(\"Symbol.asyncIterator is not defined.\");\r\n var m =
o[Symbol.asyncIterator], i;\r\n return m? m.call(o)
 : (o = typeof __values === \"function\" ? __values(o) : o[Symbol.iterator](), i = {}, verb(\"next\"), verb(\"throw\"),
verb(\"return\"), i[Symbol.asyncIterator] = function () { return this; }, i);\r\n function verb(n) { i[n] = o[n] &&
```

```
function (v) { return new Promise(function (resolve, reject) { v = o[n](v), settle(resolve, reject, v.done, v.value); });
}; }\r\n function settle(resolve, reject, d, v) { Promise.resolve(v).then(function(v) { resolve({ value: v, done: d });
}, reject); }\r\n}\r\n\r\nexport function __makeTemplateObject(cooked, raw) {\r\n if (Object.defineProperty) {
Object.defineProperty(cooked, \"raw\", { value: raw }); } else { cooked.raw = raw; }\r\n return
cooked;\r\n\;\r\n\r\nvar __setModuleDefault = Object.create ? (function(o, v) {\r\n Object.defineProperty(o,
\' \ enumerable: true, value: v }); \r\n} : function(o, v) {\r\n o[\"default\"] = v; \r\n}; \r\n\r\nexport
function importStar(mod) {\r\n if (mod && mod. esModule) return mod;\r\n
  var result = \{\}; \ \ if (mod != null) for (var k in mod) if (k !== \ \ \&\&
Object.prototype.hasOwnProperty.call(mod, k)) __createBinding(result, mod, k);\r\n __setModuleDefault(result,
mod);\r\n return result;\r\n\r\nexport function importDefault(mod) {\r\n return (mod &&
mod.__esModule) ? mod : { default: mod };\r\n\r\nexport function __classPrivateFieldGet(receiver, state, kind,
f) {\r\n if (kind === \"a\" && !f) throw new TypeError(\"Private accessor was defined without a getter\");\r\n if
(typeof state === \"function\" ? receiver !== state || !f : !state.has(receiver)) throw new TypeError(\"Cannot read
private member from an object whose class did not declare it\");\r\n return kind === \"m\" ? f: kind === \"a\" ?
f.call(receiver): f? f.value: state.get(receiver);\r\n\r\nexport function __classPrivateFieldSet(receiver, state,
value, kind, f) {\r\n if (kind === \"m\") throw new TypeError(\"Private method is not writable\");\r\n
  if (kind === \"a\" && !f) throw new TypeError(\"Private accessor was defined without a setter\");\r\n if (typeof
state === \"function\" ? receiver !== state || !f : !state.has(receiver)) throw new TypeError(\"Cannot write private
member to an object whose class did not declare it\");\r\n return (kind === \"a\"? f.call(receiver, value) : f?
f.value = value : state.set(receiver, value)), value;\r\n}\r\n","import Node from './node';\nimport Anonymous from
'./anonymous';\nimport FunctionCaller from '../functions/function-caller';\n\n/\/n// A function call node.\n/\\nconst
Call = function(name, args, index, currentFileInfo) {\n this.name = name;\n this.args = args;\n this.calc = name
=== 'calc';\n this._index = index;\n this._fileInfo = currentFileInfo;\n\n\call.prototype = Object.assign(new
Node(), \{\n type: 'Call',\n accept(visitor) \{\n
                                                      if (this.args) {\n
                                                                             this.args =
visitor.visitArray(this.args);\n
                                  n }, n 
 // When evaluating a function call,\n // we either find the function in the functionRegistry,\n // in which case
we call it, passing the evaluated arguments,\n // if this returns null or we cannot find the function, we\n // simply
print it out as it appeared originally [2].\n //\n // The reason why we evaluate the arguments, is in the case
where\n // we try to pass a variable to a function, like: `saturate(@color)`.\n // The function should receive the
value, not the variable.\n //n eval(context) {\n
                                                      /**\n
                                                                 * Turn off math for calc(), and switch back on for
evaluating nested functions\n
                                   *∧n
                                           const currentMathContext = context.mathOn;\n
                                                                                               context.mathOn =
!this.calc;\n
                if (this.calc || context.inCalc) {\n
                                                        context.enterCalc();\n
                                                                                   n n
                                                                                             const exitCalc = () =>
          if (this.calc || context.inCalc) {\n
                                                     context.exitCalc();\n
                                                                                 }\n
                                                                                           context.mathOn =
currentMathContext;\n
     ; n n
               let result;\n
                               const funcCaller = new FunctionCaller(this.name, context, this.getIndex(),
this.fileInfo());\n\n
                       if (funcCaller.isValid()) {\n
                                                          try {\n
                                                                           result = funcCaller.call(this.args);\n
   exitCalc();\n
                       } catch (e) {\n
                                               if (e.hasOwnProperty('line') && e.hasOwnProperty('column')) {\n
        throw e;\n
                            }\n
                                         throw { \n
                                                               type: e.type | 'Runtime',\n
                                                                                                      message:
`Error evaluating function \\`${this.name}\\`${e.message?`: ${e.message}`: "}`,\n
this.getIndex(), \n
                              filename: this.fileInfo().filename,\n
                                                                             line: e.lineNumber,\n
column: e.columnNumber\n
                                      };\n
                                                         n n
                                                                   if (result !== null && result !== undefined) {\n
     // Results that that are not nodes are cast as Anonymous
nodes\n
               // Falsy values or booleans are returned as empty nodes\n
                                                                                if (!(result instanceof Node)) {\n
     if (!result || result === true) {\n
                                                result = new Anonymous(null); \n
                                                                                            }\n
                                                                                                         else {\n
        result = new Anonymous(result.toString()); \n
                                                                }\n
                                                                             \n
                                                                                      }\n
                                                                                                 result._index =
this._index;\n
                     result._fileInfo = this._fileInfo;\n
                                                             return result;\n
                                                                                 n n
                                                                                           const args =
this.args.map(a => a.eval(context));\n
                                          exitCalc();\n\n
                                                             return new Call(this.name, args, this.getIndex(),
this.fileInfo());\n },\n genCSS(context, output) {\n
                                                            output.add(`${this.name}(`, this.fileInfo(),
```

```
this.getIndex());\n\
                                    for (let i = 0; i < this.args.length; i++) {\n
                                                                                                            this.args[i].genCSS(context, output);\n
   if (i + 1 < this.args.length) \{ \n
                                                              output.add(', ');\n
                                                                                                  }\n
                                                                                                              n n
       output.add(')');\n \n});\n\nexport default Call;\n","import Node from './node';\nimport Call from
'./call';\n\nconst Variable = function(name, index, currentFileInfo) {\n this.name = name;\n this._index =
index;\n this._fileInfo = currentFileInfo;\n\;\n\nVariable.prototype = Object.assign(new Node(), {\n type:
'Variable',\n\n eval(context) {\n
                                                       let variable, name = this.name;\n\
                                                                                                                 if (name.indexOf('@@') === 0) \{ \n
     name = `@${new Variable(name.slice(1), this.getIndex(), this.fileInfo()).eval(context).value}`;\n
                                                                                                                                                           n n
if (this.evaluating) {\n
                                           throw { type: 'Name',\n
                                                                                            message: `Recursive variable definition for
ne} \n
                                filename: this.fileInfo().filename,\n
                                                                                                  index: this.getIndex() };\n
this.evaluating = true;\n\
                                             variable = this.find(context.frames, function (frame) {\n
                                                                                                                                         const v =
frame.variable(name);\n
                                              if (v) \{ n \}
            if (v.important) {\n
                                                          const importantScope =
context.importantScope[context.importantScope.length - 1];\n
                                                                                                            importantScope.important =
v.important;\n
                                   }\n
                                                      // If in calc, wrap vars in a function call to cascade evaluate args first\n
if (context.inCalc) {\n
                                                  return (new Call('_SELF', [v.value])).eval(context);\n
                                                                                                                                                                  else
                      return v.value.eval(context);\n
\{ n \}
                                                                                  }\n
                                                                                                 }\n
                                                                                                             });\n
                                                                                                                           if (variable) {\n
this.evaluating = false;\n
                                              return variable;\n
                                                                               } else {\n
                                                                                                        throw { type: 'Name',\n
                                                                                                                                                         message:
`variable ${name} is undefined`,\n
                                                                 filename: this.fileInfo().filename,\n
                                                                                                                                   index: this.getIndex() \\n
    n >, n  find(obj, fun) {\n
                                                         for (let i = 0, r; i < obj.length; i++) {\n
                                                                                                                           r = \text{fun.call}(\text{obj}, \text{obj[i]}); \ n
                                                      return null;\n \n);\nexport default Variable;\n","import Node from
        if (r) { return r; \n
                                           }\n
'./node';\nimport Declaration from './declaration';\n\nconst Property = function(name, index, currentFileInfo) {\n
this.name = name;\n this._index = index;\n this._fileInfo = currentFileInfo;\n};\n\nProperty.prototype =
Object.assign(new Node(), \{\n type: 'Property',\n eval(context) \{\n
                                                                                                                let property;\n
                                                                                                                                            const name =
                         // TODO: shorten this reference\n
                                                                                 const mergeRules =
                                                                                                                          if (this.evaluating) {\n
context.pluginManager.less.visitors.ToCSSVisitor.prototype._mergeRules;\n\n
throw { type: 'Name',\n
                                                message: `Recursive property reference for ${name}`,\n
this.fileInfo().filename,\n
                                                   index: this.getIndex() \\\n
                                                                                                 n n
                                                                                                               this.evaluating = true;\n\
                                                                                                                                                            property
= this.find(context.frames, function (frame) {\n
                                                                                let v;\n
    const vArr = frame.property(name);\n
                                                                      if (vArr) {\n
                                                                                                       for (let i = 0; i < vArr.length; i++) {\n
    v = vArr[i]; \n\n
                                             vArr[i] = new Declaration(v.name,\n
                                                                                                                         v.value,\n
v.important,\n
                                                                                                                    v.currentFileInfo,\n
                                          v.merge,\n
                                                                                v.index,\n
v.inline,\n
                                    v.variable\n
                                                                        );\n
                                                                                                               mergeRules(vArr);\n\n
                                                                                                                                                               v =
vArr[vArr.length - 1];\n
                                                 if (v.important) {\n
                                                                                               const importantScope =
context.importantScope[context.importantScope.length - 1];\n
                                                                                                             importantScope.important =
v.important;\n
                                   }\n
                                                      v = v.value.eval(context);\n
                                                                                                             return v;\n
                                                                                                                                        }\n
                                                                                                                                                    });\n
                                                                                                                                                                 if
(property) {\n
                               this.evaluating = false;\n
                                                                             return property;\n
                                                                                message: `Property '${name}' is undefined`,\n
       } else {\n
                               throw { type: 'Name',\n
filename: this.currentFileInfo.filename,\n
                                                                          index: this.index \};\n
                                                                                                                 n ,\n\n find(obj, fun) {\n
                                                                                                                                                                     for
(let i = 0, r; i < obj.length; i++) {\n
                                                             r = \text{fun.call}(\text{obj}, \text{obj}[i]); \ n
                                                                                                             if (r) { return r; }\n
                                                                                                                                                }\n
null;\n \\n});\n\nexport default Property;\n","import Node from './node';\n\nconst Attribute = function(key, op,
value, cif) \ln \frac{\sin \exp - \exp(n - this.op = op; n - this.value = value; n - this.cif = cif; n}nnAttribute.prototype = value, cif) {n - this.key = key; n - this.op = op; n - this.value = value; n - this.cif = cif; n}nnAttribute.prototype = value; n}nnAttribute.prototype = value; n - this.cif = cif; n}nnAttribute.prototype = value; n}nnAttribute.prototype = value; n}nnnAttribute.prototype = value; n}nnnattribute.proto
Object.assign(new Node(), \{\n type: 'Attribute',\n eval(context) \{\n
                                                                                                                 return new Attribute(\n
this.key.eval? this.key.eval(context): this.key,\n
                                                                                  this.op,\n
                                                                                                           (this.value && this.value.eval)?
this.value.eval(context): this.value,\n
                                                                 this.cif\n
                                                                                      );\n },\n genCSS(context, output)
            output.add(this.toCSS(context));\n },\n toCSS(context) {\n
                                                                                                                  let value = this.key.toCSS?
this.key.toCSS(context): this.key;\n\n
                                                               if (this.op) \{\n
                                                                                               value += this.op;\n
                                                                                                                                     value +=
(this.value.toCSS? this.value.toCSS(context): this.value);\n
                                                                                               n n
                                                                                                              if (this.cif) {\n
                                                                                                                                              value = value + \"
\" + this.cif;\n
                           n n
```

```
'./node';\nimport Variable from './variable';\nimport Property from './property';\n\n\const Quoted = function(str,
content, escaped, index, currentFileInfo) {\n this.escaped = (escaped == null) ? true : escaped;\n this.value =
content | | ";\n this.quote = str.charAt(0);\n this._index = index;\n this._fileInfo = currentFileInfo;\n
this.variableRegex = /@\\{([\\w-]+)\\}/g;\n this.propRegex = /\\\\([\\w-]+)\\}/g;\n this.allowRoot =
escaped; \n}; \nQuoted.prototype = Object.assign(new Node(),
n = {n \in Quoted', n \in genCSS(context, output) } 
                                                           if (!this.escaped) {\n
                                                                                      output.add(this.quote,
                                                                          if (!this.escaped) {\n
this.fileInfo(), this.getIndex());\n
                                     }\n
                                            output.add(this.value);\n
output.add(this.quote);\n
                             \n },\n\n containsVariables() {\n
                                                                      return
this.value.match(this.variableRegex);\n},\n eval(context) {\n
                                                                      const that = this;\n
                                                                                             let value =
                const variableReplacement = function ( , name) {\n
                                                                           const v = new Variable(`@${name}`,
this.value:\n
that.getIndex(), that.fileInfo()).eval(context, true);\n
                                                          return (v instanceof Quoted) ? v.value : v.toCSS();\n
        const propertyReplacement = function (_, name) {\n
                                                                   const v = new Property(`\$\{name\}`,
                                                          return (v instanceof Quoted) ? v.value : v.toCSS();\n
that.getIndex(), that.fileInfo()).eval(context, true);\n
};\n
        function iterativeReplace(value, regexp, replacementFnc)
\{ n \}
          let evaluatedValue = value;\n
                                              do \{ n \}
                                                               value = evaluatedValue.toString();\n
evaluatedValue = value.replace(regexp, replacementFnc);\n
                                                                  } while (value !== evaluatedValue);\n
return evaluatedValue;\n
                             }\n
                                     value = iterativeReplace(value, this.variableRegex, variableReplacement);\n
 value = iterativeReplace(value, this.propRegex, propertyReplacement);\n
                                                                             return new Quoted(this.quote + value
+ this.quote, value, this.escaped, this.getIndex(), this.fileInfo());\n },\n\n compare(other) {\n
                                                                                                  // when
comparing quoted strings allow the quote to differ\n
                                                       if (other.type === 'Quoted' && !this.escaped &&
!other.escaped) {\n
                         return Node.numericCompare(this.value, other.value);\n
                                                                                                       return
other.toCSS && this.toCSS() === other.toCSS() ? 0 : undefined;\n
                                                                      n >\n 
Quoted;\n","import Node from './node';\n\nfunction
escapePath(path) {n return path.replace(/[\\\\)\"\\\s]/g, function(match) { return <math>\\lambda\ arch}\"; });n\n\nconst
URL = function(val, index, currentFileInfo, isEvald) {\n this.value = val;\n this._index = index;\n this._fileInfo
= currentFileInfo;\n this.isEvald = isEvald;\n;\nURL.prototype = Object.assign(new Node(), {\n type:
'Url',\n\n accept(visitor) {\n
                                 this.value = visitor.visit(this.value);\n },\n genCSS(context, output) {\n
                                                                 output.add('url(');\n
                       this.value.genCSS(context, output);\n
const val = this.value.eval(context);\n
                                         let rootpath;\n\n
                                                              if (!this.isEvald) {\n
                                                                                         // Add the rootpath if the
URL requires a rewrite\n
                               rootpath = this.fileInfo() && this.fileInfo().rootpath;\n
                                                                                            if (typeof rootpath
=== 'string' &&\n
                           typeof val.value === 'string' &&\n
context.pathRequiresRewrite(val.value)) {\n
         if (!val.quote) {\n
                                       rootpath = escapePath(rootpath);\n
                                                                                   }\n
                                                                                                val.value =
context.rewritePath(val.value, rootpath);\n
                                                 } else {\n
                                                                    val.value =
context.normalizePath(val.value);\n
                                          n n
                                                      // Add url args if enabled\n
                                                                                        if (context.urlArgs) {\n
     if (!val.value.match(/^\s*data:/)) {\n
                                                     const delimiter = val.value.indexOf('?') === -1 ? '?' : '&';\n
                                                                 if (val.value.indexOf('#') !==-1) {\n
       const urlArgs = delimiter + context.urlArgs;\n
val.value = val.value.replace('#', `${urlArgs}#`);\n
                                                             } else {\n
                                                                                     val.value += urlArgs;\n
                                              return new URL(val, this.getIndex(), this.fileInfo(), true);\n
     }\n
                  }\n
                            }\n
                                    n n
\n\);\n\nexport default URL;\n","import Ruleset from './ruleset';\nimport Value from
'./value';\nimport Selector from './selector';\nimport Anonymous from './anonymous';\nimport Expression from
'./expression';\nimport AtRule from './atrule';\nimport * as utils from '../utils';\n\nconst Media = function(value,
features, index, currentFileInfo, visibilityInfo) {\n this._index = index;\n this._fileInfo = currentFileInfo;\n\n
const selectors = (new Selector([], null, null, this._index, this._fileInfo)).createEmptySelectors();\n\n this.features
= new Value(features);\n this.rules = [new Ruleset(selectors, value)];\n this.rules[0].allowImports = true;\n
this.copyVisibilityInfo(visibilityInfo);\n this.allowRoot = true;\n this.setParent(selectors, this);\n
this.setParent(this.features, this);\n this.setParent(this.rules, this);\n\;\n\nMedia.prototype = Object.assign(new
AtRule(), {\n type: 'Media',\n\n isRulesetLike() {\n
                                                          return true;\n },\n accept(visitor) {\n
```

```
(this.features) {\n
                         this.features = visitor.visit(this.features);\n
     }\n
             if (this.rules) {\n
                                     this.rules = visitor.visitArray(this.rules);\n
                                                                                     n \}, n genCSS(context,
output) {\n
                output.add('@media', this._fileInfo, this._index);\n
                                                                         this.features.genCSS(context, output);\n
this.outputRuleset(context, output, this.rules);\n },\n\n eval(context) {\n
                                                                                 if (!context.mediaBlocks) {\n
context.mediaBlocks = [];\n
                                   context.mediaPath = [];\n
                                                                   n n
                                                                             const media = new Media(null, [],
this._index, this._fileInfo, this.visibilityInfo());\n
                                                      if (this.debugInfo) {\n
                                                                                    this.rules[0].debugInfo =
                        media.debugInfo = this.debugInfo;\n
                                                                                  media.features =
this.debugInfo;\n
                                                                   }\n
this.features.eval(context);\n\n
                                   context.mediaPath.push(media);\n
                                                                            context.mediaBlocks.push(media);\n\n
this.rules[0].functionRegistry = context.frames[0].functionRegistry.inherit();\n
context.frames.unshift(this.rules[0]);\n
                                                      context.frames.shift();\n\n
     media.rules = [this.rules[0].eval(context)];\n
                                                                                      context.mediaPath.pop();\n\n
 return context.mediaPath.length === 0 ? media.evalTop(context) :\n
                                                                              media.evalNested(context); \  }, \  \   \}, \  \   \  
                                                   // Render all dependent Media blocks.\n
evalTop(context) {\n
                          let result = this;\n\
(context.mediaBlocks.length > 1) \{ \n
                                             const selectors = (new Selector([], null, null, this.getIndex(),
this.fileInfo())).createEmptySelectors();\n
                                                  result = new Ruleset(selectors, context.mediaBlocks);\n
                                  result.multiMedia = true;\n
                                                                                           this.setParent(result,
this);\n
            n n
                      delete context.mediaBlocks;\n
                                                          delete context.mediaPath;\n\n
                                                                                             return result;\n },\n
evalNested(context) {\n
                             let i:\n
                                        let value:\n
                                                         const path = context.mediaPath.concat([this]); \n\n
    // Extract the media-query conditions separated with `,` (OR).\n
                                                                         for (i = 0; i < path.length; i++) \{ \n
value = path[i].features instanceof Value ?\n
                                                       path[i].features.value : path[i].features;\n
Array.isArray(value) ? value : [value];\n
                                              n n
                                                        // Trace all permutations to generate the resulting media-
query.\n
             //\n
                     // (a, b and c) with nested (d, e) ->\n
                                                               // a and d n
                                                                                 // a and e\n
                                                                                                    // b and c and
                                this.features = new Value(this.permute(path).map(path => {\n
d∖n
        // b and c and e \ n
                                                                                                       path =
path.map(fragment => fragment.toCSS ? fragment : new Anonymous(fragment));\n\n
                                                                                              for (i = path.length - 1;
i > 0; i--) \{ \n
                       path.splice(i, 0, new Anonymous('and'));\n
                                                                          n n
                                                                                      return new Expression(path);\n
    }));\n
              this.setParent(this.features, this);\n\n
                                                        // Fake a tree-node that doesn't output anything.\n
     return new Ruleset([], []);\n \},\n\n permute(arr) \{\n
                                                                 if (arr.length === 0) \{ \n
                                                                                                 return [];\n
                                                                                                                  }
else if (arr.length === 1) \{ \n
                                   return arr[0];\n
                                                                          const result = [];\n
                                                         } else {\n
                                                                                                    const rest =
this.permute(arr.slice(1));\n
                                   for (let i = 0; i < rest.length; i++) {\n
                                                                                   for (let j = 0; j < arr[0].length; j++)
               result.push([arr[0][j]].concat(rest[i]));\n
                                                                             }\n
                                                                                        return result;\n
,\n\ bubbleSelectors(selectors) \n
                                                                     return;\n
                                                                                           this.rules = [new
                                           if (!selectors) {\n
                                                                                   }\n
Ruleset(utils.copyArray(selectors), [this.rules[0]])];\n
                                                           this.setParent(this.rules, this);\n }\n);\n export default
Media;\n","import Node from './node';\nimport Media from './media';\nimport URL from './url';\nimport Quoted
from './quoted';\nimport Ruleset from './ruleset';\nimport Anonymous from './anonymous';\nimport
* as utils from '../utils';\nimport LessError from '../less-error';\n\n/\n// CSS @import node\n/\\n// The general
strategy here is that we don't want to wait\n// for the parsing to be completed, before we start importing\n// the file.
That's because in the context of a browser,\n// most of the time will be spent waiting for the server to respond.\n//\n//
On creation, we push the import path to our import queue, though\n//`import,push`, we also pass it a callback,
which it'll call once\n// the file has been fetched, and parsed.\n/\nconst Import = function(path, features, options,
index, currentFileInfo, visibilityInfo) {\n this.options = options;\n this._index = index;\n this._fileInfo =
currentFileInfo;\n this.path = path;\n this.features = features;\n this.allowRoot = true;\n\n if (this.options.less
!== undefined || this.options.inline) {\n
                                            this.css = !this.options.less \parallel this.options.inline;\n } else {\n
                                                                                                                const
pathValue = this.getPath();\n
     if (pathValue && /[#\\.\\&\\?]css([\\?;].*)?\$/.test(pathValue)) {\n
                                                                              this.css = true;\n
                                                                                                    n > n
this.copyVisibilityInfo(visibilityInfo);\n this.setParent(this.features, this);\n this.setParent(this.path,
this);\n\;\n\Import.prototype = Object.assign(new Node(), {\n type: 'Import',\n\n accept(visitor) {\n
(this.features) {\n
                         this.features = visitor.visit(this.features);\n
                                                                         }\n
                                                                                  this.path = visitor.visit(this.path);\n
   if (!this.options.isPlugin && !this.options.inline && this.root) {\n
                                                                             this.root = visitor.visit(this.root);\n
```

```
n \ ,\ \ genCSS(context, output) \ \ \
                                                if (this.css && this.path. fileInfo.reference === undefined) {\n
output.add('@import', this._fileInfo, this._index);\n
                                                            this.path.genCSS(context, output);\n
                                                                                                          if
(this.features) {\n
                            output.add(' ');\n
                                                       this.features.genCSS(context, output);\n
            output.add(';');\n
                                                                   return (this.path instanceof URL) ?\n
  }\n
                                   n \}, n getPath() \{n
                                                                                                           if (path
this.path.value.value : this.path.value;\n \ \,\n \ is Variable Import() {\n
                                                                               let path = this.path;\n
instanceof URL) {\n
                            path = path.value;\n
                                                      }\n
                                                              if (path instanceof Quoted) {\n
                                                                                                      return
path.containsVariables();\n
                                           return true;\n },\n evalForImport(context) {\n
                                 n n
                                                                                                    let path =
this.path;\n\
                  if (path instance of URL) {\n
                                                       path = path.value;\n
                                                                                 n n
                                                                                           return new
Import(path.eval(context), this.features, this.options, this._index, this._fileInfo, this.visibilityInfo());\n },\n\n
                           const path = this.path.eval(context);\n
evalPath(context) {\n
                                                                      const fileInfo = this. fileInfo;\n\
                                                                                                              if (!(path
                                                                                         const pathValue =
instanceof URL)) {\n
                             // Add the rootpath if the URL requires a rewrite\n
path.value;\n
   if (fileInfo &&\n
                              pathValue &&\n
                                                          context.pathRequiresRewrite(pathValue)) {\n
path.value = context.rewritePath(pathValue, fileInfo.rootpath);\n
                                                                          } else {\n
                                                                                              path.value =
context.normalizePath(path.value);\n
                                             }\n
                                                      n n
                                                                return path;\n },\n eval(context) {\n
                                                                                                                const
                                     if (this.options.reference || this.blocksVisibility()) {\n
result = this.doEval(context);\n
                                                                                                   if (result.length ||
result.length ===0) {\n
                                  result.forEach(function (node) {\n
                                                                                  node.addVisibilityBlock();\n
                                             result.addVisibilityBlock();\n
 }\n
              );\n
                          } else {\n
                                                                                    }\n
                                                                                            }\n
                                                                                                    return result;\n
, \n doEval(context) {\n
                                  let ruleset;\n
                                                   let registry;\n
                                                                      const features = this.features &&
this.features.eval(context);\n\n
                                                                        if (this.root &&
                                    if (this.options.isPlugin) {\n
this.root.eval) {\n
                             try {\n
                                                this.root.eval(context);\n
                                                                                                 catch (e) {\n
  e.message = 'Plugin error during evaluation';\n
                                                               throw new LessError(e, this.root.imports,
this.root.filename);\n
                                }\n
                                           }\n
                                                     registry = context.frames[0] &&
context.frames[0].functionRegistry;\n
                                              if (registry && this.root && this.root.functions) {\n
registry.addMultiple( this.root.functions );\n
                                                     n n
                                                                 return [];\n
                                                                                  n n
                                                                                            if (this.skip) {\n
                                                                                                                    if
(typeof this.skip === 'function') \{\n
                                              this.skip = this.skip();\n
                                                                               }\n
                                                                                         if (this.skip) {\n
return [];\n
                   }\n
                                   if (this.options.inline) {\n
                                                                     const contents = new Anonymous(this.root, 0,\n
                        filename: this.importedFilename,\n
        \{ n \}
                                                                         reference:
this.path. fileInfo && this.path. fileInfo.reference\n
                                                                 , true, true); \n\n
                                                                                          return this.features? new
Media([contents], this.features.value) : [contents];\n
                                                          } else if (this.css) {\n
                                                                                        const newImport = new
Import(this.evalPath(context), features, this.options, this._index);\n
                                                                            if (!newImport.css && this.error) {\n
    throw this.error;\n
                               }\n
                                         return newImport;\n
                                                                    } else if (this.root) {\n
                                                                                                  ruleset = new
Ruleset(null, utils.copyArray(this.root.rules));\n
                                                         ruleset.evalImports(context);\n\n
                                                                                                  return this.features?
new Media(ruleset.rules, this.features.value): ruleset.rules;\n
                                                                    } else {\n
                                                                                     return [];\n
                                                                                                     }\n
\n\);\n\nexport default Import;\n","import Node from './node';\nimport Variable from './variable';\n\nconst
JsEvalNode = function() { };\n\nJsEvalNode.prototype = Object.assign(new Node(), {\n
evaluateJavaScript(expression, context) {\n
     let result;\n
                     const that = this;\n
                                             const evalContext = \{\}; \n\
                                                                               if (!context.javascriptEnabled) {\n
 throw { message: 'Inline JavaScript is not enabled. Is it set in your options?',\n
                                                                                           filename:
this.fileInfo().filename,\n
                                    index: this.getIndex() };\n
                                                                    n n
                                                                              expression =
expression.replace(/@\backslash\{([\backslash w-]+)\backslash\}/g, function (_, name) \{\backslash n\}
                                                                       return that.jsify(new Variable(`@${name}`,
that.getIndex(), that.fileInfo()).eval(context));\n
                                                      });\n\n
                                                                 try {\n
                                                                                expression = new Function(`return
(${expression})`);\n
                          } catch (e) {\n
                                                throw { message: `JavaScript evaluation error: ${e.message} from
\ {expression}\\``,\n
                                 filename: this.fileInfo().filename,\n
                                                                                index: this.getIndex() };\n
                                                                                                                n n
 const variables = context.frames[0].variables();\n
                                                        for (const k in variables) {\n
                                                                                             if
(variables.hasOwnProperty(k)) {\n
      /* jshint loopfunc:true */\n
                                            evalContext[k.slice(1)] = {\n}
                                                                                      value: variables[k].value,\n
      toJS: function () {\n
                                          return this.value.eval(context).toCSS();\n
                                                                                                  }\n
                                                                                                               };\n
```

```
}\n
          n n
                   try {\n}
                                 result = expression.call(evalContext);\n
                                                                            } catch (e) {\n
                                                                                                 throw {
message: `JavaScript evaluation error: '${e.name}: ${e.message.replace(/[\"]/g, '\\")}\" ,\n
                                                                                                filename:
this.fileInfo().filename,\n
                                  index: this.getIndex() };\n
                                                                 }\n
                                                                        return result;\n },\n jsify(obj) {\n
if (Array.isArray(obj.value) && (obj.value.length > 1)) {\n
                                                                 return `[${obj.value.map(function (v) { return
v.toCSS(); }).join(', ')}]`;\n
                               } else {\n
                                               return obj.toCSS();\n
                                                                         n >\n 
JsEvalNode;\n","import JsEvalNode from './js-eval-node';\nimport Dimension from './dimension';\nimport
Quoted from './quoted';\nimport Anonymous from './anonymous';\n\nconst JavaScript = function(string, escaped,
index, currentFileInfo) {\n this.escaped = escaped;\n this.expression = string;\n this._index = index;\n
this._fileInfo = currentFileInfo;\n\nJavaScript.prototype = Object.assign(new JsEvalNode(), {\n type:
                                       const result = this.evaluateJavaScript(this.expression, context);\n
'JavaScript',\n\n eval(context) {\n
                                                                                                           const
type = typeof result; \  \   \  \, n \  \  \,
                            if (type === 'number' && !isNaN(result)) {\n
                                                                               return new Dimension(result);\n
                                     return new Quoted(`\"${result}\"`, result, this.escaped, this._index);\n
 } else if (type === 'string') {\n
else if (Array.isArray(result)) {\n
                                       return new Anonymous(result.join(', '));\n
                                                                                     } else {\n
                                                                                                     return new
Anonymous(result);\n
                          \n \n);\n\nexport default JavaScript;\n","import Node from './node';\n\nconst
Assignment = function(key,
val) \n this.key = key;\n this.value = val;\n\\n\nAssignment.prototype = Object.assign(new Node(), \n type:
'Assignment',\n\n accept(visitor) {\n
                                         this.value = visitor.visit(this.value);\n },\n eval(context) {\n
                          return new Assignment(this.key, this.value.eval(context));\n
(this.value.eval) {\n
                                                                                          }\n
                                                                                                  return this;\n
                                                                          if (this.value.genCSS) \{\n
,\n\ genCSS(context, output) {\n
                                        output.add(`${this.key}=`);\n
this.value.genCSS(context, output);\n
                                         } else {\n
                                                          output.add(this.value);\n
                                                                                       n >\n \
default Assignment;\n", "import Node from './node';\n\nconst Condition = function(op, l, r, i, negate) {\n this.op =
op.trim();\n this.lvalue = 1;\n this.rvalue = r;\n this._index = i;\n this.negate =
this.lvalue = visitor.visit(this.lvalue);\n
    this.rvalue = visitor.visit(this.rvalue);\n \ \ \,\n \ \ eval(context) {\n \ \}
                                                                          const result = (function (op, a, b) \{\n
   switch (op) {\n
                           case 'and': return a && b;\n
                                                                case 'or': return a || b;\n
                                                                                                default:\n
   switch (Node.compare(a, b)) {\n
                                                                            return op === '<' || op === '=<' || op
=== '<=';\n
                         case 0:\n
                                                   return op === '=' || op === '>=' || op === '=<' || op === '<=';\n
          case 1:\n
                                    return op === '>' || op === '>=';\n
                                                                                   default:\n
return false;\n
                          }\n
                                    }\n
                                            })(this.op, this.lvalue.eval(context), this.rvalue.eval(context));\n\n
return this.negate?!result: result;\n \\n\);\n\nexport default Condition;\n","import Node from './node';\n\nconst
UnicodeDescriptor
= function(value) {\n this.value = value;\n}\n\nUnicodeDescriptor.prototype = Object.assign(new Node(), {\n
type: 'UnicodeDescriptor'\n})\n\nexport default UnicodeDescriptor;\n", "import Node from './node';\nimport
Operation from './operation';\nimport Dimension from './dimension';\n\nconst Negative = function(node) {\n
this.value = node;\n; \n\nNegative.prototype = Object.assign(new Node(), {\n type: 'Negative',\n\n
genCSS(context, output) {\n
                                output.add('-');\n
                                                     this.value.genCSS(context, output);\n},\n eval(context)
        if (context.isMathOn()) {\n
                                         return (new Operation('*', [new Dimension(-1),
this.value])).eval(context);\n
                                        return new Negative(this.value.eval(context));\n \\n\});\n\nexport default
                                }\n
Negative;\n","import Node from './node';\nimport Selector from './selector';\n\nconst Extend = function(selector,
option, index, currentFileInfo, visibilityInfo) {\n this.selector = selector;\n this.option
= option;\n this.object_id = Extend.next_id++;\n this.parent_ids = [this.object_id];\n this._index = index;\n
this._fileInfo = currentFileInfo;\n this.copyVisibilityInfo(visibilityInfo);\n this.allowRoot = true;\n\n switch
(option) {\n
                case 'all':\n
                                  this.allowBefore = true; \n
                                                                   this.allowAfter = true; \n
                                                                                                 break;\n
default:\n
                this.allowBefore = false;\n
                                                 this.allowAfter = false; \n
                                                                                 break;\n}\n
this.setParent(this.selector, this);\n\nExtend.prototype = Object.assign(new Node(), {\n type: 'Extend',\n\n
accept(visitor) {\n
                      this.selector = visitor.visit(this.selector);\n },\n eval(context) {\n
Extend(this.selector.eval(context), this.option, this.getIndex(), this.fileInfo(), this.visibilityInfo());\n \ \,\n\n
```

```
clone(context) {\n
                       return new Extend(this.selector, this.option, this.getIndex(), this.fileInfo(),
this.visibilityInfo());\n },\n
  // it concatenates (joins) all selectors in selector array\n findSelfSelectors(selectors) {\n
                                                                                                 let selfElements =
[], i, selectorElements;\n\n
                               for (i = 0; i < selectors.length; i++) \{\n
                                                                              selectorElements =
selectors[i].elements;\n
                              // duplicate the logic in genCSS function inside the selector node.\n
                                                                                                          // future
TODO - move both logics into the selector joiner visitor\n
                                                                  if (i > 0 && selectorElements.length &&
selectorElements[0].combinator.value === ") {\n
                                                           selectorElements[0].combinator.value = ' ';\n
                                                                                                                }\n
    selfElements = selfElements.concat(selectors[i].elements);\n
                                                                      n n
                                                                                this.selfSelectors = [new
Selector(selfElements)];\n
                               this.selfSelectors[0].copyVisibilityInfo(this.visibilityInfo());\n
\n\);\n\nExtend.next id = 0;\nexport default Extend;\n","import Node from './node';\nimport Variable from
'./variable';\nimport Ruleset from './ruleset';\nimport DetachedRuleset
from './detached-ruleset';\nimport LessError from '../less-error';\n\nconst VariableCall = function(variable, index,
currentFileInfo) {\n this.variable = variable;\n this. index = index;\n this. fileInfo = currentFileInfo;\n
this.allowRoot = true;\n;\nVariableCall.prototype = Object.assign(new Node(), \n type: 'VariableCall',\n
                                     let detachedRuleset = new Variable(this.variable, this.getIndex(),
eval(context) {\n
                      let rules;\n
this.fileInfo()).eval(context);\n
                                    const error = new LessError({message: `Could not evaluate variable call
${this.variable}`});\n\n
                            if (!detachedRuleset.ruleset) {\n
                                                                    if (detachedRuleset.rules) {\n
detachedRuleset;\n
                                     else if (Array.isArray(detachedRuleset)) {\n
                                                                                            rules = new Ruleset(",
detachedRuleset);\n
                           }\n
                                      else if (Array.isArray(detachedRuleset.value)) {\n
                                                                                                   rules = new
Ruleset(", detachedRuleset.value);\n
                  else {\n
                                    throw error;\n
                                                          }\n
                                                                    detachedRuleset = new
DetachedRuleset(rules);\n
                               n n
                                         if (detachedRuleset.ruleset) {\n
                                                                                return
detachedRuleset.callEval(context);\n
                                          }\n
                                                  throw error;\n \n);\nexport default VariableCall;\n","import
Node from './node';\nimport Variable from './variable';\nimport Ruleset from './ruleset';\nimport Selector from
'./selector';\n\nconst NamespaceValue = function(ruleCall, lookups, index, fileInfo) {\n this.value = ruleCall;\n
this.lookups = lookups;\n this. index = index;\n this. fileInfo = fileInfo;\n\;\n\nNamespaceValue.prototype =
Object.assign(new Node(), \{\n type: 'NamespaceValue',\n eval(context) \{\n
                                                                                      let i, j, name, rules =
this.value.eval(context);\n
                               \n
                                      for (i = 0; i < this.lookups.length; i++) {\n}
                                                                                        name = this.lookups[i]; \n\n
                 * Eval'd DRs return rulesets.\n
  * Eval'd mixins return rules, so let's make a ruleset if we need it.\n
                                                                             * We need to do this because of late
parsing of values\n
                           */\n
                                      if (Array.isArray(rules)) {\n
                                                                             rules = new Ruleset([new Selector()],
                                                          rules = rules.lastDeclaration(); \n
rules);\n
                n n
                            if (name === ") {\n
                                                                                                             else if
                                        if (name.charAt(1) === '@') {\n
(name.charAt(0) === '@') \{ \n
                                                                                     name = @{new}
Variable(name.substr(1)).eval(context).value \}`;\n
                                                            }\n
                                                                         if (rules.variables) {\n
                                                                                                            rules =
rules.variable(name);\n
                                 }\n
                                                          if (!rules) {\n
                                                                                    throw { type: 'Name',\n
                                                              filename: this.fileInfo().filename,\n
    message: `variable ${name} not found`,\n
index: this.getIndex() };\n
                                    }\n
                                               }\n
                                                         else
             if (name.substring(0, 2) === '\@') {\n
                                                                 name = \$\{new
Variable(name.substr(1)).eval(context).value \cdot\;\n
                                                            }\n
                                                                         else \{\n
                                                                                              name = name.charAt(0)
=== '$' ? name : `$${name}`;\n
                                         }\n
                                                       if (rules.properties) {\n
                                                                                          rules =
rules.property(name);\n
                                                        if (!rules) {\n
                                                                                  throw { type: 'Name',\n
                                  }\n
                                            \n
  message: `property \"${name.substr(1)}\" not found`,\n
                                                                         filename: this.fileInfo().filename,\n
     index: this.getIndex() \};\n
                                                       // Properties are an array of values, since a ruleset can have
                                          }\n
multiple props.\n
                           // We pick the last one (the \"cascaded\" value)\n
                                                                                      rules = rules[rules.length -
                         if (rules.value) {\n
1];\n
            n n
                                                     rules = rules.eval(context).value;\n
                  if (rules.ruleset) {\n
                                                rules = rules.ruleset.eval(context);\n
                                                                                            }\n
                                                                                                            return
       }\n
                                                                                                     }\n
rules;\n \\n\);\n\nexport default NamespaceValue;\n","import Selector from './selector';\nimport Element from
'./element';\nimport Ruleset from './ruleset';\nimport Declaration from './declaration';\nimport DetachedRuleset from
```

```
'./detached-ruleset';\nimport Expression from './expression';\nimport contexts from '../contexts';\nimport * as utils
from '../utils';\n\nconst Definition = function(name, params, rules, condition, variadic, frames, visibilityInfo) {\n
this.name = name | 'anonymous mixin';\n this.selectors = [new Selector([new Element(null, name, false,
this._index, this._fileInfo)])];\n this.params = params;\n this.condition = condition;\n this.variadic = variadic;\n
 this.arity = params.length; \n this.rules = rules; \n this._lookups = {}; \n const optional Parameters = []; \n
this.required = params.reduce(function
                  if (!p.name || (p.name && !p.value)) {\n
                                                                  return count + 1;\n
(count, p) \{ \n
                                                                                          n
                                                                                                 else \{ n \}
optionalParameters.push(p.name);\n
                                           return count;\n
                                                               n > 0; n this optional Parameters =
optionalParameters;\n this.frames = frames;\n this.copyVisibilityInfo(visibilityInfo);\n this.allowRoot =
true;\n}\n\nDefinition.prototype = Object.assign(new Ruleset(), {\n type: 'MixinDefinition',\n evalFirst: true,\n\n
 accept(visitor) {\n
                        if (this.params && this.params.length) {\n
                                                                         this.params =
visitor.visitArray(this.params);\n
                                             this.rules = visitor.visitArray(this.rules);\n
                                     }\n
                                                                                            if (this.condition) {\n
    this.condition = visitor.visit(this.condition);\n
                                                      n > n 
evaldArguments) {\n
                         /* jshint boss:true */\n
                                                    const frame = new Ruleset(null, null);\n\n
                                                                                                   let varargs;\n
let arg;\n
              const params
= utils.copyArray(this.params);\n
                                      let i:\n
                                                  let j;\n
                                                             let val:\n
                                                                           let name:\n
                                                                                           let isNamedFound;\n
let argIndex;\n
                   let argsLength = 0;\n\n
                                               if (mixinEnv.frames && mixinEnv.frames[0] &&
mixinEnv.frames[0].functionRegistry) {\n
                                                 frame.functionRegistry =
                                                             mixinEnv = new contexts.Eval(mixinEnv,
mixinEnv.frames[0].functionRegistry.inherit();\n
                                                     }\n
[frame].concat(mixinEnv.frames));\n\n
                                           if (args) {\n
                                                              args = utils.copyArray(args);\n
                                                                                                    argsLength =
args.length;\n\n
                      for (i = 0; i < argsLength; i++) \{ \n
                                                                   arg = args[i];\n
                                                                                           if (name = (arg \&\&
arg.name)) {\n
                          isNamedFound = false;\n
                                                                for (j = 0; j < params.length; j++) \{ \n
if (!evaldArguments[j] && name === params[j].name) {\n
                                                                           evaldArguments[j] =
arg.value.eval(context);\n
                                          frame.prependRule(new Declaration(name,
arg.value.eval(context)));\n
                                            isNamedFound = true;\n
                                                                                      break:\n
                                                                                                              }\n
        }\n
                       if (isNamedFound) {\n
                                                             args.splice(i, 1);\n
                                                                                              i--;\n
continue;\n
                       } else {\n
                                               throw { type: 'Runtime', message: 'Named argument for
${this.name} ${args[i].name} not found` };\n
                                                                                                 argIndex = 0;\n
                                                         }\n
                                                                       n
                                                                                 }\n
                                                                                         }\n
for (i = 0; i < params.length; i++) \{ \n
                                            if (evaldArguments[i]) { continue; }\n\n
                                                                                            arg = args \&\&
args[argIndex];\n\n
                          if (name = params[i].name) {\n
                                                                   if (params[i].variadic) {\n
                                                                                                         varargs =
                for (j = argIndex; j < argsLength; j++) \{\n
[];\n
varargs.push(args[j].value.eval(context));\n
      frame.prependRule(new Declaration(name, new Expression(varargs).eval(context)));\n
                                                                                                      } else {\n}
       val = arg && arg.value;\n
                                                                      // This was a mixin call, pass in a detached
                                             if (val) \{ \n
ruleset of it's eval'd rules\n
                                         if (Array.isArray(val)) {\n
                                                                                    val = new
DetachedRuleset(new Ruleset(", val));\n
                                                       }\n
                                                                         else \{\n
                                                                                                  val =
                                                 } else if (params[i].value) {\n
                                                                                              val =
val.eval(context);\n
                                  }\n
params[i].value.eval(mixinEnv);\n
                                                 frame.resetCache();\n
type: 'Runtime', message: `wrong number of arguments for ${this.name} (${argsLength} for ${this.arity})` };\n
                       frame.prependRule(new Declaration(name, val));\n
      n n
   evaldArguments[i] = val;\n
                                        }\n
                                                               if (params[i].variadic && args) {\n
                                                                                                            for (j =
argIndex; j < argsLength; j++) {\n}
                                              evaldArguments[j] = args[j].value.eval(context);\n
                                                                                                          }\n
}\n
          argIndex++;\n
                              n n
                                       return frame;\n },\n makeImportant() {\n
                                                                                          const rules = !this.rules ?
this.rules: this.rules.map(function (r) {\n
                                                if (r.makeImportant) {\n
                                                                                  return r.makeImportant(true);\n
    } else {\n
                      return r;\n
                                        }\n
                                                });\n
                                                          const result = new Definition(this.name, this.params,
rules, this.condition, this.variadic, this.frames);\n
                                                     return result;\n },\n eval(context) {\n
                                                                                                    return new
Definition(this.name, this.params, this.rules, this.condition, this.variadic, this.frames
utils.copyArray(context.frames));\n },\n\n evalCall(context, args, important) {\n
                                                                                       const _arguments
```

```
= []; \ n
           const mixinFrames = this.frames ? this.frames.concat(context.frames) : context.frames;\n
                                                                                                          const
frame = this.evalParams(context, new contexts.Eval(context, mixinFrames), args, _arguments);\n
                                                                                                      let rules;\n
let ruleset;\n\n
                   frame.prependRule(new Declaration('@arguments', new
Expression(_arguments).eval(context)));\n\n
                                                 rules = utils.copyArray(this.rules);\n\n
                                                                                             ruleset = new
Ruleset(null, rules);\n
                          ruleset.originalRuleset = this;\n
                                                               ruleset = ruleset.eval(new contexts.Eval(context,
[this, frame].concat(mixinFrames)));\n
                                           if (important) {\n
                                                                    ruleset = ruleset.makeImportant();\n
return ruleset;\n \,\n\n matchCondition(args, context) \\n
                                                                 if (this.condition && !this.condition.eval(\n
                                      [this.evalParams(context, /* the parameter variables */\n
new contexts.Eval(context,\n
                                                                                                            new
contexts.Eval(context, this.frames? this.frames.concat(context.frames)
                                         .concat(this.frames || []) // the parent namespace/mixin frames\n
: context.frames), args, [])]\n
.concat(context.frames)))) { // the current environment frames\n
                                                                        return false;\n
                                                                                           }\n
                                                                                                   return true;\n
                                          const allArgsCnt = (args && args.length) \parallel 0;\n
},\n\n matchArgs(args, context) {\n
                                                                                               let len;\n
                                                                                                            const
                                                    const requiredArgsCnt = !args ? 0 : args.reduce(function
optionalParameters = this.optionalParameters;\n
(count, p) \{ \n
                    if (optionalParameters.indexOf(p.name) < 0) {\n
                                                                               return count + 1;\n
                                                                                                         } else {\n
       return count;\n
                             }\n
                                     , 0); n 
                                                    if (!this.variadic) {\n
                                                                                if (requiredArgsCnt < this.required)
\{ n \}
            return false:\n
                                  }\n
                                             if (allArgsCnt > this.params.length) {\n
                                                                                              return false;\n
}\n
        } else {\n
                        if (requiredArgsCnt < (this.required
- 1)) {\n
                  return false;\n
                                        }\n
                                                n n
                                                          // check patterns\n
                                                                                 len = Math.min(requiredArgsCnt,
this.arity);\n\n
                   for (let i = 0; i < len; i++) {\n
                                                       if (!this.params[i].name && !this.params[i].variadic) {\n
    if (args[i].value.eval(context).toCSS() != this.params[i].value.eval(context).toCSS()) {\n
false:\n
                                    }\n
                                            return true;\n \\n\);\n\nexport default Definition;\n","import Node
from './node';\nimport Selector from './selector';\nimport MixinDefinition from './mixin-definition';\nimport
defaultFunc from '../functions/default';\n\nconst MixinCall = function(elements, args, index, currentFileInfo,
important) {\n this.selector = new Selector(elements);\n this.arguments = args || [];\n this._index = index;\n
this._fileInfo = currentFileInfo;\n this.important = important;\n this.allowRoot = true;\n
this.setParent(this.selector,
this);\n\};\nMixinCall.prototype = Object.assign(new Node(), \n type: 'MixinCall',\n accept(visitor) \n
                          this.selector = visitor.visit(this.selector);\n
                                                                                  if (this.arguments.length) {\n
if (this.selector) {\n
                                                                          }\n
 this.arguments = visitor.visitArray(this.arguments);\n
                                                           let mixins;\n
                                                                                                                 let
mixin;\n
             let mixinPath;\n
                                  const args = [];\n
                                                        let arg;\n
                                                                      let argValue;\n
                                                                                          const rules = [];\n
                                                                                                                 let
match = false;\n
                     let i;\n
                                let m;\n
                                             let f;\n
                                                        let isRecursive;\n
                                                                               let isOneFound;\n
                                                                                                      const
candidates = []:\n
                      let candidate;\n
                                          const conditionResult = [];\n
                                                                            let defaultResult;\n
                                                                                                    const
defFalseEitherCase = -1;\n
                               const defNone = 0;\n
                                                         const defTrue = 1;\n
                                                                                   const defFalse = 2;\n
            let originalRuleset;\n
                                       let noArgumentsFilter;\n\n
count;\n
                                                                       this.selector
= this.selector.eval(context);\n\n
                                     function calcDefGroup(mixin, mixinPath) {\n
                                                                                           let f, p, namespace;\n\
    for (f = 0; f < 2; f++) \{ \n
                                       conditionResult[f] = true; \ n
                                                                            defaultFunc.value(f);\n
                                                                                                             for (p
= 0; p < mixinPath.length && conditionResult[f]; p++) {\n
                                                                                                                 if
                                                                       namespace = mixinPath[p]; \ n
(namespace.matchCondition) {\n
                                                conditionResult[f] = conditionResult[f] &&
namespace.matchCondition(null, context);\n
                                                                                   if (mixin.matchCondition) {\n
                                                         }\n
                                                                      }\n
        conditionResult[f] = conditionResult[f] && mixin.matchCondition(args, context);\n
                                                                                                      }\n
                                                                                                                 }\n
     if (conditionResult[0] || conditionResult[1]) {\n
                                                              if (conditionResult[0] != conditionResult[1]) {\n}
      return conditionResult[1] ?\n
                                                  defTrue : defFalse;\n
                                                                                 n n
                                           return\ defFalseEitherCase; \backslash n
       return defNone;\n
                                }\n
                                                                             n n
                                                                                       for (i = 0; i <
this.arguments.length; i++) {\n
                                      arg = this.arguments[i];\n
                                                                       argValue = arg.value.eval(context); \n
                                                                argValue = argValue.value; \n
if (arg.expand && Array.isArray(argValue.value)) {\n
                                                                                                        for (m = 0;
m < argValue.length; m++) {\n}
                                           args.push({value: argValue[m]});\n
                                                                                                    } else {\n
                                                                                         }\n
 args.push({name: arg.name, value: argValue});\n
                                                          }\n
                                                                   n n
                                                                             noArgumentsFilter = function(rule)
{return rule.matchArgs(null, context);};\n\n
                                                for (i = 0; i < context.frames.length; i++) {\n}
```

if ((mixins =

```
context.frames[i].find(this.selector, null, noArgumentsFilter)).length > 0) {\n
                                                                                       isOneFound = true; \n\n
  // To make `default()` function independent of definition order we have two \"subpasses\" here.\n
  // At first we evaluate each guard *twice* (with `default() == true` and `default() == false`),\n
                                                                                                          // and
build candidate list with corresponding flags. Then, when we know all possible matches,\n
                                                                                                    // we make a
                            for (m = 0; m < mixins.length; m++) \{\n
final decision.\n\n
                                                                                 mixin = mixins[m].rule;\n
 mixinPath = mixins[m].path;\n
                                             isRecursive = false;\n
                                                                               for (f = 0; f < context.frames.length;
                       if ((!(mixin instanceof MixinDefinition)) && mixin === (context.frames[f].originalRuleset ||
f++) \{ n
context.frames[f])) {\n
                                        isRecursive = true; \ n
                                                                              break;\n
                                                                                                      }\n
               if (isRecursive) {\n
                                                  continue;\n
                                                                          n n
                                                                                           if
(mixin.matchArgs(args, context)) {\n
                                                    candidate = {mixin, group:
calcDefGroup(mixin, mixinPath)};\n\n
                                                      if (candidate.group !== defFalseEitherCase) {\n
 candidates.push(candidate);\n
                                               n n
                                                                  match = true; \ n
                                                                                                            n n
     defaultFunc.reset();\n\n
                                                                   for (m = 0; m < candidates.length; m++) \{ \n
                                      count = [0, 0, 0];\n
      count[candidates[m].group]++;\n
                                                  n n
                                                                if (count[defNone] > 0) \{ \n
defaultResult = defFalse;\n
                                                                                                  if
                                     } else {\n
                                                           defaultResult = defTrue;\n
((count[defTrue] + count[defFalse]) > 1) \{\n
                                                           throw { type: 'Runtime',\n
                                                                                                       message:
`Ambiguous use of \\`default()\\` found when matching for \\`${this.format(args)}\\``,\n
                                                                                                         index:
this.getIndex(), filename: this.fileInfo().filename \\n
 }\n
              n n
                             for (m = 0; m < candidates.length; m++) {\n}
                                                                                      candidate =
candidates[m].group;\n
                                   if ((candidate === defNone) || (candidate === defaultResult)) {\n
try {\n
                        mixin = candidates[m].mixin;\n
                                                                         if (!(mixin instanceof MixinDefinition))
\{ n \}
                       originalRuleset = mixin.originalRuleset || mixin;\n
                                                                                             mixin = new
MixinDefinition(", [], mixin.rules, null, false, null, originalRuleset.visibilityInfo());\n
mixin.originalRuleset = originalRuleset;\n
                                                            }\n
                                                                                const newRules =
mixin.evalCall(context, args, this.important).rules;\n
this. setVisibilityToReplacement(newRules);\n
                                                                 Array.prototype.push.apply(rules, newRules);\n
          } catch (e) {\n
             throw { message: e.message, index: this.getIndex(), filename: this.fileInfo().filename, stack: e.stack
};\n
                   }\n
                                  }\n
                                                n n
                                                              if (match) {\n
                                                                                         return rules;\n
                                                                                                                 }\n
      }\n
              }\n
                     if (isOneFound) {\n
                                                 throw { type: 'Runtime',\n
                                                                                       message: 'No matching
definition was found for \\`${this.format(args)}\\``,\n
                                                               index: this.getIndex(), filename:
this.fileInfo().filename \\n
                                } else {\n
                                                 throw { type: 'Name',\n
                                                                                    message:
`${this.selector.toCSS().trim()} is undefined`,\n
                                                          index: this.getIndex(), filename: this.fileInfo().filename
         \n },\n\n _setVisibilityToReplacement(replacement) {\n
                                                                                           if (this.blocksVisibility())
};\n
                                                                           let i, rule;\n
          for (i = 0; i < replacement.length; i++) {\n}
                                                              rule = replacement[i];\n
   rule.addVisibilityBlock();\n
                                       }\n
                                               n }, n  format(args) n 
                                                                                  return
`${this.selector.toCSS().trim()}(${args ? args.map(function (a) {\n
                                                                          let \ argValue = "; \ \ n
                                                                                                    if (a.name) {\n
      argValue += `${a.name}:`;\n
                                           }\n
                                                      if (a.value.toCSS) {\n
                                                                                      argValue +=
a.value.toCSS();\n
                                             argValue += '???';\n
                                                                                    return argValue;\n
                          } else {\n
                                                                         }\n
                                                                                                           }).join(',
'): "})`;\n }\n});\n\nexport default MixinCall;\n","import Node from './node';\nimport Color from './color';\nimport
AtRule from './atrule';\nimport DetachedRuleset from './detached-ruleset';\nimport Operation from
'./operation';\nimport Dimension from './dimension';\nimport Unit from './unit';\nimport Keyword from
'./keyword';\nimport Variable from './variable';\nimport Property from './property';\nimport Ruleset from
'./ruleset';\nimport Element from './element';\nimport Attribute from './attribute';\nimport
Combinator from './combinator';\nimport Selector from './selector';\nimport Quoted from './quoted';\nimport
Expression from './expression';\nimport Declaration from './declaration';\nimport Call from './call';\nimport URL
from './url';\nimport Import from './import';\nimport Comment from './comment';\nimport Anonymous from
'./anonymous';\nimport Value from './value';\nimport JavaScript from './javascript';\nimport Assignment from
```

```
'./media';\nimport UnicodeDescriptor from './unicode-descriptor';\nimport Negative from './negative';\nimport
Extend from './extend';\nimport VariableCall from './variable-call';\nimport NamespaceValue from './namespace-
value';\n\n// mixins\nimport MixinCall from './mixin-call';\nimport MixinDefinition from './mixin-
definition';\n\nexport default {\n Node, Color, AtRule, DetachedRuleset, Operation,\n Dimension, Unit,
Keyword, Variable, Property,\n
  Ruleset, Element, Attribute, Combinator, Selector,\n Quoted, Expression, Declaration, Call, URL, Import,\n
Comment, Anonymous, Value, JavaScript, Assignment,\n Condition, Paren, Media, UnicodeDescriptor,
Negative,\n Extend, VariableCall, NamespaceValue,\n mixin: {\n
                                                                        Call: MixinCall,\n
                                                                                                Definition:
MixinDefinition\n \n;","class AbstractFileManager {\n getPath(filename) {\n}
                                                                                      let i =
filename.lastIndexOf('?');\n
                               if (j > 0) \{ \n
                                                   filename = filename.slice(0, j);\n
                                                                                        }\n
                                                                                                j =
filename.lastIndexOf('/');\n
                                                  j = filename.lastIndexOf('\\\\');\n
                               if (j < 0) \{ \ n \}
                                                                                        }\n
                                                                                               if (j < 0) \{ \n
return ";\n
               }\n
                       return filename.slice(0, j + 1);\n\n\tryAppendExtension(path, ext) \\n
                                                                                                       return
(\.[a-z]*\$)([\.?;].*)/.\test(path) ? path : path + ext;\n \n\n tryAppendLessExtension(path) {\n\}
                                                                                                      return
this.tryAppendExtension(path, '.less');\n }\n supportsSync()
\{ n \}
        return false;\n }\n alwaysMakePathsAbsolute() {\n
                                                                     return false;\n }\n
isPathAbsolute(filename) {\n
                                 return (/^(?:[a-z-]+:|\/|\/|#)/i).test(filename);\n }\n\n // TODO: pull out /
replace?\n join(basePath, laterPath) {\n
                                             if (!basePath) {\n
                                                                     return laterPath;\n
                                                                                            }\n
                                                                                                    return
basePath + laterPath; \  \  \} \  \   pathDiff(url, baseUrl) {\n
                                                              // diff between two paths to create a relative path\n\n
   const urlParts = this.extractUrlParts(url);\n\n
                                                    const baseUrlParts = this.extractUrlParts(baseUrl);\n
                                                                            let diff = ";\n
i:\n
        let max:\n
                       let urlDirectories;\n
                                               let baseUrlDirectories;\n
                                                                                              if (urlParts.hostPart
!== baseUrlParts.hostPart) {\n
                                     return ";\n
                                                    }\n
                                                            max = Math.max(baseUrlParts.directories.length,
                                                                    if (baseUrlParts.directories[i] !==
urlParts.directories.length);\n
                                 for (i = 0; i < max; i++) \{ \n
urlParts.directories[i])
{ break; }\n
                 }\n
                         baseUrlDirectories = baseUrlParts.directories.slice(i);\n
                                                                                     urlDirectories =
urlParts.directories.slice(i);\n
                                 for (i = 0; i < baseUrlDirectories.length - 1; i++) {\n}
                                                                                            diff += '.../';\n
                                                                                                              }\n
  for (i = 0; i < urlDirectories.length - 1; i++) {\n}
                                                        diff += `${urlDirectories[i]}/`;\n
                                                                                             }\n
                                                                                                     return diff;\n
// urlParts[1] =
protocol://hostname/ OR \\n
                                // urlParts[2] = / if path relative to host base\n
                                                                                  // urlParts[3] = directories\n
                              // urlParts[5] = parameters \n\
// urlParts[4] = filename \ n
                                                                 const urlPartsRegex = /^((?:[a-z-
]+:)?\\{2}(?:[^\\\\?#]*\\)|([\\\\]))?((?:[^\\\\\?#]*[\\\\])*)([^\\\\\\?#]*)([#\\?].*)?$/i;\n\n
                                                                                                 const urlParts =
url.match(urlPartsRegex);\n
                                const returner = \{\};\n
                                                          let rawDirectories = [];\n
                                                                                       const directories
= []; \ n
           let i;\n
                       let baseUrlParts;\n\n
                                                if (!urlParts) {\n
                                                                       throw new Error(`Could not parse sheet
href - '${url}'`);\n
                                // Stylesheets in IE don't always return the full path\n
                      n n
                                                                                         if (baseUrl &&
(!urlParts[1] || urlParts[2])) {\n
                                     baseUrlParts = baseUrl.match(urlPartsRegex);\n
                                                                                            if (!baseUrlParts) {\n
       throw new Error(`Could not parse page url - '${baseUrl}'`);\n
                                                                           }\n
                                                                                     urlParts[1] = urlParts[1] ||
baseUrlParts[1] || ";\n
                                                        urlParts[3] = baseUrlParts[3] + urlParts[3];\n
                            if (!urlParts[2]) {\n
                                                                                                             }\n
n n
          if (urlParts[3]) {\n
                                   rawDirectories = urlParts[3].replace(/\\\/g, '/').split('/');\n\n
                                                                                                    // collapse '..'
                   for (i = 0; i < rawDirectories.length; i++) {\n\n}
                                                                           if (rawDirectories[i] === '..') {\n
and skip '.'\n
   directories.pop();\n
                                }\n
                                             else
if (rawDirectories[i] !== '.') {\n
                                           directories.push(rawDirectories[i]);\n
                                                                                                              }\n
                                                                                          }\n
           returner.hostPart = urlParts[1];\n
                                                 returner.directories = directories;\n
                                                                                        returner.rawPath =
(urlParts[1] || ") + rawDirectories.join('/');\n
                                               returner.path = (urlParts[1] || ") + directories.join('/');\n
returner.filename = urlParts[4];\n
                                     returner.fileUrl = returner.path + (urlParts[4] || ");\n
returner.fileUrl + (urlParts[5] || ");\n
                                        return returner;\n \\n\nexport default AbstractFileManager;\n","import
functionRegistry from '../functions/function-registry';\nimport LessError from '../less-error';\n\nclass
AbstractPluginLoader {\n constructor() {\n
                                                 // Implemented by Node.js plugin loader\n
                                                                                                this.require =
function() {\n
                    return null;\n
```

'./assignment';\nimport Condition from './condition';\nimport Paren from './paren';\nimport Media from

```
\{ n \mid n
```

```
let\ loader,\ registry,\ pluginObj,\ localModule,\ pluginManager,\ filename,\ result; \\ \backslash n \backslash n
                                                                                           pluginManager =
context.pluginManager;\n\n
                                 if (fileInfo) {\n
                                                       if (typeof fileInfo === 'string') {\n
                                                                                                     filename =
fileInfo;\n
                                              filename = fileInfo.filename;\n
                  }\n
                            else {\n
                                                                                     }\n
                                                                                             }\n
                                                                                                      const shortname
= (new this.less.FileManager()).extractUrlParts(filename).filename;\n\n
                                                                             if (filename) {\n
                                                                                                     pluginObj =
pluginManager.get(filename);\n\n
                                         if (pluginObj) {\n
                                                                     result = this.trySetOptions(pluginObj,
filename, shortname, pluginOptions);\n
                                                                            return result;\n
                                                  if (result) {\n
                                                                                                     }\n
                                                                                                                  try
\{ n \}
               if (pluginObj.use) {\n
                                                    pluginObj.use.call(this.context, pluginObj);\n
                                                                                                                }\n
      }\n
                   catch (e) {\n
                                            e.message = e.message || 'Error
                                    return new LessError(e, imports, filename);\n
during @plugin call';\n
                                                                                             }\n
                                                                                                          return
pluginObj;\n
                             }\n
                                    localModule = \{ \n
                                                               exports: \{\}, \ 
                                                                                    pluginManager,\n
                                                                     const \ registerPlugin = function(obj) \{ \ \ \ \ \ \ \ \ \ \}
fileInfo\n
              };\n
                       registry = functionRegistry.create();\n\n
                                                loader = new Function('module', 'require', 'registerPlugin',
pluginObj = obj; \ n
                        \}; \n\n
                                  try {\n}
'functions', 'tree', 'less', 'fileInfo', contents);\n
                                                    loader(localModule, this.require(filename), registerPlugin,
                                                                            return new LessError(e, imports,
registry, this.less.tree, this.less, fileInfo);\n
                                                }\n
                                                        catch (e) {\n
filename);\n
                 n n
                           if (!pluginObj) {\n
                                                      pluginObj = localModule.exports;\n
                                                                                               }\n
                                                                                                       pluginObj =
this.validatePlugin(pluginObj, filename, shortname);\n\n
                                                              if (pluginObj instanceof LessError) {\n
   return pluginObj;\n
                            n n
                                      if (pluginObj) {\n
                                                                pluginObj.imports = imports;\n
pluginObj.filename = filename;\n\n
                                           // For < 3.x (or unspecified minVersion) - setOptions() before install()\n
    if (!pluginObj.minVersion || this.compareVersion('3.0.0', pluginObj.minVersion) < 0) {\n
                                                                                                         result =
this.trySetOptions(pluginObj, filename, shortname, pluginOptions);\n\n
                                                                                                            return
result;\n
                  }\n
                             n n
                                         // Run on first load\n
                                                                      pluginManager.addPlugin(pluginObj,
fileInfo.filename, registry);\n
                                    pluginObj.functions = registry.getLocalFunctions();\n\n
                                                                                                     // Need to call
setOptions again because the pluginObj might have functions\n
                                                                       result = this.trySetOptions(pluginObj,
filename, shortname, pluginOptions);\n
                                               if (result) {\n
                                                                       return result;\n
                                                                                             n n
                                                                                                          // Run
every @plugin
call\n
             try {\n
                              if (pluginObj.use) {\n
                                                                 pluginObj.use.call(this.context, pluginObj);\n
                       catch (e) {\n
                                              e.message = e.message || 'Error during @plugin call';\n
  }\n
            }\n
                                                                                                               return
new LessError(e, imports, filename);\n
                                               n n
                                                         }\n
                                                                 else \{\n
                                                                                return new LessError({ message:
'Not a valid plugin' }, imports, filename);\n
                                                 n n
                                                          return pluginObj;\n\n }\n\n trySetOptions(plugin,
                                 if (options && !plugin.setOptions) {\n
filename, name, options) {\n
                                                                                return new LessError({\n
message: `Options have been provided but the plugin ${name} does not support any options.`\n
                                                                                                        });\n
                                                                                                                  }\n
   try {\n
                 plugin.setOptions && plugin.setOptions(options);\n
                                                                           }\n
                                                                                   catch (e) {\n
                                                                                                       return new
                    if
LessError(e);\n
(plugin) {\n
                    // support plugins being a function\n
                                                                // so that the plugin can be more usable
programmatically\n
                                                                         plugin = new plugin();\n
                           if (typeof plugin === 'function') {\n
                                                                                                          n n
                                    if (this.compareVersion(plugin.minVersion, this.less.version) < 0) {\n
if (plugin.minVersion) {\n
return new LessError({\n
                                         message: `Plugin ${name} requires version
${this.versionToString(plugin.minVersion)}`\n
                                                             });\n
                                                                                      }\n
                                                                                                 return plugin;\n
}\n
        return null;\n \\n\n compareVersion(aVersion, bVersion) \\n
                                                                              if (typeof aVersion === 'string') {\n
   aVersion = aVersion.match(/^(\d+)\.?(\d+)?\.?(\d+)?/);
                                                                       aVersion.shift();\n
                                                                                                       for (let i = 0; i
< aVersion.length; i++) {\n
                                   if (aVersion[i] !== bVersion[i]) {\n
                                                                                 return parseInt(aVersion[i]) >
parseInt(bVersion[i])
? -1:1;\n
                          }\n
                                  return 0;\n \\n\n versionToString(version) \{\n}
                                                                                         let versionString = ";\n
for (let i = 0; i < version.length; i++) {\n
                                                versionString += (versionString ? '.' : ") + version[i];\n
return versionString;\n \\n\n printUsage(plugins) \\n
                                                              for (let i = 0; i < plugins.length; <math>i++) {\n
                                                                                                              const
plugin = plugins[i];\n
                             if (plugin.printUsage) {\n
                                                                 plugin.printUsage();\n
                                                                                                       }\n
\n\nexport default AbstractPluginLoader;\n\n","import tree from '../tree';\n\nconst _visitArgs = { visitDeeper:
```

```
true \;\nlet hasIndexed = false;\n\nfunction noop(node) \\n return node;\n\n\nfunction
indexNodeTypes(parent, ticker) {\n // add .typeIndex to tree node types for lookup table\n let key, child;\n for
(key in parent) { \n
                       /* eslint guard-for-in: 0 */\n
                                                       child = parent[key];\n
                                                                                 switch (typeof child) {\n
       case 'function':\n
                                 // ignore bound functions directly on tree which do not have a prototype\n
// or aren't nodes\n
                           if (child.prototype && child.prototype.type) {\n
                                                                                      child.prototype.typeIndex
= ticker++;\n
                       }\n
                                   break;\n
                                                  case 'object':\n
                                                                          ticker = indexNodeTypes(child,
ticker);\n
                  break;\n
                                      \n \\n return ticker;\\n\\nclass Visitor \\\n
                               \n
constructor(implementation) {\n
                                    this._implementation = implementation;\n
                                                                                  this._visitInCache = { };\n
this._visitOutCache = \{\}; \n\
                                 if (!_hasIndexed) {\n
                                                             indexNodeTypes(tree, 1);\n
                                                                                               _hasIndexed =
           n \geq n  visit(node) n 
                                                                                            const nodeTypeIndex
true:\n
                                           if (!node) {\n
                                                               return node:\n
                                                                                  n n
= node.typeIndex;\n
                        if (!nodeTypeIndex) {\n
                                                       // MixinCall args aren't a node type?\n
                                                                                                    if (node.value
&& node.value.typeIndex) \{\n
                                        this.visit(node.value);\n
                                                                      }\n
                                                                                 return node;\n
                                                                                                   n n
const impl = this. implementation;\n
                                        let func = this. visitInCache[nodeTypeIndex];\n
                                                                                            let funcOut =
this._visitOutCache[nodeTypeIndex];\n
                                           const visitArgs = _visitArgs;\n
                                                                              let fnName;\n\n
visitArgs.visitDeeper = true;\n\n
                                    if (!func) {\n
                                                        fnName = `visit${node.type}`;\n
                                                                                               func =
                                funcOut = impl[`\{fnName\}Out`] \parallel noop;\n
impl[fnName] || noop;\n
this._visitInCache[nodeTypeIndex] = func;\n
                                                   this._visitOutCache[nodeTypeIndex] = funcOut;\n
                                                                                                         n n
if (func !== noop) {\n
                              const newNode = func.call(impl, node, visitArgs);\n
                                                                                        if (node &&
impl.isReplacing) {\n
                              node = newNode; \ n
                                                         }\n
                                                                 n n
                                                                           if (visitArgs.visitDeeper && node) {\n
     if (node.length) {\n
                                  for (let i = 0, cnt =
node.length; i < cnt; i++) {\n
                                        if (node[i].accept) {\n
                                                                            node[i].accept(this);\n
                                                                                                               }\n
        n
                  } else if (node.accept) {\n
                                                     node.accept(this);\n
                                                                                }\n
                                                                                        n n
                                                                                                  if (funcOut !=
                                                           return node;\n \\\n\n visitArray(nodes,
_noop) {\n
                 funcOut.call(impl, node);\n
                                                 n n
nonReplacing) {\n
                      if (!nodes) \{\n
                                            return nodes;\n
                                                               n n
                                                                         const cnt = nodes.length; \n
                                                                                                        let i; n n
   // Non-replacing\n
                         if (nonReplacing | !this._implementation.isReplacing) {\n
                                                                                          for (i = 0; i < cnt; i++)
\{ n \}
            this.visit(nodes[i]);\n
                                        }\n
                                                  return nodes;\n
                                                                      n n
                                                                                // Replacing\n
                                                                                                  const out =
[]; \ n
         for (i = 0; i < cnt; i++) \{ \n \}
                                          const evald = this.visit(nodes[i]);\n
                                                                                   if (evald === undefined) {
continue; }\n
                   if (!evald.splice) {\n
                                                 out.push(evald);\n
       } else if (evald.length) {\n
                                          this.flatten(evald, out);\n
                                                                          }\n
                                                                                  }\n
                                                                                          return out;\n }\n
flatten(arr, out) {\n
                       if (!out) \{ \n
                                          out = \lceil \cdot \rceil;\n
                                                         n n
                                                                  let cnt, i, item, nestedCnt, j, nestedItem;\n\n
for (i = 0, cnt = arr.length; i < cnt; i++) {\n}
                                                item = arr[i];\n
                                                                      if (item === undefined) {\n
continue;\n
                  }\n
                            if (!item.splice) {\n
                                                         out.push(item);\n
                                                                                   continue;\n
                                                                                                      n n
for (j = 0, nestedCnt = item.length; j < nestedCnt; j++) {\n}
                                                                  nestedItem = item[j];\n
                                                                                                  if (nestedItem
=== undefined) {\n
                                                                if (!nestedItem.splice) {\n
                               continue;\n
                                                    }\n
out.push(nestedItem);\n
                                 } else if (nestedItem.length) {\n
                                                                            this.flatten(nestedItem, out);\n
}\n
          }\n
             n n
constructor(onSequencerEmpty) {\n
                                        this.imports = [];\n
                                                               this.variableImports = [];\n
this._onSequencerEmpty = onSequencerEmpty;\n
                                                     this._currentDepth = 0;\n }\n\n addImport(callback) {\n
 const importSequencer = this,\n
                                       importItem = \{ \n
                                                                  callback,\n
                                                                                      args: null,\n
isReady: false\n
                       };\n
                               this.imports.push(importItem);\n
                                                                    return function() {\n
                                                                                               importItem.args =
                                                                                    importSequencer.tryRun();\n
Array.prototype.slice.call(arguments, 0);\n
                                                importItem.isReady = true;\n
   this.variableImports.push(callback);\n \ \n \ tryRun() {\n \
  this._currentDepth++;\n
                              try \{ n
                                            while (true) {\n
                                                                     while (this.imports.length > 0) {\n
const importItem =
this.imports[0];\n
                             if (!importItem.isReady) {\n
                                                                        return;\n
                                                                                            }\n
this.imports = this.imports.slice(1);\n
                                                importItem.callback.apply(null, importItem.args);\n
                                                                                                             }\n
      if (this.variableImports.length === 0) {\n
                                                           break;\n
                                                                             }\n
                                                                                         const variableImport =
```

```
this.variableImports[0];\n
                                  this.variableImports = this.variableImports.slice(1);\n
                                                    this. currentDepth--;\n
variableImport();\n
                         }\n
                                 } finally {\n
                                                                               }\n
                                                                                      if (this. currentDepth
=== 0 && this._onSequencerEmpty) {\n
                                              this._onSequencerEmpty();\n
                                                                               n \leq n \leq n 
ImportSequencer;\n","import contexts from '../contexts';\nimport Visitor from './visitor';\nimport ImportSequencer
from './import-sequencer';\nimport * as utils from '../utils';\n\nconst ImportVisitor = function(importer, finish)
{\n\n this._visitor = new Visitor(this);\n this._importer = importer;\n this._finish = finish;\n this.context =
new contexts.Eval();\n this.importCount = 0;\n this.onceFileDetectionMap = {};\n this.recursionDetector =
{};\n this._sequencer = new
// process the contents\n
run: function (root) {\n
                           try {\n
                                                                      this. visitor.visit(root);\n
catch (e) {\n
                   this.error = e;\n
                                       n n
                                                this.isFinished = true; \ n
                                                                            this._sequencer.tryRun();\n },\n
_onSequencerEmpty: function() {\n
                                       if (!this.isFinished) {\n
                                                                    return;\n
this. finish(this.error);\n },\n visitImport: function (importNode, visitArgs) {\n
                                                                                    const inlineCSS =
importNode.options.inline;\n\n
                                  if (!importNode.css || inlineCSS) {\n\n
                                                                              const\ context = new
contexts.Eval(this.context,
                                              const importParent = context.frames[0];\n\n
utils.copyArray(this.context.frames));\n
this.importCount++;\n
                            if (importNode.isVariableImport()) {\n
this. sequencer.addVariableImport(this.processImportNode.bind(this, importNode, context, importParent));\n
} else {\n
                  this.processImportNode(importNode, context, importParent);\n
                                                                                      }\n
                                                                                              }\n
visitArgs.visitDeeper = false;\n },\n processImportNode: function(importNode, context, importParent) {\n
let evaldImportNode;\n
                           const inlineCSS = importNode.options.inline;\n\n
                                                                               try {\n
importNode.evalForImport(context);\n
                                          } catch (e) {\n
                                                               if (!e.filename) { e.index = importNode.getIndex();
e.filename = importNode.fileInfo().filename; }\n
                                                      // attempt to eval properly and treat as css\n
importNode.css = true; \ n
                              // if that fails, this error will
be thrown\n
                   importNode.error = e; \ n
                                               n n
                                                        if (evaldImportNode && (!evaldImportNode.css ||
                       if (evaldImportNode.options.multiple) {\n
inlineCSS)) {\n\n}
                                                                          context.importMultiple = true;\n
            // try appending if we haven't determined if it is css or not\n
                                                                            const tryAppendLessExtension =
evaldImportNode.css === undefined;\n\n
                                              for (let i = 0; i < importParent.rules.length; <math>i++) {\n
                                                                                                          if
(importParent.rules[i] === importNode) {\n
                                                      importParent.rules[i] = evaldImportNode;\n
                 }\n
                           n n
                                       const onImported = this.onImported.bind(this, evaldImportNode, context),
sequencedOnImported = this._sequencer.addImport(onImported);\n\n
this._importer.push(evaldImportNode.getPath(), tryAppendLessExtension, evaldImportNode.fileInfo(),\n
evaldImportNode.options, sequencedOnImported);\n
                                                       } else
          this.importCount--;\n
                                      if (this.isFinished) {\n
                                                                     this. sequencer.tryRun();\n
\{ n \}
                                                                                                       }\n
\n \,\n onImported: function (importNode, context, e, root, importedAtRoot, fullPath) {\n
                                                                                               if (e) {\n
if (!e.filename) {\n
                           e.index = importNode.getIndex(); e.filename = importNode.fileInfo().filename;\n
          this.error = e;\n
                                       const importVisitor = this,\n
                                                                          inlineCSS =
}\n
                              n n
importNode.options.inline,\n
                                   isPlugin = importNode.options.isPlugin,\n
                                                                                   isOptional =
importNode.options.optional,\n
                                     duplicateImport = importedAtRoot || fullPath in
importVisitor.recursionDetector;\n\n
                                        if (!context.importMultiple) {\n
                                                                             if (duplicateImport) {\n
importNode.skip = true;\n
                                } else {\n
                                                  importNode.skip = function() {\n
                                                                                               if (fullPath in
importVisitor.onceFileDetectionMap) {\n
          return true;\n
                                   }\n
                                                  importVisitor.onceFileDetectionMap[fullPath] = true;\n
   return false;\n
                          };\n
                                     n
                                             n n
                                                      if (!fullPath && isOptional) {\n
                                                                                            importNode.skip =
true:\n
           n n
                    if (root) {\n
                                       importNode.root = root;\n
                                                                       importNode.importedFilename =
fullPath;\n\n
                   if (!inlineCSS && !isPlugin && (context.importMultiple || !duplicateImport)) {\n
importVisitor.recursionDetector[fullPath] = true; \n\n
                                                            const\ oldContext = this.context; \ n
this.context = context; \n
                                 try {\n
                                                   this._visitor.visit(root);\n
                                                                                     } catch (e) {\n
```

```
this.error = e;\n
                        }\n
                                    this.context = oldContext;\n
                                                                      }\n
                                                                              n n
importVisitor.importCount--;\n\n
                                   if (importVisitor.isFinished) {\n
                                                                         importVisitor._sequencer.tryRun();\n
     if (declNode.value.type ===
'DetachedRuleset') {\n
                            this.context.frames.unshift(declNode); \n
                                                                       } else {\n
                                                                                       visitArgs.visitDeeper =
false:\n
           \n \,\n visitDeclarationOut: function(declNode) {\n
                                                                     if (declNode.value.type ===
'DetachedRuleset') {\n
                            this.context.frames.shift();\n
                                                           \n \,\n visitAtRule: function (atRuleNode,
                 this.context.frames.unshift(atRuleNode);\n \,\n visitAtRuleOut: function (atRuleNode) \\n
visitArgs) {\n
this.context.frames.shift();\n }\n visitMixinDefinition: function (mixinDefinitionNode, visitArgs) {\n
this.context.frames.unshift(mixinDefinitionNode);\n },\n visitMixinDefinitionOut: function
                              (mixinDefinitionNode) {\n
       this.context.frames.unshift(rulesetNode);\n
                                                      this.context.frames.shift();\n },\n visitMedia: function
  },\n visitRulesetOut: function (rulesetNode) {\n
(mediaNode, visitArgs) {\n
                              this.context.frames.unshift(mediaNode.rules[0]);\n },\n visitMediaOut: function
(mediaNode) {\n
                    this.context.frames.shift();\n }\n};\nexport default ImportVisitor;\n","class
SetTreeVisibilityVisitor {\n constructor(visible) {\n
                                                       this.visible = visible;\n }\n run(root) {\n
this.visit(root);\n }\n visitArray(nodes) {\n
                                                  if (!nodes) \{\n
                                                                      return nodes:\n
                                                                                          n n
                                                                                                   const cnt =
nodes.length;\n
                   let i;\n
                              for (i = 0; i < cnt; i++) \{ \n
                                                             this.visit(nodes[i]);\n
                                                                                      }\n
                                                                                              return nodes;\n
\ln n  visit(node) \ln n
                         if (!node) {\n
                                             return node;\n
                                                               }\n
                                                                      if (node.constructor === Array) {\n
return this.visitArray(node);\n
                                 n n
                                           if (!node.blocksVisibility || node.blocksVisibility())
\{ n \}
          return node;\n
                            }\n
                                    if (this.visible) {\n
                                                            node.ensureVisibility();\n
                                                                                         } else {\n
node.ensureInvisibility();\n
                              n n
                                        node.accept(this);\n
                                                               return node;\n }\n\
SetTreeVisibilityVisitor;","import tree from '../tree';\nimport Visitor from './visitor';\nimport logger from
'../logger';\nimport * as utils from '../utils';\n\n/* jshint loopfunc:true */n\nclass ExtendFinderVisitor {\n
constructor() {\n
                    this. visitor = new Visitor(this);\n
                                                         this.contexts = \prod;\n
                                                                                this.allExtendsStack = [[]];\n
n\n run(root) {\n}
                       root = this._visitor.visit(root);\n
                                                          root.allExtends = this.allExtendsStack[0];\n
                                                                                                        return
root;\n \\n\n visitDeclaration(declNode, visitArgs) \\n
                                                           visitArgs.visitDeeper = false;\n }\n\n
visitMixinDefinition(mixinDefinitionNode, visitArgs) {\n
                                                           visitArgs.visitDeeper = false;\n
visitRuleset(rulesetNode,
visitArgs) {\n
                  if (rulesetNode.root) {\n
                                                return;\n
                                                             n n
                                                                      let i;\n
                                                                                 let j;\n
                                                                                            let extend;\n
const allSelectorsExtendList = [];\n
                                      let extendList;\n\n
                                                            // get &:extend(.a); rules which apply to all selectors
                   const rules = rulesetNode.rules, ruleCnt = rules ? rules.length : 0;\n
                                                                                       for (i = 0; i < ruleCnt;
in this ruleset\n
i++) \{ n
              if (rulesetNode.rules[i] instanceof tree.Extend) {\n
                                                                        allSelectorsExtendList.push(rules[i]);\n
                                                                      // now find every selector and apply the
       rulesetNode.extendOnEveryPath = true;\n
                                                     }\n
                                                             n n
                                    // and the ones which apply to an individual extend\n
extends that apply to all extends\n
                                                                                           const paths =
rulesetNode.paths;\n
                        for (i = 0; i < paths.length; i++) \{\n
                                                                const selectorPath = paths[i], selector =
selectorPath[selectorPath.length - 1], selExtendList = selector.extendList;\n\n
                                                                                extendList = selExtendList
? utils.copyArray(selExtendList).concat(allSelectorsExtendList)\n
                                                                        : allSelectorsExtendList:\n\n
                                                                                                          if
(extendList) {\n
                        extendList = extendList.map(function(allSelectorsExtend) \{ \ \}
allSelectorsExtend.clone();\n
                                    });\n
                                                n n
                                                            for (j = 0; j < extendList.length; j++) {\n}
this.foundExtends = true;\n
                                   extend = extendList[j];\n
                                                                    extend.findSelfSelectors(selectorPath);\n
    extend.ruleset = rulesetNode;\n
                                           if (j === 0) { extend.firstExtendOnThisSelectorPath = true; }\n
 this.allExtendsStack[this.allExtendsStack.length - 1].push(extend);\n
                                                                          }\n
                                                                                 n n
if (!rulesetNode.root) {\n
      this.contexts.length = this.contexts.length - 1;\n
                                                       \\\n\\\n\\\n\visitMedia(mediaNode, visitArgs)
{\n
        mediaNode.allExtends = []; \ n
                                         this.allExtendsStack.push(mediaNode.allExtends);\n }\n\n
visitMediaOut(mediaNode) {\n
                                  this.allExtendsStack.length = this.allExtendsStack.length - 1;\n }\n\n
visitAtRule(atRuleNode, visitArgs) {\n
                                         atRuleNode.allExtends = []; \ n
this.allExtendsStack.push(atRuleNode.allExtends);\n \\n\n visitAtRuleOut(atRuleNode) \\n\
```

```
this.allExtendsStack.length = this.allExtendsStack.length - 1;\n \\n\\n\class ProcessExtendsVisitor {\n
                     this. visitor = new Visitor(this);\n \n run(root) \n
                                                                                  const extendFinder = new
constructor() {\n
ExtendFinderVisitor();\n
                             this.extendIndices = \{\};\n
                                                           extendFinder.run(root);\n
                                                                                         if
(!extendFinder.foundExtends) { return root; }\n
                                                   root.allExtends =
                                                                                      this.allExtendsStack =
root.allExtends.concat(this.doExtendChaining(root.allExtends, root.allExtends));\n
[root.allExtends];\n
                        const newRoot = this._visitor.visit(root);\n
     this.checkExtendsForNonMatched(root.allExtends);\n
                                                              return newRoot;\n \n
checkExtendsForNonMatched(extendList) {\n
                                                  const indices = this.extendIndices;\n
extendList.filter(function(extend) {\n
                                           return !extend.hasFoundMatches && extend.parent_ids.length == 1;\n
  }).forEach(function(extend) {\n
                                         let selector = ' unknown ';\n
                                                                            try {\n
                                                                                             selector =
extend.selector.toCSS({});\n
                                   }\n
                                              catch (_) { }\n\n
                                                                    if (!indices[`${extend.index} ${selector}`])
            indices[`${extend.index} ${selector}`] = true;\n
                                                                     logger.warn(`extend '${selector}' has no
                           matches`):\n
//\n
        // chaining is different from normal extension.. if we extend an extend then we are not just copying,
              // and pasting the selector we would do normally,
altering\n
but we are also adding an extend with the same target selector\n
                                                                    // this means this new extend can then go and
alter other extends\n
                        //\n
                                 // this method deals with all the chaining work - without it, extend is flat and
                                            // this is also the most expensive.. and a match on one selector can
doesn't work on other extend selectors\n
cause an extension of a selector we had already\n
                                                     // processed if we look at each selector at a time, as is done in
visitRuleset\n\n
                    let extendIndex;\n\n
                                            let targetExtendIndex;\n
                                                                                            const extendsToAdd =
                                                                         let matches;\n
[];\n
         let newSelector;\n
                                const extendVisitor = this;\n
                                                                let selectorPath;\n
                                                                                       let extend:\n
                                                                                                        1et
targetExtend;\n
                    let newExtend;\n\n
                                           iterationCount = iterationCount || 0;\n\n
                                                                                       // loop through comparing
every extend with every target extend.\n
                                            // a target extend is the one on the ruleset we are looking at
copy/edit/pasting in place\n
    // e.g. .a:extend(.b) {} and .b:extend(.c) {} then the first extend extends the second one\n
                                                                                                 // and the second
                  // the separation into two lists allows us to process a subset of chains with a bigger set, as is the\n
is the target.\n
   // case when processing media queries\n
                                               for (extendIndex = 0; extendIndex < extendsList.length;
extendIndex++) {\n}
                          for (targetExtendIndex = 0; targetExtendIndex < extendsListTarget.length;</pre>
                                                                                   targetExtend =
targetExtendIndex++) {\n\n}
                                     extend = extendsList[extendIndex];\n
extendsListTarget[targetExtendIndex];\n\n
                                                   // look for circular references\n
                                                                                            if (
extend.parent_ids.indexOf( targetExtend.object_id ) >= 0 ) { continue; }\n\n
                                                                                    // find a match in the target
extends self selector (the bit before :extend)\n
                                                      selectorPath = [targetExtend.selfSelectors[0]];\n
matches = extendVisitor.findMatch(extend, selectorPath);\n\n
         if (matches.length) {\n
                                            extend.hasFoundMatches = true; \n\n
                                                                                            // we found a match.
so for each self selector..\n
                                      extend.selfSelectors.forEach(function(selfSelector) {\n
                                                                                                           const
info = targetExtend.visibilityInfo();\n\n
                                                     // process the extend as usual\n
                                                                                                  newSelector =
extendVisitor.extendSelector(matches, selectorPath, selfSelector, extend.isVisible());\n\n
                                                                                                      // but now
we create a new extend from it\n
                                              newExtend = new(tree.Extend)(targetExtend.selector,
targetExtend.option, 0, targetExtend.fileInfo(), info);\n
                                                                    newExtend.selfSelectors = newSelector; \n\n
           // add the extend onto the list of extends for that selector\n
                                                                                   newSelector[newSelector.length
- 1].extendList = [newExtend];\n\n
                                                // record that we need to add it.\n
            extendsToAdd.push(newExtend);\n
                                                              newExtend.ruleset = targetExtend.ruleset; \n\n
      // remember its parents for circular references\n
                                                                   newExtend.parent_ids =
newExtend.parent_ids.concat(targetExtend.parent_ids, extend.parent_ids);\n\n
                                                                                           // only process the
selector once.. if we have :extend(.a,.b) then multiple\n
                                                                    // extends will look at the same selector path,
so when extending\n
                                  // we know that any others will be duplicates in terms of what is added to the
                   if \ (targetExtend.firstExtendOnThisSelectorPath) \ \{ \ \ \} \\
newExtend.firstExtendOnThisSelectorPath = true;\n
```

```
targetExtend.ruleset.paths.push(newSelector);\n
                                                             }\n
                                                                            });\n
                                                                                          }\n
                                                                                                    }\n
         if (extendsToAdd.length) {\n
                                             // try to detect
circular references to stop a stack overflow.\n
                                                   // may no longer be needed.\n
this.extendChainCount++;\n
                                  if (iterationCount > 100) {\n
                                                                       let selectorOne = '{unable to calculate}';\n
        let \ selector Two = '\{unable \ to \ calculate\}'; \ \ \\
                                                           try {\n
                                                                             selectorOne =
extendsToAdd[0].selfSelectors[0].toCSS();\n
                                                       selectorTwo = extendsToAdd[0].selector.toCSS();\n
                                     throw { message: `extend circular reference detected. One of the circular
  }\n
               catch (e) { }\n
extends is currently:\{\selectorOne\}:\extend(\{\selectorTwo\})^\};\n
                                                                      n n
                                                                                  // now process the new extends
on the existing rules so that we can handle a extending b extending c extending\n
                                                                                     // d extending e...\n
return extendsToAdd.concat(extendVisitor.doExtendChaining(extendsToAdd, extendsListTarget, iterationCount +
1));\n
          \} else \{\n
                          return
extendsToAdd;\n
                      \n \\\n\\n visitDeclaration(ruleNode, visitArgs) \\\n
                                                                               visitArgs.visitDeeper = false;\n
\\n\n visitMixinDefinition(mixinDefinitionNode, visitArgs) {\n
                                                                    visitArgs.visitDeeper = false;\n }\n\n
visitSelector(selectorNode, visitArgs) {\n
                                            if (rulesetNode.root) \{\n
visitArgs) {\n
                                                 return;\n
                                                              }\n
                                                                     let matches;\n
                                                                                        let pathIndex;\n
                   extendIndex:\n
                                                                                                const
selectorsToAdd = []; \ n
                          const extendVisitor = this;\n
                                                          let selectorPath;\n\n
                                                                                   // look at each selector path in
the ruleset, find any extend matches and then copy, find and replace\n\n
                                                                          for (extendIndex = 0; extendIndex <
allExtends.length; extendIndex++) {\n
                                            for (pathIndex = 0; pathIndex < rulesetNode.paths.length;
pathIndex++) \{\n
                          selectorPath
= rulesetNode.paths[pathIndex];\n\n
                                             // extending extends happens initially, before the main pass\n
if (rulesetNode.extendOnEveryPath) { continue; }\n
                                                            const extendList = selectorPath[selectorPath.length -
1].extendList;\n
                         if (extendList && extendList.length) { continue; }\n\n
                                                                                       matches =
this.findMatch(allExtends[extendIndex], selectorPath);\n\n
                                                                  if (matches.length) {\n
allExtends[extendIndex].hasFoundMatches = true;\n\n
allExtends[extendIndex].selfSelectors.forEach(function(selfSelector) {\n
                                                                                    let extendedSelectors;\n
        extendedSelectors = extendVisitor.extendSelector(matches, selectorPath, selfSelector,
allExtends[extendIndex].isVisible());\n
                                                    selectorsToAdd.push(extendedSelectors); \n
                                                                                                          });\n
       }\n
                 }\n
                         }\n
                                rulesetNode.paths = rulesetNode.paths.concat(selectorsToAdd);\n
  \\n\n findMatch(extend, haystackSelectorPath) {\n
                                                          //\n
                                                                  // look through the haystack selector path to try
and find the needle - extend.selector\n
                                         // returns an array of selector matches that can then be replaced\n
                                                                                                             //\backslash n
   let haystackSelectorIndex;\n\n
                                     let hackstackSelector;\n
                                                                 let hackstackElementIndex;\n
                                                                                                  let
haystackElement;\n
                       let targetCombinator;\n
                                                   let i;\n
                                                              const extendVisitor = this;\n
                                                                                              const
needleElements = extend.selector.elements;\n
                                                 const potentialMatches = [];\n
                                                                                  let potentialMatch;\n
                                                                                                           const
matches = []; \n\n
                     // loop through the haystack elements\n
                                                                for (haystackSelectorIndex = 0;
haystackSelectorIndex < haystackSelectorPath.length; haystackSelectorIndex++) {\n
                                                                                         hackstackSelector =
haystackSelectorPath[haystackSelectorIndex];\n\n
                                                       for (hackstackElementIndex = 0; hackstackElementIndex
< hackstackSelector.elements.length;
hackstackElementIndex++) {\n\n}
                                          hay stack Element = \\
hackstackSelector.elements[hackstackElementIndex];\n\n
                                                                 // if we allow elements before our match we can
add a potential match every time. otherwise only at the first element.\n
                                                                             if (extend.allowBefore ||
(haystackSelectorIndex === 0 && hackstackElementIndex === 0)) {\n
potentialMatches.push({pathIndex: haystackSelectorIndex, index: hackstackElementIndex, matched: 0,\n
  initialCombinator: haystackElement.combinator});\n
                                                               n n
                                                                             for (i = 0; i <
                                                                                                // selectors add
potentialMatches.length; i++) {\n
                                            potentialMatch = potentialMatches[i];\n\n
\" \" onto the first element. When we use & it joins the selectors together, but if we don't\n
                                                                                                   // then each
selector in haystackSelectorPath has a space before it added in the toCSS phase. so we need to\n
                                                                                                         // work
```

```
out what the resulting combinator will be\n
                                                       targetCombinator = haystackElement.combinator.value;\n
        if (targetCombinator === " && hackstackElementIndex === 0) {\n
                                                                                         targetCombinator = ' ';\n
                                                                                             if
                          // if we don't match, null our match to indicate failure\n
(!extendVisitor.isElementValuesEqual(needleElements[potentialMatch.matched].value, haystackElement.value) ||\n
            (potentialMatch.matched > 0 && needleElements[potentialMatch.matched].combinator.value !==
targetCombinator)) {\n
                                     potentialMatch = null; \ n
                                                                         } else {\n
potentialMatch.matched++;\n
                                                          // if we are still valid and have finished, test whether we
                                         n n
have elements after and whether these are allowed\n
                                                               if (potentialMatch) {\n
potentialMatch.finished
= potentialMatch.matched === needleElements.length;\n
                                                                       if (potentialMatch.finished &&\n
     (!extend.allowAfter &&\n
                                                  (hackstackElementIndex + 1 <
hackstackSelector.elements.length || haystackSelectorIndex + 1 < haystackSelectorPath.length))) {\n
potentialMatch = null; \ n
                                      }\n
                                                      }\n
                                                                     // if null we remove, if not, we are still valid,
so either push as a valid match or continue\n
                                                        if (potentialMatch) {\n
                                             potentialMatch.length = needleElements.length;\n
(potentialMatch.finished) {\n
potentialMatch.endPathIndex = haystackSelectorIndex;\n
                                                                         potentialMatch.endPathElementIndex =
hackstackElementIndex + 1; // index after end of match\n
                                                                         potentialMatches.length = 0; // we don't
allow matches to
overlap, so start matching again\n
                                                  matches.push(potentialMatch);\n
                                                                                                  }\n
                                                                                                                 }
else \{\n
                      potentialMatches.splice(i, 1);\n
                                                                   i--;\n
                                                                                     }\n
                                                                                                  n
                                                                                                            }\n
}\n
        return matches;\n \\n\n isElementValuesEqual(elementValue1, elementValue2) \\n
                                                                                                   if (typeof
elementValue1 === 'string' || typeof elementValue2 === 'string') {\n
                                                                          return elementValue1 ===
elementValue2;\n
                      }\n
                              if (elementValue1 instanceof tree.Attribute) {\n
                                                                                    if (elementValue1.op !==
elementValue2.op || elementValue1.key !== elementValue2.key) {\n
                                                                             return false;\n
                                                                                                  }\n
(!elementValue1.value | | !elementValue2.value) {\n
                                                            if (elementValue1.value || elementValue2.value) {\n
        return false;\n
                                                                           elementValue1
                                }\n
                                            return true;\n
                                                                 }\n
= elementValue1.value.value || elementValue1.value;\n
                                                              elementValue2 = elementValue2.value.value ||
elementValue2.value;\n
                              return elementValue1 === elementValue2;\n
                                                                                       elementValue1 =
                                                                                }\n
elementValue1.value;\n
                            elementValue2 = elementValue2.value;\n
                                                                          if (elementValue1 instanceof
tree.Selector) {\n
                       if (!(elementValue2 instanceof tree.Selector) || elementValue1.elements.length !==
elementValue2.elements.length) {\n
                                             return false;\n
                                                                            for (let i = 0; i <
                                                                  }\n
elementValue1.elements.length; i++) {\n
                                                 if (elementValue1.elements[i].combinator.value !==
elementValue2.elements[i].combinator.value) {\n
                                                            if (i!==0||
(elementValue1.elements[i].combinator.value || ' ') !== (elementValue2.elements[i].combinator.value || ' ')) {\n
       return false;\n
                                 }\n
                                              }\n
(!this.isElementValuesEqual(elementValue1.elements[i].value,
elementValue2.elements[i].value)) {\n
                                                  return false;\n
                                                                          }\n
                                                                                     }\n
                                                                                               return true;\n
       return false;\n \\n\n extendSelector(matches, selectorPath, replacementSelector, isVisible) \\n\n
for a set of matches, replace each match with the replacement selector\n\n
                                                                             let currentSelectorPathIndex = 0,
currentSelectorPathElementIndex = 0, path = [], matchIndex, selector, firstElement, match, newElements;\n\n
for (matchIndex = 0; matchIndex < matches.length; matchIndex++) \{\n
                                                                             match = matches[matchIndex];\n
  selector = selectorPath[match.pathIndex]; \ 
                                                    firstElement = new tree.Element(\n
match.initialCombinator,\n
                                    replacementSelector.elements[0].value,\n
replacementSelector.elements[0].isVariable,\n
                                                       replacementSelector.elements[0].getIndex(),\n
replacementSelector.elements[0].fileInfo()\n
                   if \ (match.pathIndex > currentSelectorPathIndex \ \&\& \ currentSelectorPathElementIndex > 0) \ \{ \ \ | \ \ \} \}
       ); \n \n
       path[path.length - 1].elements = path[path.length - 1]\n
.elements.concat(selectorPath[currentSelectorPathIndex].elements.slice(currentSelectorPathElementIndex));\n
```

```
currentSelectorPathElementIndex = 0; \ n
                                                                          currentSelectorPathIndex++;\n
                                                                                                                                n n
newElements = selector.elements \setminus n
                                                               .slice(currentSelectorPathElementIndex, match.index)\n
.concat([firstElement])\n
                                                .concat(replacementSelector.elements.slice(1)); \n\n
(currentSelectorPathIndex === match.pathIndex && matchIndex > 0) {\n
                                                                                                                     path[path.length - 1].elements
                      path[path.length - 1].elements.concat(newElements);\n
                                                                                                              } else {\n
                                                                                                                                         path =
path.concat(selectorPath.slice(currentSelectorPathIndex, match.pathIndex));\n\n
          path.push(new tree.Selector(\n
                                                                      newElements\n
                                                                                                           ));\n
                                                                                                                           }\n
                                                                                  current Selector Path Element Index = \\
currentSelectorPathIndex = match.endPathIndex; \n
match.endPathElementIndex;\n
                                                      if (currentSelectorPathElementIndex >=
selectorPath[currentSelectorPathIndex].elements.length) {\n
                                                                                                  currentSelectorPathElementIndex = 0; \ n
   currentSelectorPathIndex++;\n
                                                         }\n
                                                                     n n
                                                                                   if (currentSelectorPathIndex < selectorPath.length &&
currentSelectorPathElementIndex > 0) {\n}
                                                                      path[path.length - 1].elements = path[path.length - 1]\n
.elements.concat(selectorPath[currentSelectorPathIndex]).elements.slice(currentSelectorPathElementIndex));\n
currentSelectorPathIndex++;\n
                                                  n n
                                                                path = path.concat(selectorPath.slice(currentSelectorPathIndex,
selectorPath.length));\n
                                        path = path.map(function (currentValue) {\n
                                                                                                                // we can re-use
 elements here, because the visibility property matters only for selectors\n
                                                                                                                  const derived =
currentValue.createDerived(currentValue.elements);\n
                                                                                       if (isVisible) {\n
                                                                                                                            derived.ensureVisibility();\n
         } else {\n
                                    derived.ensureInvisibility();\n
                                                                                                       return derived;\n
                                                                                                                                      });\n
                                                                                                                                                    return
path;\n \\n\n visitMedia(mediaNode, visitArgs) {\n
                                                                                    let newAllExtends =
mediaNode.allExtends.concat(this.allExtendsStack[this.allExtendsStack.length - 1]);\n
                                                                                                                                 newAllExtends =
newAllExtends.concat(this.doExtendChaining(newAllExtends, mediaNode.allExtends));\n
this.allExtendsStack.push(newAllExtends);\n \\n\n visitMediaOut(mediaNode) \\n
                                                                                                                                 const lastIndex =
                                                     this.allExtendsStack.length = lastIndex;\n }\n visitAtRule(atRuleNode,
this.allExtendsStack.length - 1;\n
visitArgs) {\n
                          let newAllExtends =
atRuleNode.allExtends.concat(this.allExtendsStack[this.allExtendsStack.length
                 newAllExtends = newAllExtends.concat(this.doExtendChaining(newAllExtends,
atRuleNode.allExtends));\n
                                             this.allExtendsStack.push(newAllExtends);\n\ visitAtRuleOut(atRuleNode)
           const lastIndex = this.allExtendsStack.length - 1;\n
                                                                                         this.allExtendsStack.length = lastIndex; \n
constructor() {\n
                              this.contexts = [[]];\n
                                                                   this._visitor = new Visitor(this);\n }\n run(root) {\n
this._visitor.visit(root);\n \\n\n visitDeclaration(declNode, visitArgs) \\n
                                                                                                                  visitArgs.visitDeeper = false;\n
\\n\n visitMixinDefinition(mixinDefinitionNode, visitArgs) {\n
                                                                                                  visitArgs.visitDeeper = false;\n }\n\n
visitRuleset(rulesetNode, visitArgs) {\n
                                                              const\ context = this.contexts[this.contexts.length - 1]; \ n
                                                                                                                                                    const paths
= []; \ n
               let selectors;\n\n
                                              this.contexts.push(paths);\n\n
       if (!rulesetNode.root) {\n
                                                    selectors = rulesetNode.selectors;\n
                                                                                                                 if (selectors) {\n
                                                                                                                                                      selectors
= selectors.filter(function(selector) { return selector.getIsOutput(); });\n
                                                                                                                  rulesetNode.selectors =
selectors.length? selectors: (selectors = null);\n
                                                                                 if (selectors) { rulesetNode.joinSelectors(paths, context,
selectors); \n
                              }\n
                                             if (!selectors) { rulesetNode.rules = null; }\n
                                                                                                                      rulesetNode.paths = paths;\n
n \in \mathbb{N}  \\n\n visitRulesetOut(rulesetNode) {\n
                                                                        this.contexts.length = this.contexts.length - 1;\n }\n\n
visitMedia(mediaNode, visitArgs) {\n
                                                            const context = this.contexts[this.contexts.length - 1];\n
mediaNode.rules[0].root = (context.length === 0 || context[0].multiMedia); n } \n visitAtRule(atRuleNode, n) visitAtRule(atRule
visitArgs) {\n
                          const context = this.contexts[this.contexts.length - 1];\n
                                                                                                               if (atRuleNode.rules &&
atRuleNode.rules.length)
               atRuleNode.rules[0].root = (atRuleNode.isRooted || context.length === 0 || null);\n
\n\nexport default JoinSelectorVisitor;\n","import tree from '../tree';\nimport Visitor from './visitor';\n\nclass
CSSVisitorUtils {\n constructor(context) {\n
                                                                        this._visitor = new Visitor(this);\n
                                                                                                                               this._context = context;\n
 \\n\n containsSilentNonBlockedChild(bodyRules) \\n
                                                                                      let rule;\n
                                                                                                           if (!bodyRules) {\n
                                                                                                                                                 return false;\n
     }\n
                for (let r = 0; r < bodyRules.length; r++) {\n
                                                                                         rule = bodyRules[r];\n
                                                                                                                                   if (rule.isSilent &&
```

```
rule.isSilent(this._context) && !rule.blocksVisibility()) {\n
                                                                 // the atrule contains something that was
referenced (likely by extend)\n
                                      // therefore it needs to be shown in output too\n
                                                                                             return true;\n
 }\n
        }\n
                return false;\n \\\n keepOnlyVisibleChilds(owner) \\\n
&& owner.rules) {\n
                           owner.rules = owner.rules.filter(thing => thing.isVisible());\n
                                                                                          n } n } n 
isEmpty(owner) {\n
                       return (owner && owner.rules) \n
                                                               ? (owner.rules.length === 0) : true;\n \n
hasVisibleSelector(rulesetNode) {\n
                                      return (rulesetNode && rulesetNode.paths)\n
(!node.blocksVisibility()) {\n
                                  if (this.isEmpty(node) &&
!this.containsSilentNonBlockedChild(originalRules)) {\n
                                                               return ;\n
                                                                                n n
                                                                                           return node;\n
         const compiledRulesBody = node.rules[0];\n
                                                        this.keepOnlyVisibleChilds(compiledRulesBody);\n\n
n n
if (this.isEmpty(compiledRulesBody)) {\n
                                                return ;\n
                                                              n n
                                                                       node.ensureVisibility();\n
node.removeVisibilityBlock();\n\n
                                     (rulesetNode.firstRoot)
\{ n \}
          return true;\n
                           n n
                                     if (this.isEmpty(rulesetNode)) {\n
                                                                            return false;\n
                                                                                              n n
                                                                                                        if
(!rulesetNode.root && !this.hasVisibleSelector(rulesetNode)) {\n
                                                                     return false;\n
                                                                                       n n
                                                                                                 return true;\n
\n\n\nconst ToCSSVisitor = function(context) \n this. visitor = new Visitor(this);\n this. context = context;\n
 this.utils = new CSSVisitorUtils(context);\n\;\n\nToCSSVisitor.prototype = \n\ isReplacing: true,\n\ run:
                      return this. visitor.visit(root);\n \,\n\n visitDeclaration: function (declNode, visitArgs)
function (root) {\n
\{ n \}
       if (declNode.blocksVisibility() || declNode.variable) {\n
                                                                   return;\n
                                                                                 }\n
                                                                                        return declNode;\n
},\n\n visitMixinDefinition: function (mixinNode, visitArgs) {\n
                                                                   // mixin definitions do not get eval'd - this
means they keep state\n
                          // so we have to clear that state here so it isn't used if toCSS is called
twice\n
            mixinNode.frames = [];\n },\n\n visitExtend: function (extendNode, visitArgs) {\n },\n\n
visitComment: function (commentNode, visitArgs) {\n
                                                         if (commentNode.blocksVisibility() ||
commentNode.isSilent(this. context)) {\n
                                              return;\n
                                                            }\n
                                                                   return commentNode;\n },\n\n
visitMedia: function(mediaNode, visitArgs) {\n
                                                 const originalRules = mediaNode.rules[0].rules;\n
mediaNode.accept(this. visitor);\n
                                     visitArgs.visitDeeper = false; \n\
                                                                         return
this.utils.resolveVisibility(mediaNode, originalRules);\n\ \,\n\n\ visitImport: function (importNode, visitArgs) \{\n\}
   if (importNode.blocksVisibility()) {\n
                                                            }\n
                                                                   return importNode;\n },\n visitAtRule:
                                              return ;\n
function(atRuleNode, visitArgs) {\n
                                      if (atRuleNode.rules && atRuleNode.rules.length) {\n
                                                                                                 return
this.visitAtRuleWithBody(atRuleNode, visitArgs);\n
                                                      } else {\n
this.visitAtRuleWithoutBody(atRuleNode,
visitArgs);\n
                 \\n \}\\n\\n visitAnonymous: function(anonymousNode, visitArgs) \\\n
                                                                                           if
(!anonymousNode.blocksVisibility()) {\n
                                              anonymousNode.accept(this. visitor);\n
                                                                                           return
                       \n }\\\n visitAtRuleWithBody: function(atRuleNode, visitArgs) {\\\\n visitAtRuleWithBody:
                                                                                                 // if there is
anonymousNode;\n
only one nested ruleset and that one has no path, then it is\n
                                                             // just fake ruleset\n
                                                                                    function
hasFakeRuleset(atRuleNode) {\n
                                      const bodyRules = atRuleNode.rules;\n
                                                                                   return bodyRules.length ===
1 && (!bodyRules[0].paths || bodyRules[0].paths.length === 0);\n
                                                                           function getBodyRules(atRuleNode)
                                                                    }\n
         const nodeRules = atRuleNode.rules;\n
                                                      if (hasFakeRuleset(atRuleNode)) {\n
nodeRules[0].rules;\n
                                       return nodeRules;\n
                                                                      // it is still true that it is only one ruleset
                           n n
                                                               }\n
in array\n
             // this is last such
moment\n
              // process childs\n
                                    const originalRules = getBodyRules(atRuleNode);\n
atRuleNode.accept(this._visitor);\n
                                     visitArgs.visitDeeper = false; \n\n
                                                                          if (!this.utils.isEmpty(atRuleNode))
\{ n \}
         this._mergeRules(atRuleNode.rules[0].rules);\n
                                                            n n
                                                                     return
this.utils.resolveVisibility(atRuleNode, originalRules);\n\\,\n\n\\ visitAtRuleWithoutBody: function(atRuleNode,
visitArgs) {\n
                 if (atRuleNode.blocksVisibility()) {\n
                                                            return;\n
                                                                         n n
                                                                                   if (atRuleNode.name ===
'@charset') {\n
                     // Only output the debug info together with subsequent @charset definitions\n
                                                                                                      // a
comment (or @media statement) before the actual @charset atrule would\n
                                                                              // be considered illegal css as it
has to be on the first line\n
                                if (this.charset) {\n
                                                           if (atRuleNode.debugInfo) {\n
                                                                                                    const
```

```
comment = new tree.Comment(\)\rangle \$\{\atRuleNode.toCSS(this. context).replace(\\\n/g,
                         comment.debugInfo = atRuleNode.debugInfo;\n
")} */\\n`);\n
                                                                                       return
this. visitor.visit(comment);\n
                                        }\n
                                                     return;\n
                                                                      }\n
                                                                                 this.charset = true;\n
                                                                                                           n n
return atRuleNode;\n },\n\n checkValidNodes: function(rules, isRoot) {\n
                                                                                   if (!rules) {\n
                                                                                                       return;\n
          for (let i = 0; i < rules.length; i++) {\n
                                                       const ruleNode = rules[i];\n
                                                                                           if (isRoot && ruleNode
instanceof tree.Declaration && !ruleNode.variable) {\n
                                                                  throw { message: 'Properties must be inside
selector blocks. They cannot be in the root',\n
                                                          index: ruleNode.getIndex(), filename: ruleNode.fileInfo()
&& ruleNode.fileInfo().filename};\n
                                            }\n
                                                       if (ruleNode instanceof tree.Call) {\n
                                                                                                      throw {
                                                                                  index: ruleNode.getIndex(),
message: `Function '${ruleNode.name}' did not return a root node`,\n
ruleNode.fileInfo() && ruleNode.fileInfo().filename};\n
                                                                 }\n
                                                                           if (ruleNode.type &&
                                    throw { message: `${ruleNode.type} node returned by a function is not valid
!ruleNode.allowRoot) {\n
                    index: ruleNode.getIndex(), filename: ruleNode.fileInfo() && ruleNode.fileInfo().filename};\n
here`.\n
     }\n
             \n \,\n\n visitRuleset: function (rulesetNode, visitArgs) \\n
                                                                                  // at this point rulesets are nested
into each other\n
                      let rule;\n\n
                                      const rulesets = [];\n\
                                                                  this.checkValidNodes(rulesetNode.rules,
rulesetNode.firstRoot);\n\n
                                if (!rulesetNode.root) {\n
                                                                // remove invisible paths\n
this._compileRulesetPaths(rulesetNode);\n\n
                                                    // remove rulesets from this ruleset body and compile them
                                                                    let nodeRuleCnt = nodeRules ?
separately\n
                   const nodeRules = rulesetNode.rules;\n\n
nodeRules.length: 0;\n
                              for (let i = 0; i < nodeRuleCnt;
               rule = nodeRules[i];\n
) {\n
                                               if (rule && rule.rules) {\n
                                                                                      // visit because we are moving
                                          rulesets.push(this. visitor.visit(rule));\n
them out from being a child\n
                                                                                               nodeRules.splice(i,
1);\n
                 nodeRuleCnt--;\n
                                               continue;\n
                                                                     }\n
                                                                                  i++:\n
                                                                                                }\n
                                                                                                          // accept
the visitor to remove rules and refactor itself\n
                                                     // then we can decide nogw whether we want it or not\n
                                                            rulesetNode.accept(this. visitor);\n
// compile body\n
                         if (nodeRuleCnt > 0) \{ \n
    rulesetNode.rules = null; n
                                       }\n
                                                 visitArgs.visitDeeper = false;\n
                                                                                      } else { // if (!
rulesetNode.root) {\n
                             rulesetNode.accept(this. visitor);\n
                                                                        visitArgs.visitDeeper = false;\n
                                                                                                             n n
if (rulesetNode.rules) {\n
                                this. mergeRules(rulesetNode.rules);\n
       this._removeDuplicateRules(rulesetNode.rules);\n
                                                                         // now decide whether we keep the ruleset\n
                                                               n n
   if (this.utils.isVisibleRuleset(rulesetNode)) {\n
                                                          rulesetNode.ensureVisibility();\n
                                                                                                   rulesets.splice(0,
0, rulesetNode);\n
                       n n
                                 if (rulesets.length === 1) {\n
                                                                     return rulesets[0];\n
                                                                                               }\n
                                                                                                       return
rulesets;\n },\n\n _compileRulesetPaths: function(rulesetNode) {\n
                                                                           if (rulesetNode.paths) {\n
                                                                                                 if
rulesetNode.paths = rulesetNode.paths\n
                                                   .filter(p => \{ \n
                                                                              let i;\n
                                                              p[0].elements[0].combinator =
(p[0].elements[0].combinator.value === ' ') {\n}
                                                        for (i = 0; i < p.length; i++) \{ \n \}
                                                                                                      if
new(tree.Combinator)(");\n
                                        }\n
(p[i].isVisible() && p[i].getIsOutput()) {\n
                                                             return true;\n
                                                                                         }\n
 }\n
                return false;\n
                                         });\n
                                                   \\n \},\n\n _removeDuplicateRules: function(rules) \\n
                           // remove duplicates\n
(!rules) \{ return; \} \n\
                                                      const ruleCache = \{\}; \n\
                                                                                     let ruleList;\n
                                                                                                        let rule;\n
let i; n n
              for (i = rules.length - 1; i >= 0; i--) {\n}
                                                            rule = rules[i];\n
                                                                                     if (rule instanceof
tree.Declaration) {\n
                              if (!ruleCache[rule.name]) {\n
                                                                         ruleCache[rule.name] = rule; \n
                                                                                                                   }
else \{\n
                    ruleList = ruleCache[rule.name];\n
                                                                   if (ruleList instanceof tree.Declaration) {\n
       ruleList = ruleCache[rule.name] = [ruleCache[rule.name].toCSS(this._context)];\n
                                                                                                       }\n
const ruleCSS = rule.toCSS(this._context);\n
                                                         if (ruleList.indexOf(ruleCSS) !==-1) {\n
rules.splice(i, 1);\n
                               } else {\n
        ruleList.push(ruleCSS);\n
                                              }\n
                                                            }\n
                                                                               \n },\n\n _mergeRules:
function(rules) {\n
                       if (!rules) {\n
                                            return; \n
                                                           n n
                                                                     const groups = \{ \}; \ 
                                                                                                const groupsArr =
[]; \n \n
           for (let i = 0; i < rules.length; i++) {\n
                                                         const rule = rules[i];\n
                                                                                       if (rule.merge) {\n
const key = rule.name;\n
                                  groups[key] ? rules.splice(i--, 1) : \n
                                                                                    groupsArr.push(groups[key] =
               groups[key].push(rule);\n
                                                                   groupsArr.forEach(group => {\n
                                                                                                           if
```

}\n

n n

[]);\n

```
let space = [];\n
(group.length > 0) \{ \n
                               const result = group[0];\n
                                                                                           const comma = [new
                                   group.forEach(rule => {\n
                                                                        if ((rule.merge === '+') && (space.length
tree.Expression(space)];\n
> 0)) \{ n \}
                      comma.push(new tree.Expression(space = []));\n
                           space.push(rule.value);\n
                                                               result.important = result.important ||
            }\n
                                        result.value = new tree.Value(comma);\n
rule.important;\n
                          });\n
\n\;\n\nexport default ToCSSVisitor;\n", "import Visitor from './visitor';\nimport ImportVisitor from './import-
visitor';\nimport MarkVisibleSelectorsVisitor from './set-tree-visibility-visitor';\nimport ExtendVisitor from
'./extend-visitor';\nimport JoinSelectorVisitor from './join-selector-visitor';\nimport ToCSSVisitor from './to-css-
visitor';\n\nexport default {\n Visitor,\n ImportVisitor,\n MarkVisibleSelectorsVisitor,\n ExtendVisitor,\n
JoinSelectorVisitor,\n ToCSSVisitor\n\;\n","import chunker from './chunker';\n\nexport default () => {\n let //
                      input;\n\n let // current chunk\n
Less input string\n
                                                           j;\n\n const // holds state for backtracking\n
saveStack = []; \n\n let // furthest
index the parser has gone to\n
                                  furthest;\n\n let // if this is furthest we got to, this is the probably cause\n
furthestPossibleErrorMessage;\n\n let // chunkified input\n
                                                               chunks; \n\ let // current chunk\
current;\n\n let // index of current chunk, in `input`\n
                                                         currentPos;\n\ const\ parserInput = {};\n\ const
CHARCODE SPACE = 32;\n const CHARCODE TAB = 9;\n const CHARCODE LF = 10;\n const
CHARCODE_CR = 13;\n const CHARCODE_PLUS = 43;\n const CHARCODE_COMMA = 44;\n const
CHARCODE FORWARD SLASH = 47;\n const CHARCODE 9 = 57;\n\n function skipWhitespace(length)
\{ n \}
       const oldi = parserInput.i;\n
                                       const oldj = j;\n
                                                           const curr = parserInput.i - currentPos;\n
                                                                                                        const
endIndex = parserInput.i + current.length - curr;\n
                                                     const mem = (parserInput.i += length);\n
                                                                                                 const inp =
input;\n
            let c;\n
                       let nextChar;\n
                                           let comment;\n\n
                                                                for (; parserInput.i < endIndex;
parserInput.i++) {\n
                           c = inp.charCodeAt(parserInput.i); \n\n
                                                                        if (parserInput.autoCommentAbsorb &&
c === CHARCODE\_FORWARD\_SLASH) \{ \ 
                                                       nextChar = inp.charAt(parserInput.i + 1); \ n
                                                                                                           if
(\text{nextChar} === '/') \{ \
                                 comment = {index: parserInput.i, isLineComment: true};\n
                                                                                                      let
nextNewLine = inp.indexOf('\n', parserInput.i + 2);\n
                                                                if (nextNewLine < 0) \{ \n
nextNewLine = endIndex;\n
                                       }\n
                                                      parserInput.i = nextNewLine;\n
                                                                                                 comment.text =
inp.substr(comment.index, parserInput.i - comment.index);\n
parserInput.commentStore.push(comment);\n
                                                        continue;\n
                                                                             } else if (nextChar === '*') {\n
    const nextStarSlash = inp.indexOf('*/', parserInput.i + 2);\n
                                                                         if (\text{nextStarSlash} >= 0) \{ \n
comment = \{ \n
   index: parserInput.i,\n
                                          text: inp.substr(parserInput.i, nextStarSlash + 2 - parserInput.i),\n
        isLineComment: false\n
                                                                parserInput.i += comment.text.length - 1;\n
      parserInput.commentStore.push(comment);\n
                                                                 continue;\n
                                                                                        }\n
                                                                                                     }\n
break;\n
                           if ((c!== CHARCODE_SPACE) && (c!== CHARCODE_LF) && (c!==
               n n
CHARCODE_TAB) && (c !== CHARCODE_CR)) {\n
                                                                break;\n
                                                                               }\n
                                                                                       n n
                                                                                                 current =
current.slice(length + parserInput.i - mem + curr);\n
                                                       currentPos = parserInput.i;\n\n
                                                                                         if (!current.length) {\n
    if (j < chunks.length - 1) \{ \n
                                         current = chunks[++j];\n
                                                                          skipWhitespace(0); // skip space at the
beginning of a chunk\n
                               return true; // things changed\n
                                                                     }\n
                                                                               parserInput.finished
= true; \n
                       return oldi !== parserInput.i || oldj !== j;\n \n \n\n parserInput.save = () => {\n
             n n
currentPos = parserInput.i;\n
                                saveStack.push( { current, i: parserInput.i, j });\n parserInput.restore =
possibleErrorMessage => \{ \n\n
                                   if (parserInput.i > furthest || (parserInput.i === furthest &&
possibleErrorMessage && !furthestPossibleErrorMessage)) {\n
                                                                    furthest = parserInput.i;\n
furthestPossibleErrorMessage = possibleErrorMessage;\n
                                                            }\n
                                                                    const state = saveStack.pop();\n
                                                                                                        current =
state.current;\n
                   currentPos = parserInput.i = state.i;\n
                                                           j = state.j;\n };\n parserInput.forget = () => {\n
saveStack.pop();\n };\n parserInput.isWhitespace = offset => {\n
                                                                       const pos = parserInput.i + (offset || 0); \ n
 const code = input.charCodeAt(pos);\n
                                           return (code === CHARCODE_SPACE || code === CHARCODE_CR
\parallel code === CHARCODE_TAB \parallel code ===
```

```
if (parserInput.i >
                      current = current.slice(parserInput.i - currentPos);\n
                                                                                 currentPos = parserInput.i;\n
currentPos) {\n
n n
          const m = tok.exec(current); \ 
                                            if (!m) {\n
                                                              return null;\n
                                                                                 n n
skipWhitespace(m[0].length);\n
                                    if (typeof m === 'string') \{\n
                                                                        return m;\n
                                                                                        n\n
                                                                                                  return m.length
                                                                 if (input.charAt(parserInput.i) !== tok) {\n
=== 1 ? m[0] : m;\n };n\n parserInput.$char = tok => {\n
                                                   return tok;\n };\n parserInput.$str = tok => {\n
return null;\n
                 }\n
                          skipWhitespace(1);\n
tokLength = tok.length; \n\
                                // https://jsperf.com/string-startswith/21\n
                                                                              for (let i = 0; i < tokLength; i++) {\n
     if (input.charAt(parserInput.i + i) !== tok.charAt(i)) {\n}
                                                                      return null;\n
                                                                                           }\n
                                                                                                   n n
   skipWhitespace(tokLength);\n
                                      return tok;\n };\n parserInput.$quoted = loc => {\n
                                                                                                   const pos = loc
|| parserInput.i;\n
                     const startChar = input.charAt(pos);\n\n
                                                                  if (startChar !== "\\" && startChar !== "\"") {\n
                                                          const currentPosition = pos;\n\n
  return;\n
               }\n
                        const length = input.length;\n
                                                                                              for (let i = 1; i +
currentPosition < length; i++) {\n
                                        const\ nextChar = input.charAt(i + currentPosition); \ n
                                                                                                     switch
(nextChar) {\n
                                               i++:\n
                                                                  continue:\n
                        case '\\\\':\n
                                                                                       case '\\r':\n
                                                                                                            case
'\\n':\n
                  break;\n
                                    case startChar:\n
                                                                 const str = input.substr(currentPosition, i + 1);\n
        if (!loc && loc !== 0) \{\n
                                                 skipWhitespace(i + 1);\n
                                                                                        return str\n
          return [startChar, str];\n
                                        return null;\n \};\n\n /**\n * Permissive parsing. Ignores everything
       default:\n
                        }\n
                                        * until matching token (outside of blocks)\n
except matching {} [] () and quotes\n
parserInput.$parseUntil = tok => {\n
                                                             let returnVal = null; n
                                         let quote = ";\n
                                                                                       let inComment = false;\n
let blockDepth = 0;\n
                          const blockStack = [];\n
                                                     const parseGroups = []; \n
                                                                                     const length = input.length;\n
   const startPos = parserInput.i;\n
                                       let lastPos = parserInput.i;\n
                                                                                                   let loop = true; \ n
                                                                       let i = parserInput.i;\n
   let testChar;\n\n
                        if (typeof tok === 'string') {\n
                                                             testChar = char => char === tok\n
                                                                                                    } else {\n
testChar = char => tok.test(char)\n
                                                 do \{ n \}
                                                               let prevChar;\n
                                                                                     let nextChar =
                                        n n
input.charAt(i);\n
                        if (blockDepth === 0 \&\& testChar(nextChar)) {\n
                                                                                     returnVal =
input.substr(lastPos,
i - lastPos);\n
                       if (returnVal) {\n
                                                     parseGroups.push(returnVal);\n
                                                                                              }\n
                                                                                                           else {\n
                                                         returnVal = parseGroups;\n
          parseGroups.push(' ');\n
                                            }\n
                                                                                              skipWhitespace(i -
startPos);\n
                     loop = false \ n
                                                             if (inComment) {\n
                                                                                             if (nextChar === '*'
                                          } else {\n
                                                                  i++;\n
                                                                                       blockDepth--;\n
&& \n
                     input.charAt(i + 1) === '/') {\n
 inComment = false;\n
                                   }\n
                                                  i++;\n
                                                                     continue;\n
                                                                                          }\n
                                                                                                       switch
(nextChar) {\n
                          case '\\\\':\n
                                                                         nextChar = input.charAt(i); \n
                                                     i++;\n
 parseGroups.push(input.substr(lastPos, i - lastPos + 1));\n
                                                                         lastPos = i + 1;\n
                        case '/':\n
                                                if (input.charAt(i + 1) === '*') \{ \n
                                                                                                    i++;\n
      inComment = true; \ n
                                            blockDepth++;\n
                                                                                              break;\n
                                                                            }\n
case '\\":\n
                      case '\''':\n
                                               quote = parserInput.$quoted(i);\n
                                                                                               if (quote) {\n
        parseGroups.push(input.substr(lastPos, i - lastPos), quote);\n
                                                                                      i += quote[1].length - 1;\n
            lastPos = i + 1:\n
                                                                                       skipWhitespace(i -
                                            }\n
                                                              else {\n
startPos);\n
                            returnVal = nextChar; \ n
                                                                     loop = false; \n
                                                                                                   }\n
break;\n
                                             blockStack.push('}');\n
                    case '{':\n
        blockDepth++;\n
                                       break;\n
                                                            case '(':\n
                                                                                    blockStack.push(')');\n
     blockDepth++;\n
                                    break;\n
                                                         case '[':\n
                                                                                 blockStack.push(']');\n
 blockDepth++;\n
                                 break;\n
                                                      case '}':\n
                                                                            case ')':\n
                                                                                                 case ']':\n
                                                        if (nextChar === expected) {\n
     const expected = blockStack.pop();\n
                                                         // move the parser to the error and return expected \!\!\! \backslash \!\! n
blockDepth--;\n
                              } else {\n
         skipWhitespace(i - startPos);\n
                                                         returnVal = expected; \ n
                                                                                                  loop = false; \n
                                    i++;\n
                                                    if (i > length) \{ \n
                                                                                  loop
          }\n
                       }\n
= false; n
                    }\n
                              }\n
                                         prevChar = nextChar; \ n
                                                                     } while (loop);\n\n
                                                                                             return return Val?
returnVal: null;\n \\n\n parserInput.autoCommentAbsorb = true;\n parserInput.commentStore = [];\n
```

```
parserInput.finished = false;\n\n // Same as $(), but don't change the state of the parser,\n // just return the
match.\n parserInput.peek = tok => {\n
                                             if (typeof tok === 'string') {\n
                                                                                  // https://jsperf.com/string-
startswith/21\n
                      for (let i = 0; i < tok.length; i++) {\n
                                                                    if (input.charAt(parserInput.i + i) !==
tok.charAt(i)) {\n
                             return false;\n
                                                                           return true;\n
                                                      }\n
                                                                }\n
                                                                                             } else {\n
                                                                                                              return
                       \\n \rightarrow\;\n\n // Specialization of peek()\n // TODO remove or change some currentChar
tok.test(current);\n
calls to peekChar\n parserInput.peekChar = tok => input.charAt(parserInput.i) === tok;\n\n
parserInput.currentChar
= () => input.charAt(parserInput.i);\n\n parserInput.prevChar = () => input.charAt(parserInput.i - 1);\n\n
parserInput.getInput = () => input;\n\n parserInput.peekNotNumeric = () => {\n
input.charCodeAt(parserInput.i);\n
                                     // Is the first char of the dimension 0-9, '.', '+' or '-'\n
                                                                                                return (c >
CHARCODE_9 || c < CHARCODE_PLUS) || c === CHARCODE_FORWARD_SLASH || c ===
CHARCODE_COMMA;\n };\n\n parserInput.start = (str, chunkInput, failFunction) => {\n
parserInput.i = i = currentPos = furthest = 0;\n\
                                                    // chunking apparently makes things quicker (but my tests
indicate\n
              // it might actually make things slower in node at least)\n
                                                                            // and it is a non-perfect parse - it can't
                // unquoted urls, meaning it can't distinguish comments\n
                                                                              // meaning comments with quotes or
recognise\n
                               // and then lead to parse errors.\n
                                                                     // In addition if the chunking
{}() in them get 'counted'\n
chunks in the wrong place we might\n
                                           // not be able to parse a parser statement in one go\n
                                                                // in the case it causes too much performance
officially deprecated but can be switched on via an option\n
                                       chunks = chunker(str, failFunction);\n
issues.\n
             if (chunkInput) {\n
                                                                                  } else {\n
                                                                                                   chunks = [str]; \ n
             current = chunks[0]; \n\n
                                           skipWhitespace(0);\n };\n\n parserInput.end = () => {\n
    n n
                                                                                                           1et
message;\n
                const isFinished = parserInput.i >= input.length;\n\n
                                                                         if (parserInput.i < furthest) {\n
message = furthestPossibleErrorMessage;\n
                                                   parserInput.i = furthest;\n
                                                                                 }\n
                                                                                         return \{ \n
isFinished,\n
                    furthest: parserInput.i,\n
                                                   furthestPossibleErrorMessage: message,\n
furthestReachedEnd: parserInput.i >= input.length - 1,\n
                                                               furthestChar: input[parserInput.i]\n
                                                                                                        ; n }; n 
return parserInput;\n};\n","//
Split the input into chunks.\nexport default function (input, fail) \n const len = input.length;\n let level = 0;\n
let parenLevel = 0;\n let lastOpening;\n let lastOpeningParen;\n let lastMultiComment;\n let
lastMultiCommentEndBrace;\n const chunks = [];\n let emitFrom = 0;\n let chunkerCurrentIndex;\n let
currentChunkStartIndex;\n let cc;\n let cc2;\n let matched;\n\n function emitChunk(force) {\n
                                                                                                         const len =
chunkerCurrentIndex - emitFrom;\n
                                        if (((len < 512) && !force) || !len) {\n
                                                                                                   }\n
chunks.push(input.slice(emitFrom, chunkerCurrentIndex + 1));\n
                                                                     emitFrom = chunkerCurrentIndex + 1;\n
\n\n for (chunkerCurrentIndex = 0; chunkerCurrentIndex < len; chunkerCurrentIndex++) \n
                                                                                                    cc =
input.charCodeAt(chunkerCurrentIndex);\n
                                                if (((cc \ge 97) \&\& (cc \le 122)) || (cc < 34)) \{\n
                                                                                                       // a-z or
                    continue;\n
                                              switch
whitespace\n
                                    n n
               case 40:
(cc) {\n
                                      // (\n
                                                     parenLevel++;\n
                                                                                lastOpeningParen =
chunkerCurrentIndex;\n
                                 continue;\n
                                                    case 41:
                                                                           // )\n
                                                                                          if (--parenLevel < 0) \{ \n
         return fail('missing opening `(`', chunkerCurrentIndex);\n
                                                                                                            case 59:
                                                                            }\n
                                                                                         continue:\n
             //;\n
                            if (!parenLevel) { emitChunk(); }\n
                                                                         continue;\n
                                                                                            case 123:
                                   lastOpening = chunkerCurrentIndex;\n
                                                                                   continue;\n
                                                                                                      case 125:
// \{ \setminus n \}
               level++;\n
                       if (--level < 0) \{ \n
                                                      return fail('missing opening `{`', chunkerCurrentIndex);\n
        // \} \ n
    }\n
                 if (!level && !parenLevel) { emitChunk(); }\n
                                                                         continue;\n
                                                                                            case 92:
// \setminus \setminus n
      if (chunkerCurrentIndex < len - 1) { chunkerCurrentIndex++; continue; }\n
                                                                                           return fail('unescaped
`\\\\`', chunkerCurrentIndex);\n
                                      case 34:\n
                                                        case 39:\n
                                                                         case 96:
                                                                                                //\", ' and `\n
  matched = 0; \ n
                          currentChunkStartIndex = chunkerCurrentIndex:\n
                                                                                       for (chunkerCurrentIndex =
chunkerCurrentIndex + 1; chunkerCurrentIndex < len; chunkerCurrentIndex++) {\n
                                                                                                cc2 =
input.charCodeAt(chunkerCurrentIndex);\n
                                                       if (cc2 > 96) { continue; }\n
                                                                                                if (cc2 == cc) {
matched = 1; break; \n
                                    if (cc2 == 92) {
                                                        // \\\n
                                                                             if (chunkerCurrentIndex == len - 1) \{ \n \}
```

```
return fail('unescaped `\\\\`', chunkerCurrentIndex);\n
                                                                                    }\n
                                                                 if (matched) { continue;
chunkerCurrentIndex++;\n
                                       }\n
                                                    }\n
             return fail(`unmatched \\`${String.fromCharCode(cc)}\\``, currentChunkStartIndex);\n
}\n
                                                                                                           case 47:
             ///, check for comment\n
                                                if (parenLevel || (chunkerCurrentIndex == len - 1)) { continue; }\n
      cc2 = input.charCodeAt(chunkerCurrentIndex + 1);\n
                                                                     if (cc2 == 47) \{ \n
Infeed\n
                    for (chunkerCurrentIndex = chunkerCurrentIndex + 2; chunkerCurrentIndex < len;
chunkerCurrentIndex++) {\n
                                           cc2 = input.charCodeAt(chunkerCurrentIndex);\n
                                                                                                           if ((cc2
<= 13) && ((cc2 == 10) || (cc2 == 13))) { break; }\n
                                                                }\n
                                                                             else if (cc2 == 42) {\n}
                                                                                                                 //
/*, find */n
                        lastMultiComment = currentChunkStartIndex = chunkerCurrentIndex;\n
                                                                                                            for
(chunkerCurrentIndex = chunkerCurrentIndex + 2; chunkerCurrentIndex < len - 1; chunkerCurrentIndex++) {\n
          cc2 = input.charCodeAt(chunkerCurrentIndex);\n
                                                                          if (cc2 == 125) {
lastMultiCommentEndBrace = chunkerCurrentIndex; }\n
                                                                       if (cc2 != 42) \{ continue; \} \setminus n
if (input.charCodeAt(chunkerCurrentIndex + 1) == 47) { break; }\n
                                                                               }\n
                                                    return fail('missing closing `*/', currentChunkStartIndex);\n
(chunkerCurrentIndex == len - 1) \{ \n \}
       }\n
                      chunkerCurrentIndex++;\n
                                                            }\n
                                                                        continue;\n
                                                                                           case 42:
                                     if ((chunkerCurrentIndex < len - 1) &&
*, check for unmatched */n
(input.charCodeAt(chunkerCurrentIndex + 1) == 47)) \{ \n \}
                                                                     return fail('unmatched \'/*\',
chunkerCurrentIndex);\n
                                  }\n
                                               continue;\n
                                                                \ln \n if (level !== 0) {\n
                                                                                                    if
((lastMultiComment > lastOpening) && (lastMultiCommentEndBrace > lastMultiComment))
           return fail('missing closing `}` or `*/`', lastOpening);\n
                                                                                       return fail('missing closing
                                                                      } else {\n
`}`', lastOpening);\n
                        n  else if (parenLevel !== 0) {\n
                                                                  return fail('missing closing ')',
lastOpeningParen);\n \\n\n emitChunk(true);\n return chunks;\n\};\n","import LessError from '../less-
error';\nimport tree from '../tree';\nimport visitors from '../visitors';\nimport getParserInput from './parser-
input';\nimport * as utils from '../utils';\nimport functionRegistry from '../functions/function-registry';\n\n/\n// less.js
- parser\n/\n// A relatively straight-forward predictive parser.\n// There is no tokenization/lexing stage, the input
is parsed\n/ in one sweep.\n/\n/ To make the parser fast enough to run in the browser, several\n/
optimization had to be made:\n/\n// - Matching and slicing on a huge input is often cause of slowdowns.\n//
The solution is to chunkify the input into
                      The chunks are stored in the `chunks` var,\n//
smaller strings.\n//
                                                                       'j' holds the current chunk index, and
`currentPos` holds\n//
                         the index of the current chunk in relation to `input`.\n//
                                                                                   This gives us an almost 4x
speed-up.\n/\n/ - In many cases, we don't need to match individual tokens;\n/
                                                                                   for example, if a value doesn't
hold any variables, operations\n//
                                    or dynamic references, the parser can effectively 'skip' it,\n//
                                                                                                    treating it as a
             An example would be '1px solid #000' - which evaluates to itself,\n//
                                                                                     we don't need to know what
the individual components are.\n// The drawback, of course is that you don't get the benefits of\n//
                                                                                                        syntax-
checking on the CSS. This gives us a 50% speed-up in the parser,\n//
                                                                       and a smaller speed-up in the code-
gen.\n/\n/\n//\n// Token matching is done with the `$` function, which either takes\n/\n/ a terminal string or regexp,
or a non-terminal function to call.\n// It
also takes care of moving all the indices forwards.\n/\n\nconst Parser = function Parser(context, imports, fileInfo)
\n let parsers;\n const parserInput = getParserInput();\n\n function error(msg, type) {\n
LessError(\n
                    \{ n \}
                                 index: parserInput.i,\n
                                                                 filename: fileInfo.filename,\n
                                                                                                        type: type ||
'Syntax',\n
                    message: msg\n
                                           },\n
                                                      imports\n
                                                                     );\n }\n function expect(arg, msg) {\n
// some older browsers return typeof 'function' for RegExp\n
                                                                const result = (arg instanceof Function)?
arg.call(parsers) : parserInput.$re(arg);\n
                                             if (result) {\n
                                                                  return result;\n
                                                                                      }\n
                                                                                                    error(msg ||
(typeof arg === 'string'\n
                                ? `expected '${arg}' got '${parserInput.currentChar()}'\n
                                                                                                : 'unexpected
token'));\n }\n\n // Specialization of expect()\n function expectChar(arg, msg) {\n
(parserInput.$char(arg))
           return arg;\n
                            }\n
                                    error(msg || `expected '${arg}' got '${parserInput.currentChar()}'`);\n }\n\n
function getDebugInfo(index) {\n
                                      const filename = fileInfo.filename;\n\n
                                                                                  return {\n
                                                                                                   lineNumber:
```

```
utils.getLocation(index, parserInput.getInput()).line + 1,\n
                                                                                                    fileName: filename\n
                                                                                                                                            \{ n \in \mathbb{N} 
Used after initial parsing to create nodes on the fly\n *\n * @param {String} str
                                                                                                                                            - string to parse \n
@param {Array} parseList - array of parsers to run input through e.g. [\"value\", \"important\"]\n
{Number} currentIndex - start number to begin indexing\n
                                                                                              * @param {Object} fileInfo
                                                                                                                                             - fileInfo to attach to
                          */n function parseNode(str, parseList, currentIndex, fileInfo, callback) {\n
created nodes\n
                                                                                                                                                        let result;\n
const returnNodes = [];\n
                                             const parser = parserInput;\n\n
                                                                                                    try {\n
                                                                                                                         parser.start(str, false,
                                                           callback({\n}
 function fail(msg, index) {\n
                                                                                                 message: msg,\n
                                                                                                                                             index: index +
currentIndex\n
                                     });\n
                                                        });\n
                                                                          for (let x = 0, p, i; (p = parseList[x]); x++) {\n
                                                                                                                                                                i =
parser.i;\n
                              result = parsers[p]();\n
                                                                                if (result) {\n
                                                                                                                      try {\n
                                                                                                                                                        result\_index = i
                                                 result. fileInfo = fileInfo;\n
+ currentIndex;\n
                                                                                                               } catch (e) { }\n
returnNodes.push(result);\n
                                                         }\n
                                                                             else \{\n
                                                                                                           returnNodes.push(null);\n
                                                                                                                                                                  }\n
                   const endInfo = parser.end();\n
                                                                             if (endInfo.isFinished) {\n
n n
                                                                                                                                     callback(null,
                                                                              callback(true, null);\n
returnNodes);\n
                                   }\n
                                                   else \{\n
                                                                                                                           }\n
                                                                                                                                       } catch (e) {\n
                                                                                                                                                                        throw
new LessError({\n
                                           index: e.index
                                                                                        }, imports, fileInfo.filename);\n
 + currentIndex,\n
                                          message: e.message\n
                                                                                                                                               }\n
                                                                                                                                                        n n //n //n //
The Parser\n //n return {\n
                                                      parserInput,\n
                                                                                   imports.\n
                                                                                                          fileInfo.\n
                                                                                                                                 parseNode,\n
                                                                                                                                                             //\n
                                                                                                                                                                         //
Parse an input string into an abstract syntax tree,\n
                                                                                    // @param str A string containing 'less' markup\n
                                                                                                                                                                      //
@param callback call `callback` when done.\n
                                                                              // @param [additionalData] An optional map which can contains
vars - a map (key, value) of variables to apply\n
                                                                                //\n
                                                                                             parse: function (str, callback, additionalData) {\n
                          let \ err = null; \ \ n
                                                            let globalVars;\n
                                                                                                 let modifyVars;\n
let root;\n
                                                                                                                                        let ignored;\n
                                                                                                                                                                       1et
                                   // Optionally disable @plugin parsing\n
preText = "; \n\n
                                                                                                           if (additionalData &&
additionalData.disablePluginRule) {\n
                                                                         parsers.plugin = function() {\n
                                                                                                                                           var dir =
parserInput.$re(/^@plugin?\\s+/);\n
                   if (dir) {\n
                                                         error('@plugin statements are not allowed when disablePluginRule is set to
true');\n
                               }\n
                                                   }\n
                                                                   \}; \n\n
                                                                                       globalVars = (additionalData &&
additionalData.globalVars) ? `${Parser.serializeVars(additionalData.globalVars)}\\n`:";\n
                                                                                                                                                     modifyVars =
(additional Data \&\& \ additional Data.modify Vars)? \verb|\n\parser.serializeVars(additional Data.modify Vars)| : "; \verb|\n\parser.serializeVars(additional Dat
       if (context.pluginManager) {\n
                                                                     const preProcessors = context.pluginManager.getPreProcessors();\n
        for (let i = 0; i < preProcessors.length; i++) {\n
                                                                                                   str = preProcessors[i].process(str, { context,
imports, fileInfo });\n
                                                }\n
                                                                 n n
                                                                                   if (globalVars || (additionalData && additionalData.banner))
                   preText = ((additionalData && additionalData.banner) ? additionalData.banner : ") + globalVars;\n
\{ n \}
               ignored = imports.contentsIgnoredChars;\n
                                                                                                ignored[fileInfo.filename] =
ignored[fileInfo.filename] || 0;\n
                                                                ignored[fileInfo.filename] += preText.length;\n
                                                                                                                                                    n n
                                                                                                                                                                       str =
str.replace(/\n?/g, '\n');\n
                                                     // Remove potential UTF Byte Order Mark\n
                                                                                                                                     str = preText +
str.replace(/^\vert_FFF/, ") + modifyVars;\n
                                                                           imports.contents[fileInfo.filename] = str;\n\
                                                                                                                                                           // Start with
the primary rule.\n
                                       // The whole syntax tree is held under a Ruleset node,\n
                                                                                                                                       // with the `root` property
                                                   // output. The callback is called when the input is parsed.\n
set to true, so no `{}` are\n
                                                                                                                                                         try {\n
parserInput.start(str, context.chunkInput, function fail(msg, index) {\n
                                                                                                                              throw new LessError({\n
                                          type: 'Parse',\n
                                                                                                                                       filename:
       index,\n
                                                                                       message: msg,\n
 fileInfo.filename\n
                                                 }, imports);\n
                                                                                     });\n\n
                                                                                                             tree.Node.prototype.parse = this;\n
root = new tree.Ruleset(null, this.parsers.primary());\n
                                                                                                  tree.Node.prototype.rootNode = root;\n
root.root = true; \ n
                                          root.firstRoot = true; \ n
                                                                                            root.functionRegistry = functionRegistry.inherit();\n
       \n
                      } catch (e) {\n
                                                           return callback(new LessError(e, imports, fileInfo.filename));\n
                                                                                                                                                                       n n
      // If `i` is smaller than the `input.length - 1`,\n
                                                                                       // it means the parser wasn't able to parse the whole\n
 // string, so we've got a parsing error.\n
                                                                                        // We try to extract a \\n delimited string,\n
showing the line where the parse error occurred.\n
                                                                                       // We split it up into two parts (the part which parsed,\n
   // and the part which didn't), so we can color them
```

```
differently.\n
                     const endInfo = parserInput.end();\n
                                                                  if (!endInfo.isFinished) {\n\n
                                                                                                           let message
= endInfo.furthestPossibleErrorMessage;\n\n
                                                        if (!message) {\n
                                                                                      message = 'Unrecognised
input';\n
                     if (endInfo.furthestChar === '}') {\n
                                                                         message += '. Possibly missing opening
                     } else if (endInfo.furthestChar === ')') {\n
                                                                               message += '. Possibly missing
\''\{\''';\n
                             } else if (endInfo.furthestReachedEnd) {\n
                                                                                        message += '. Possibly
opening \\'(\\'';\n
missing something';\n
                                                 n n
                                                                err = new LessError({\n
                                                                                                      type: 'Parse',\n
                                index: endInfo.furthest,\n
                                                                       filename: fileInfo.filename\n
        message,\n
                                                                                                               },
imports);\n
                   n n
                               const finish = e \Rightarrow {n}
   e = err \parallel e \parallel imports.error; \n\n
                                            if (e) \{ n \}
                                                                  if (!(e instanceof LessError)) {\n
                                                                                                                   e =
new LessError(e, imports, fileInfo.filename);\n
                                                                               return callback(e);\n
                                                             n n
                                                                                                              }\n
  else \{\n
                       return callback(null, root);\n
                                                              }\n
                                                                         \}; \n\n
                                                                                       if (context.processImports !==
false) {\n
                   new visitors.ImportVisitor(imports, finish)\n
                                                                              .run(root);\n
                                                                                                  } else {\n
                                                    // Here in, the parsing rules/functions\n
return finish():\n
                         }\n
                                 .\n\n
                                            //\n
                                                                                                  //\n
                                                                                                          // The basic
                                                                   // Ruleset -> Declaration -> Value -> Expression
structure of the syntax tree generated is as follows:\n
                                                           //\n
                        // Here's some Less code:\n
                                                                  // .class {\n
                                                                                     //
                                                                                          color: #fff;\n
-> Entity\n
                //\n
                                                          //\n
border: 1px solid
#000;\n
             // width: @w + 4px;\n
                                            // > .child {...}\n
                                                                      // \}\n
                                                                                  //\n
                                                                                           // And here's what the parse
tree might look like:\n
                                                                           //
                                                                                  Declaration (\"color\", Value
                           //\n
                                    // Ruleset (Selector '.class', [\n
                                          Declaration (\"border\", Value ([Expression [Dimension 1px][Keyword
([Expression [Color #fff]]))\n
                                   //
\"solid\"][Color #000]])\n
                                       Declaration (\"width\", Value ([Expression [Operation \" + \" [Variable
                                //
                                    //
                                           Ruleset (Selector [Element '>', '.child'], [...])\n
\"@w\"][Dimension 4px]]])\n
In general, most rules will try to parse a token with the `$re()` function, and if the return\n
                                                                                                 // value is truly, will
return a new node, of the relevant type. Sometimes, we need to check\n
                                                                              // first, before parsing, that's when we
use `peek()`.\n
                   //\n
                            parsers: parsers = \{\n
                                                         //\n
                                                                     // The `primary` rule
is the *entry* and *exit* point of the parser.\n
                                                       // The rules here can appear at any level of the parse tree.\n
              // The recursive nature of the grammar is an interplay between the `block`\n
                                                                                                   // rule, which
represents `{ ... }`, the `ruleset` rule, and this `primary` rule,\n
                                                                       // as represented by this simplified grammar:\n
                     primary (ruleset | declaration)+\n
                                                                 // ruleset selector+ block\n
                                                                                                        // block
'{' primary '}'\n
                       //\n
                                  // Only at one point is the primary rule not called from the\n
                                                                                                       // block rule: at
the root level.\n
                       //\n
                                   primary: function () {\n
                                                                     const mixin = this.mixin;\n
                                                                                                           let root =
              let node;\n\
                                     while (true) {\n
                                                                  while (true) {\n
                                                                                                  node =
[];\n
this.comment();\n
                                 if (!node) { break;
}\n
                   root.push(node);\n
                                                                   // always process comments before deciding if
finished\n
                       if (parserInput.finished) {\n
                                                                                                        if
                                                                   break;\n
                                                                                        }\n
(parserInput.peek('}')) {\n
                                         break;\n
                                                               n n
                                                                                 node = this.extendRule();\n
 if (node) {\n
                             root = root.concat(node); \n
                                                                        continue;\n
                                                                                                 n n
                                                                                                                   node
= mixin.definition() || this.declaration() || mixin.call(false, false) || \n
                                                                                     this.ruleset() || this.variableCall()
|| this.entities.call() || this.atrule();\n
                                                 if (node) \{\n
                                                                             root.push(node);\n
                                                                                                             } else {\n
             let foundSemiColon = false;\n
                                                            while (parserInput.$char(';')) {\n
 foundSemiColon = true;\n
                                            }\n
                                                              if (!foundSemiColon) {\n
                                                                                                          break;\n
                                      n n
                                                      return root;\n
                                                                           , n n
                                                                                        // comments are collected by
the main parsing mechanism and then assigned to nodes\n
                                                                   // where the current structure allows it\n
comment: function () {\n
                                   if (parserInput.commentStore.length) {\n
                                                                                           const comment =
parserInput.commentStore.shift();\n
                                                 return new(tree.Comment)(comment.text,
comment.isLineComment, comment.index, fileInfo);\n
                                                                   }\n
                                                                             \frac{n}{n}
                                                                                                      // Entities are
tokens which can be found inside an Expression\n
                                                           //\n
                                                                      entities: {\n
                                                                                            mixinLookup: function()
\{ n \}
                return parsers.mixin.call(true, true);\n
                                                                 \}, \ n
                                                                               /\!\! / \!\! n
```

```
// A string, which supports escaping \" and \\n
                                                           //\n
                                                                            \mbox{"milky way\" 'he\\'s the one!'\n}
              quoted: function (forceEscaped) {\n
                                                              let str:\n
                                                                                   const index = parserInput.i;\n
 //n
        let isEscaped = false;\n\n
                                             parserInput.save();\n
                                                                              if (parserInput.$char('~')) {\n
     isEscaped = true; \ n
                                    } else if (forceEscaped) {\n
                                                                              parserInput.restore();\n
return;\n
                    n n
                                      str = parserInput.$quoted();\n
                                                                               if (!str) \{\n
parserInput.restore();\n
                                     return;\n
                                                          }\n
                                                                          parserInput.forget();\n\n
return new(tree.Quoted)(str.charAt(0), str.substr(1, str.length - 2), isEscaped, index, fileInfo);\n
                                                                                                        , n n
                // A catch-all word, such as:\n
                                                        //\n
                                                                     //
                                                                         black border-collapse\n
                                                                                                           //\n
   keyword: function () {\n
                                        Fa-f0-9 { 1,6} ?|[^A-Fa-f0-9]))+\\]?/);\n
                                                                           return tree.Color.fromKeyword(k) ||
                                                   if (k) \{ n \}
new(tree.Keyword)(k);\n
                                                  , n n
                                                                 //\n
                                                                              // A function call\n
                                     }\n
    // rgb(255, 0, 255)\n
                                                 // The arguments are parsed with the `entities.arguments` parser.\n
                                    /\!/\!n
                     call: function () {\n
                                                     let name:\n
                                                                            let args;\n
                                                                                                   let func;\n
    const index = parserInput.i;\n\n
                                                // http://jsperf.com/case-insensitive-regex-vs-strtolower-then-
regex/18\n
        if (parserInput.peek(/^url\\(/i)) {\n
                                                         return:\n
                                                                              n n
parserInput.save();\n\n
                                   if
(!name) {\n
                          parserInput.forget(); \n
                                                               return;\n
                                                                                                      name =
                       func = this.customFuncCall(name); \n
name[1];\n
                                                                        if (func) {\n
                                                                                                   args =
                             if (args && func.stop) {\n
func.parse();\n
                                                                        parserInput.forget();\n
                                                                                                        if
return args;\n
                            }\n
                                           n n
                                                             args = this.arguments(args); \n\n
(!parserInput.$char(')')) {\n
                                         parserInput.restore('Could not parse call arguments or missing \\')\\");\n
          return;\n
                               n n
            parserInput.forget();\n\n
                                                return new(tree.Call)(name, args, index, fileInfo);\n
                                                                                                              , n
      \n
                  //\n
                               // Parsing rules for functions with non-standard args, e.g.:\n
                                                                                                    //n
                                                                                                                 //
 boolean(not(2 > 1))\n
                                 //\n
                                              // This is a quick prototype, to be modified/improved when\n
     more custom-parsed funcs come (e.g. `selector(...)`)\n
                                                                     //\langle n \rangle n
                                                                                     customFuncCall: function
(name) {\n
                      /* Ideally the table is to be moved out of here for faster perf.,\n
                                                                                                   but it's quite
tricky since it relies on all these 'parsers'\n
                                                        and 'expect' available only here */n
                                                                                                         return {\n
            alpha: f(parsers.ieAlpha, true),\n
                                                             boolean: f(condition),\n
                                                                                                   'if':
f(condition)\n
    }[name.toLowerCase()];\n\n
                                            function f(parse, stop) \{ \n
                                                                                     return {\n
parse, // parsing function\n
                                           stop // when true - stop after parse() and return its result, \n
   // otherwise continue for plain args\n
                                                                                                  function
                                                       };\n
                                                                       }\n
                                                                                    \n
condition() {\n
                             return [expect(parsers.condition, 'expected condition')];\n
                                                                                                   }\n
, n n
               arguments: function (prevArgs) {\n
                                                               let argsComma = prevArgs || [];\n
                                                                                                            const
argsSemiColon = [];\n
                                  let isSemiColonSeparated;\n
                                                                           let value;\n\n
parserInput.save();\n\n
                                   while (true) {\n
                                                                 if (prevArgs) {\n
                                                                                                   prevArgs =
false;\n
                      } else {\n
                                                                                                                if
                 value = parsers.detachedRuleset() || this.assignment() || parsers.expression();\n
(!value) {\n
                               break;\n
                                                         n n
                                                                               if (value.value &&
value.value.length == 1) \{ \n
                                               value = value.value[0];\n
                                                                                          n n
argsComma.push(value);\n
                                          n n
                                                             if (parserInput.$char(',')) {\n
continue;\n
                          n n
                                             if (parserInput.$char(';') || isSemiColonSeparated) {\n
isSemiColonSeparated = true; \ n
                                                 value = (argsComma.length < 1) ? argsComma[0]\n
   : new tree.Value(argsComma);\n
                                                     argsSemiColon.push(value);\n
                                                                                                     argsComma =
[];\n
                   }\n
```

```
n n
                              parserInput.forget();\n
                                                                 return isSemiColonSeparated? argsSemiColon:
argsComma;\n
                                      literal: function () {\n
                                                                         return this.dimension() ||\n
                         \}, n
this.color() ||\n
                               this.quoted() ||\n
                                                                 this.unicodeDescriptor();\n
                                                                                                       , n n
// Assignments are argument entities for calls.\n
                                                          // They are present in ie filter properties as shown below.\n
                      // filter: progid:DXImageTransform.Microsoft.Alpha( *opacity=50* )\n
                                           let key;\n
   assignment: function () {\n
                                                                  let value;\n
                                                                                          parserInput.save();\n
    key = parserInput. re(/^\w+(?=\s?=)/i);\n
                                                            if (!key) \{\n
                                                                                       parserInput.restore();\n
  return;\n
                        }\n
                                       if (!parserInput.$char('=')) {\n
                                                                                     parserInput.restore();\n
                          }\n
                                          value = parsers.entity();\n
    return:\n
                                                                                if (value) {\n
parserInput.forget();\n
                                     return new(tree.Assignment)(key, value);\n
                                                                                              } else {\n
                                                                              // Parse url() tokens\n
parserInput.restore();\n
                                    }\n
                                                 , n n
                                                                 //\n
                                                                                                               //\backslash n
     // We use a specific rule for urls, because they don't really behave like\n
                                                                                        // standard function calls. The
difference is that the argument doesn't have\n
                                                        // to be enclosed within a string, so it can't be parsed as an
Expression.\n
                       /\!\! / \!\! n
                                                                     let value;\n
                                     url: function () {\n
                                                                                             const index =
parserInput.i;\n\n
            parserInput.autoCommentAbsorb = false; \n\
                                                                       if (!parserInput.$str('url(')) {\n
parserInput.autoCommentAbsorb = true;\n
                                                          return;\n
                                                                                n n
                                                                                                 value =
this.quoted() || this.variable() || this.property() ||\n
                                                                   parserInput.$re(/^(?:(?:\\\[\\(\\)\"])|[^\\(\\)\"])+/)
                   parserInput.autoCommentAbsorb = true; \n\n
|| "; \n \n
                                                                             expectChar(')');\n\n
                                                                                                              return
new(tree.URL)((value.value != null || \n
                                                       value instanceof tree. Variable || \n
                                                                                                         value
instanceof tree.Property) ?\n
                                           value : new(tree.Anonymous)(value, index), index, fileInfo);\n
               /\!/\!n
                             // A Variable entity, such as `@fink`, in\n
                                                                                 //\n
                                                                                                    width: @fink +
, n n
2px\n
               //n
                             // We
use a different parser for variable definitions,\n
                                                          // see `parsers.variable`.\n
                                                                                              // n
                                                                                                            variable:
                           let ch:\n
                                                                        const index = parserInput.i;\n\n
function () {\n
                                                let name:\n
                                 parserInput.save();\n
                        ch = parserInput.currentChar();\n
                                                                         if (ch === '(' || ch === '[' &&
]+/))) {\n
!parserInput.prevChar().match(/^\\s/)) \ \{\ \ \ \ \ \}
                                                           // this may be a VariableCall lookup\n
const result = parsers.variableCall(name);\n
                                                              if (result) {\n
                                                                                               parserInput.forget();\n
                   return result;\n
                                                                                        parserInput.forget();\n
                                                    }\n
                                                                      }\n
       return new(tree. Variable)(name,
index, fileInfo);\n
                                               parserInput.restore();\n
                                                                                 n/n,
                                                                                                // A variable entity
using the protective {} e.g. @{var}\n
                                                variableCurly: function () {\n
                                                                                          let curly;\n
const index = parserInput.i; \n\n
                                            if (parserInput.currentChar() === '@' && (curly =
parserInput.re(/^@\backslash\{([\backslash w-]+)\backslash\}/))) {\n
                                                         return new(tree. Variable)(`@${curly[1]}`, index,
fileInfo);\n
                                                   //\n
                                                                // A Property accessor, such as `$color`, in\n
                        }\n
                                     \}, n
//\n
             // background-color: $color\n
                                                        //\n
                                                                     property: function () {\n
                                                                                                           let name;\n
           if (parserInput.currentChar() === '$' && (name =
parserInput.\$re(/^{\sl}(w-]+/))) \ \{\n
                                                  return new(tree.Property)(name,
index, fileInfo);\n
                               }\n
                                            , n n
                                                            // A property entity useing the protective { } e.g.
prop}\n
                    propertyCurly: function () {\n
                                                               let curly;\n
                                                                                       const index =
parserInput.i;\n\n
                              if (parserInput.currentChar() === '$' && (curly = parserInput.$re(/^\\$\\{([\w-
]+)\\}/))) {\n
                            return new(tree.Property)(`$${curly[1]}`, index, fileInfo);\n
                                                                                                     }\n
                                                                                                                   },\n
        //\n
                      // A Hexadecimal color\n
                                                          //\n
                                                                       // #4F3C2F\n
                                                                                                 //\n
`rgb` and `hsl` colors are parsed through the `entities.call` parser.\n
                                                                              //\n
                                                                                           color: function () {\n
                           parserInput.save();\n\n
                                                               if (parserInput.currentChar() === '#' && (rgb =
parserInput.\$re(/^{\#([A-Fa-f0-9]\{8\}|[A-Fa-f0-9]\{6\}|[A-Fa-f0-9]\{3,4\})([[\w.\#\[])?/)))}
```

```
\{ n \}
                  if (!rgb[2]) \{ \n
                                                   parserInput.forget();\n
                                                                                           return
                                                             } \n
new(tree.Color)(rgb[1], undefined, rgb[0]);\n
                                                                             }\n
                                                                                             parserInput.restore();\n
                       colorKeyword: function () {\n
                                                                  parserInput.save();\n
                                                                                                    const
autoCommentAbsorb = parserInput.autoCommentAbsorb;\n
                                                                         parserInput.autoCommentAbsorb = false; \ n
                                                                                   parserInput.autoCommentAbsorb\\
           = autoCommentAbsorb;\n
                                       if (!k) {\n
                                                                parserInput.forget();\n
                                                                                                     return;\n
                   parserInput.restore();\n
                                                       const color = tree.Color.fromKeyword(k);\n
                                                                                                                 if
   }\n
(color) \{ \n
 parserInput.$str(k);\n
                                      return color;\n
                                                                 n
                                                                              , n n
                                                                                              /\!/\!n
                                                                                                            // A
Dimension, that is, a number and a unit\n
                                                                     0.5em 95%\n
                                                                                                           dimension:
                                                    //\n
                                                                                             //\n
                                                                                                       n n
function () {\n
                           if (parserInput.peekNotNumeric()) {\n
                                                                                 return;\n
 const\ value = parserInput.\$re(/^([+-]?\\d^*\.?\d^+)(\%|[a-z_]+)?/i);\n
                                                                                  if (value) {\n
                                                                                                              return
new(tree.Dimension)(value[1], value[2]);\n
                                                                                                   // A unicode
                                                        }\n
                                                                      , n n
                                                                                     //\n
descriptor, as is used in unicode-range\n
                                                  //\n
                                                                // U+0?? \text{ or } U+00A1-00A9 \ n
                                                                                                        //\n
                                                                      ud = parserInput.$re(/^U\+[0-9a-fA-F?]+(\-
unicodeDescriptor: function () {\n
                                               let ud;\n\
[0-9a-fA-F?]+)?/);\n
           if (ud) \{ n \}
                                     return new(tree.UnicodeDescriptor)(ud[0]);\n
                                                                                                }\n
                                                                                                             , n n
                   // JavaScript code to be evaluated\n
                                                                 //\n
     // n
                                                                              //
                                                                                  `window.location.href`\n
// n
             javascript: function () {\n
                                                    let is;\n
                                                                        const index = parserInput.i; \n\n
parserInput.save();\n\n
                                   const escape = parserInput.$char('~');\n
                                                                                        const jsQuote =
parserInput.$char('`');\n\n
                                      if (!jsQuote) {\n
                                                                      parserInput.restore();\n
                                                                                                            return;\n
           n n
                            js = parserInput.$re(/^[^`]*`/);\n
                                                                         if (js) \{ \n
                                     return new(tree.JavaScript)(js.substr(0, js.length - 1), Boolean(escape), index,
parserInput.forget();\n
fileInfo);\n
  }\n
                  parserInput.restore('invalid javascript definition');\n
                                                                                 }\n
                                                                                           , n n
                                                                                                        //n
                                                                                                                   //
The variable part of a variable definition. Used in the `rule` parser\n
                                                                                            @fink:\n
                                                                                                            /\!\! / \!\! n
                                                                            //\backslash n
                                                                                       //
variable: function () {\n
                                 let name;\n\n
                                                         if (parserInput.currentChar() === '@' && (name =
parserInput.re(/^(@[\w-]+)\s^*:/)) { return name[1]; }\n
                                                                                //\n
                                                                                           // Call a variable value to
                                                                  , n n
retrieve a detached ruleset\n
                                   // or a value from a detached ruleset's rules.\n
                                                                                         //\n
                                                                                                    //
                                                                                                         @fink();\n
       @fink;\n
                             color: @fink[@color];\n
                                                                         variableCall: function (parsedName) {\n
                            const i = parserInput.i;\n
                                                               const inValue = !!parsedName;\n
                                                                                                           let name =
    let lookups;\n
parsedName;\n\n
                           parserInput.save();\n\n
          if (name || (parserInput.currentChar() === '@'\n
                                                                       && (name = parserInput.re(/^(@[\w-
                                    lookups = this.mixin.ruleLookups();\n\n
                                                                                         if (!lookups && ((inValue
]+)(((s*())?/)))) {(n)n}
&& parserInput.str('()') !== '()') || (name[2] !== '()'))) {\n}
                                                                          parserInput.restore('Missing \\'[...]\\' lookup
in variable call');\n
                                  return;\n
                                                       n n
                                                                         if (!inValue) {\n
                                                                                                         name =
                                         const call = new tree. VariableCall(name, i, fileInfo);\n
                                                                                                             if
name[1];\n
                        n n
(!inValue && parsers.end()) {\n
                                                parserInput.forget();\n
                                                                                     return call;\n
                                                                                                               }\n
                              parserInput.forget();\n
                                                                    return new tree.NamespaceValue(call, lookups, i,
       else \{ n \}
fileInfo);\n
}\n
              n n
                             parserInput.restore();\n
                                                            , n n
                                                                         //\n
                                                                                    // extend syntax - used to extend
selectors\n
                  //\n
                             extend: function(isRule) {\n
                                                                    let elements:\n
                                                                                             let e;\n
                                                                                                              const
index = parserInput.i;\n
                                 let option;\n
                                                        let extendList;\n
                                                                                   let extend;\n\
                                                                                                           if
(!parserInput.$str(isRule ? '&:extend(' : ':extend(')) {\n
                                                                    return;\n
                                                                                       n n
                                                                                                      do \{ n \}
 option = null;\n
                             elements = null;\n
                                                            while (!(option = parserInput.\$re(/^(all)(?=\s*(\\)|,))/)))
                  e = this.element(); \n
                                                      if (!e) {\n
                                                                                 break;\n
\{ n \}
                                                                                                         }\n
   if (elements) {\n
                                      elements.push(e);\n
                                                                         } else {\n
```

```
option = option && option[1];\n
   elements = [e];\n
                                      }\n
                                                      n n
                                                                                                                      if
(!elements) {\n
                              error('Missing target selector for :extend().');\n
                                                                                            }\n
                                                                                                            extend =
new(tree.Extend)(new(tree.Selector)(elements), option, index, fileInfo);\n
                                                                                        if (extendList) {\n
 extendList.push(extend);\n
                                                                   extendList = [ extend ];\n
                                          } else {\n
                                                                                                          }\n
                                                                                                      expect(/^:/);\n
} while (parserInput.$char(','));\n\n
                                              expect(/^{\})/); n\n
                                                                          if (isRule) {\n
                    return\ extendList; \  \  \, \  \  \, n
                                                 , n n
                                                              //\n
                                                                         // extendRule - used in a rule to extend all the
                         /\!\! / \!\! n
                                     extendRule: function() {\n
                                                                          return this.extend(true);\n
parent selectors\n
                                                                                                             , n n
                 // Mixins\n
     /\!/\!n
                                    //\n
                                               mixin: {\n
                                                                    //\n
                                                                                 // A Mixin call, with an optional
argument list\n
                         //\n
                                            #mixins > .square(#fff);\n
                                                                                 // #mixins.square(#fff);\n
// .rounded(4px, black);\n
                                            .button:\n
                                                                //\n
                                                                             // We can lookup / return a value using
the lookup syntax:\n
                               //\n
                                                 color: #mixin.square(#fff)[@color];\n
                                                                                                   //\n
                                                                                                                // The
`while` loop is there because mixins can be\n
                                                         // namespaced, but we only support the child and
                       // selector for now.\n
                                                                     call: function (inValue, getLookup) {\n
descendant\n
                                                       //\n
 const s = parserInput.currentChar(); \n
                                                     let important = false;\n
                                                                                         let lookups;\n
const index = parserInput.i;\n
                                                                                          if (s !== '.' && s !== '#') {
        let elements:\n
                                    let args;\n
                                                           let hasParens;\n\n
return; \n
                         parserInput.save(); // stop us absorbing part of an invalid selector\n\n
                                                                                                             elements
= this.elements();\n\
                                   if (elements) {\n
                                                                   if (parserInput.$char('(')) {\n
                                                                                                                   args
= this.args(true).args;\n
                                          expectChar(')');\n
                                                                              hasParens = true:\n
                                                                                                                 n n
            if (getLookup !== false) {\n}
                                                           lookups = this.ruleLookups();\n
                                                                                                           }\n
    if (getLookup === true && !lookups) {\n
                                                                 parserInput.restore();\n
                                                                                                           return;\n
          n n
                              if (inValue && !lookups && !hasParens) {\n
                                                                                                // This isn't
a valid in-value mixin call\n
                                               parserInput.restore();\n
                                                                                         return;\n
                                                                                                                  n n
             if (!inValue && parsers.important()) {\n
                                                                        important = true; \ n
                                                                                                            n n
       if (inValue || parsers.end()) {\n
                                                        parserInput.forget();\n
                                                                                                  const mixin =
new(tree.mixin.Call)(elements, args, index, fileInfo, !lookups && important);\n
                                                                                                    if (lookups) {\n
               return new tree.NamespaceValue(mixin, lookups);\n
                                                                                        }\n
                                                                                                             else {\n
                return mixin:\n
                                                                                    n\n
                                                 }\n
                                                                    }\n
                                                /**\n
                                                                                                              * (Start
parserInput.restore();\n
                                  , n
                                                                * Matching elements for mixins\n
with
. or # and can have > )\n
                                    */n
                                                   elements: function() {\n
                                                                                        let elements;\n
                                                                                                                    let
                let c;\n
                                    let elem;\n
                                                            let elemIndex;\n
                                                                                          const re = /^[\#.](?:[\w-
||\cdot|\cdot|(?:[A-Fa-f0-9]\{1,6\}?|[^A-Fa-f0-9]))+/;\n
                                                            while (true) {\n
                                                                                           elemIndex =
                               e = parserInput.\$re(re);\n
parserInput.i;\n
                                                                        \n
                                                                                          if (!e) {\n
break;\n
                        }\n
                                          elem = new(tree.Element)(c, e, false, elemIndex, fileInfo);\n
if (elements) {\n
                                   elements.push(elem);\n
                                                                          } else {\n
                                                                                                      elements = [
elem];\n
                        }\n
                                           c = parserInput.$char('>');\n
                                                                                     }\n
                                                                                                     return elements;\n
                        args: function (isCall) {\n
                                                                const entities = parsers.entities;\n
returner = { args:null, variadic: false };\n
                                                       let expressions = [];\n
                                                                                          const argsSemiColon = [];\n
           const argsComma = [];\n
                                                 let isSemiColonSeparated;\n
                                                                                           let
expressionContainsNamed;\n
                                           let name;\n
                                                                   let nameLoop;\n
                                                                                                 let value;\n
let arg;\n
                      let expand;\n
                                                 let hasSep = true; \n\n
                                                                                    parserInput.save();\n\n
while (true) {\n
                               if (isCall) {\n
                                                               arg = parsers.detachedRuleset() ||
parsers.expression();\n
                                       } else {\n
                                                                  parserInput.commentStore.length = 0;\n
    if (parserInput.$str('...')) {\n
              returner.variadic = true;\n
                                                             if (parserInput.$char(';') && !isSemiColonSeparated) {\n
                     isSemiColonSeparated = true;\n
                                                                           }\n
(isSemiColonSeparated? argsSemiColon: argsComma)\n
                                                                                   .push({ variadic: true });\n
```

```
break;\n
                                   }\n
                                                       arg = entities.variable() || entities.property() || entities.literal()
\parallel entities.keyword() \parallel this.call(true);\n
                                                     n n
                                                                         if (!arg || !hasSep) {\n
break;\n
                       n n
                                           nameLoop = null; \ n
                                                                              if (arg.throwAwayComments) {\n
           arg.throwAwayComments();\n
                                                                           value = arg; \ n
                                                                                                        let val =
                                                         }\n
null;\n\n
              if (isCall) {\n
                                             // Variable\n
                                                                           if (arg.value && arg.value.length == 1)
\{ n \}
                       val = arg.value[0]; \ n
                                                             }\n
                                                                               } else {\n
                                        if (val && (val instanceof tree. Variable || val instanceof tree. Property)) {\n
arg;\n
              if (parserInput.$char(':')) {\n
                                                               if (expressions.length > 0) {\n
if (isSemiColonSeparated) {\n
                                                       error('Cannot mix; and, as delimiter types');\n
                                expressionContainsNamed = true;\n
                                                                                        n n
value = parsers.detachedRuleset() || parsers.expression();\n\n
                                                                                if (!value) {\n
                      if (isCall) {\n
                                                            error('could not understand value for named
                                   } else {n}
argument');\n
                                                                      parserInput.restore();\n
returner.args = [];\n
                                             return returner;\n
                                                                                                            n
                                                                 } else if (parserInput.$str('...')) {\n
             nameLoop = (name = val.name); \ n
 if (!isCall) {\n
                                      returner.variadic = true;\n
                                                                                      if (parserInput.$char(';') &&
                                                     isSemiColonSeparated = true;\n
!isSemiColonSeparated) {\n
                                                                                                            }\n
               (isSemiColonSeparated?argsSemiColon:argsComma)\n
              .push({ name: arg.name, variadic: true });\n
                                                                                break;\n
                                                                                                            } else
\{ n \}
                         expand = true; \ n
                                                              }\n
                                                                                   } else if (!isCall) {\n
     name = nameLoop = val.name; \ n
                                                          value = null;\n
                                                                                           }\n
                                                                                                             n n
                                         expressions.push(value);\n
           if (value) {\n
                                                                                   n n
argsComma.push({ name:nameLoop, value, expand });\n\n
                                                                          if (parserInput.$char(',')) {\n
 hasSep = true; \ n
                                   continue;\n
                                                              }\n
                                                                                hasSep = parserInput.$char(';') ===
';';\n\n
                     if (hasSep || isSemiColonSeparated) {\n\n
                                                                                if (expressionContainsNamed)
\{ n \}
                       error('Cannot mix; and, as delimiter types');\n
                                                                                        n n
isSemiColonSeparated = true; \n\n
                                                   if (expressions.length > 1) {\n
                                                                                                     value =
new(tree.Value)(expressions);\n
                                                 }\n
                                                                      argsSemiColon.push({ name, value, expand
                        name = null; \ n
                                                        expressions = [];\n
expressionContainsNamed = false; \n
                                                   }\n
                                                                                    parserInput.forget();\n
                                                                   n n
 returner.args = isSemiColonSeparated ? argsSemiColon : argsComma;\n
                                                                                      return returner;\n
                          // A Mixin definition, with a list of parameters\n
                                                                                                      .rounded
(@radius: 2px, @color) {\n
                                     //
   ...\n
                 //
                     }\n
                                   //\n
                                                // Until we have a finer grained state-machine, we have to\n
// do a look-ahead, to make sure we don't have a mixin call.\n
                                                                       // See the `rule` function for more
information.\n
                        //\n
                                     // We start by matching `.rounded (`, and then proceed on to\n
                                                                                                             // the
argument list, which has optional default values.\n
                                                            // We store the parameters in `params`, with a `value`
                // if there is a value, such as in the case of `@radius`.\n
                                                                                              // Once we've got our
                                                                                //\n
params list, and a closing `)`, we parse\n
                                                  // the \{...\} block.\n
                                                                                //\n
                                                                                              definition: function ()
\{ n \}
               let name;\n
                                       let params = [];\n
                                                                     let match;\n
                                                                                             let ruleset;\n
let cond;\n
                       let variadic
= false; \ n
                      if ((parserInput.currentChar() !== '.' && parserInput.currentChar() !== '#') ||\n
parserInput.peek(/^[^{[]*]})) {\n}
                                                return;\n
                                                                     n n
                                                                                       parserInput.save();\n\n
    (match) {\n
                          name = match[1];\n\n
                                                               const argInfo = this.args(false);\n
params = argInfo.args;\n
                                       variadic = argInfo.variadic;\n\n
                                                                                     // .mixincall(\"@\{a\}\");\n
        // looks a bit like a mixin definition..\n
                                                              // also\n
                                                                                     // .mixincall(@a: {rule:
```

```
set; \}); \n
                                    // so we have to be nice and restore\n
                                                                                                                     if (!parserInput.$char(')')) {\n
      parserInput.restore('Missing
 closing \\')\\");\n
                                                      return;\n
                                                                                           n n
                                                                                                                          parserInput.commentStore.length =
                                if (parserInput.str(when')) { // Guard\n
                                                                                                                           cond = expect(parsers.conditions,
0; n n
'expected condition');\n
                                                            n n
                                                                                           ruleset = parsers.block();\n\n
                                                                                                                                                                if (ruleset) {\n
                         parserInput.forget();\n
                                                                                       return new(tree.mixin.Definition)(name, params, ruleset,
cond, variadic);\n
                                                                                             parserInput.restore();\n
                                                   } else {\n
                                                                                                                                                         }\n
                                                                                                                                                                                 }
else \{\n
                                   parserInput.restore();\n
                                                                                                                \}, n
                                                                                                                                 \n
                                                                                                                                                    ruleLookups:
function() {\n
                                         let rule;\n
                                                                           let args;\n
                                                                                                               const lookups = []; \n\n
    if (parserInput.currentChar() !== '[') { \n
                                                                                                                                                        while (true) {\n
                                                                                           return:\n
                                                                                                                             n n
               parserInput.save();\n
                                                                       args = null; \ n
                                                                                                                    rule = this.lookupValue();\n
if (!rule && rule !== ") {\n
                                                                      parserInput.restore();\n
                                                                                                                                     break;\n
                                                                                                                                                                          n
             lookups.push(rule);\n
                                                                       parserInput.forget();\n
                                                                                                                                                      if (lookups.length >
                                                                                                                             }\n
0) {\n
                                return lookups;\n
                                                                               }\n
                                                                                                   , n \ n
                                                                                                                                lookupValue: function() {\n
      parserInput.save();\n \n
                                                                  if (!parserInput.$char('[')) { \n
                                                                                                                                        parserInput.restore();\n
                                                                            return:\n
                                             n \n
   \n
                          if (!parserInput.$char(']')) {\n
                                                                                                parserInput.restore();\n
                                                                                                                                                           return;\n
                                if (name || name === ") {\n
                                                                                                  parserInput.forget();\n
    } \n\n
                                                                                                                                                            return name;\n
                                                                                                                                                     // Entities are the
               n \ \ \ 
                                              parserInput.restore();\n
                                                                                                  }\n
                                                                                                                   \}, n
                                                                                                                                    //\n
smallest recognized token,\n
                                                        // and can be found inside a rule's value.\n
                                                                                                                                     /\!/\!n
                                                                                                                                                      entity: function ()
                                                                                      return this.comment() || entities.literal() || entities.variable() ||
                    const entities = this.entities;\n\
entities.url() ||\n
                                            entities.property() || entities.call() || entities.keyword() || this.mixin.call(true) ||\n
                                                                                       // A Declaration terminator.
    entities.javascript();\n
                                                  , n n
                                                                                // because the `block` rule will be expecting it, but we still need
 Note that we use 'peek()' to check for '}',\n
to make sure\n
                                  // it's there, if ';' was omitted.\n
                                                                                              //\n
                                                                                                               end: function () {\n
                                                                                                                                                             return
parserInput.$char(';') || parserInput.peek('}');\n
                                                                                                                                                                         // n
                                                                                    , n n
                                                                                                        //\n
                                                                                                                         // IE's alpha function\n
     alpha(opacity=88)\n
                                                   //\n
                                                                    ieAlpha: function () {\n
                                                                                                                         let value;\n\n
http://jsperf.com/case-insensitive-regex-vs-strtolower-then-regex/18\n
                                                                                                                             if (!parserInput.$re(/^opacity=/i)) {
                                value = parserInput.re(/^\d+/);\n
return; }\n
                                                                                                     if (!value) {\n
                                                                                                                                              value =
expect(parsers.entities.variable, 'Could not parse alpha');\n
                                                                                                               value = \@\{\{value.name.slice(1)}}\;\n
                                                                    return new tree.Quoted(", `alpha(opacity=${value})`);\n
                         expectChar(')');\n
    }\n
                                                 // A Selector Element\n
            , n n
                                                                                                  //n
                                                                                                                  //
                                                                                                                         div∖n
                                                                                                                                             // + h1\n
#socks\n
                                input[type=\"text\"]\n
                                                                                               // Elements are the building blocks for Selectors,\n
 // they are made out of a `Combinator` (see combinator rule),\n
                                                                                                                // and an element name, such as a tag a class,
or `*`.\n
                        /\!/\!n
                                         element: function () {\n
                                                                                              let e;\n
                                                                                                                        let c;\n
                                                                                                                                                   let v;\n
index = parserInput.i; \n\n
                                                       c = this.combinator(); \n\n
                                                                                                               e = parserInput. re(/^(?:\d+\.\d+\.\d+)\%/)
                        parserInput.\$re(/^{(?:[.\#]?]:*)(?:[\w-]|[^{\x00-\x9f}]|(?:[A-Fa-f0-9]\{1,6\}\ ?|[^A-Fa-f0-9]))+/) || \xspace{-2mm} || \xspace
|| n
            parserInput.$char('*') || parserInput.$char('&') || this.attribute() ||\n
parserInput.re(/^{([^&()@]+))}
|| parserInput.$re(/^[\\.#:](?=@)/) ||\n
                                                                               this.entities.variableCurly();\n\n
                                                                                                                                                 if (!e) {\n
parserInput.save();\n
                                                    if (parserInput.$char('(')) {\n
                                                                                                                        if ((v = this.selector(false)) &&
parserInput.$char(')')) {\n
                                                                   e = new(tree.Paren)(v);\n
                                                                                                                                      parserInput.forget();\n
                                                  } else {\n
                                                                                                                                                                         } else
                                                                                                                                                 }\n
                            parserInput.forget();\n
                                                                                   n
                                                                                                       n n
                                                                                                                               if (e) { return new(tree.Element)(c,
                                                                                                            /\!\! / \!\! n
e, e instanceof tree. Variable, index, fileInfo); \\n
                                                                                        , n n
                                                                                                                             // Combinators combine elements
together, in a Selector.\n
                                                 //\n
                                                                   // Because our parser isn't white-space sensitive, special care\n
has to be taken,
```

```
when parsing the descendant combinator, ``,\n
                                                          // as it's an empty space. We have to check the previous
                                                                                             // we deal with this in
                   // in the input, to see if it's a ` ` character. More info on how\n
character\n
*combinator.js*.\n
                           //\n
                                       combinator: function () {\n
                                                                              let c = parserInput.currentChar(); \n\n
   if (c === '/') \{ \n
                                 parserInput.save();\n
                                                                     const slashedCombinator = parserInput.$re(/^\\/[a-
z]+\langle \cdot //i); \langle n \rangle
                        if (slashedCombinator) {\n
                                                                     parserInput.forget();\n
                                                                                                            return
new(tree.Combinator)(slashedCombinator);\n
                                                              }\n
                                                                              parserInput.restore();\n
                                                                                                                  n n
    if (c === '>' \parallel c === '+' \parallel c === '\sim' \parallel c === '|' \parallel c === '^') \{\n
                                                                                 parserInput.i++;\n
                                                                                                                  if (c ===
'^' && parserInput.currentChar() === '^') {\n
  c = '^{\ } | n
                            parserInput.i++;\n
                                                             }\n
                                                                             while (parserInput.isWhitespace()) {
                                  return new(tree.Combinator)(c):\n
                                                                                  } else if (parserInput.isWhitespace(-1))
parserInput.i++; }\n
                                                                } else {n}
                return new(tree.Combinator)(' ');\n
                                                                                        return
new(tree.Combinator)(null);\n
                                                                  //\n
                                                                              // A CSS Selector\n
                                                                                                           // with less
extensions e.g. the ability to extend and guard\n
                                                                           .class > div + h1\n
                                                                                                       // li a:hover\n
                                                           //n
             // Selectors are made out of one or more Elements, see above.\n
                                                                                         //\n
                                                                                                     selector: function
                       const index = parserInput.i;\n
(isLess) {\n
                                                                 let elements;\n
                                                                                           let extendList;\n
                                                                                                                       let
                                let allExtends:\n
c:\n
              let e:\n
  let when;\n
                         let condition;\n
                                                    isLess = isLess !== false;\n
                                                                                           while ((isLess && (extendList
= this.extend())) || (isLess && (when = parserInput.$str('when'))) || (e = this.element())) {\n}
                                                                                                              if (when) {\n
              condition = expect(this.conditions, 'expected condition');\n
                                                                                          } else if (condition) {\n
      error('CSS guard can only be used at the end of selector');\n
                                                                                   } else if (extendList) {\n
                                     allExtends = allExtends.concat(extendList);\n
if (allExtends) {\n
      allExtends = extendList;\n
                                                  }\n
                                                                   } else {\n
                                                                                             if (allExtends) {
error('Extend can only be used at the end of selector'); }\n
                                                                             c = parserInput.currentChar();\n
  if (elements) {\n
        elements.push(e);\n
                                             } else {\n
                                                                          elements = [e];\n
                                                                                                              }\n
                                            if (c === ' \{' || c === ' \}' || c === ';' || c === ',' || c === ')') \{ \setminus n \}
   e = null; n
                            }\n
break;\n
                      }\n
                                    n n
                                                    if (elements) { return new(tree.Selector)(elements, allExtends,
condition, index, fileInfo); }\n
                                           if (allExtends) { error('Extend must be used to extend a selector, it cannot be
                                                                                                 let selectors;\n
used on its own'); }\n
                              },\n
                                          selectors: function () {\n
                                                                               let s;\n
while (true) {\n
                              s = this.selector();\n
                                                                if (!s) {\n
                                                                                          break;\n
                                                                                                                 }\n
   if (selectors) {\n
                                                                       } else {n}
                                                                                                 selectors
                                    selectors.push(s);\n
= [s]; \ n
                       }\n
                                        parserInput.commentStore.length = 0;\n
                                                                                               if (s.condition &&
selectors.length > 1) \{ \n
                                         error(\"Guards are only currently allowed on a single selector.\");\n
                 if (!parserInput.$char(',')) { break; }\n
                                                                      if (s.condition) {\n
                                                                                                          error(\"Guards
are only currently allowed on a single selector.\");\n
                                                                     }\n
                                                                                     parserInput.commentStore.length =
               }\n
                            return selectors;\n
                                                        },\n
                                                                    attribute: function () {\n
(!parserInput.$char('[')) { return; }\n\n
                                                   const entities = this.entities;\n
                                                                                                                  let val:\n
                                                                                              let key;\n
        let op;\n
                            /\!\! / \!\! n
                                          // case-insensitive flag\n
                                                                              // e.g. [attr operator value i]\n
                                                                                                                         //\n
         let
cif;\n\n
                   if (!(key = entities.variableCurly())) {\n
                                                                          key = expect(/^{(?)}[_A-Za-z0-9-
^*]*\\|)?(?:[_A-Za-z0-9-]|\\\.)+/);\n
                                                n n
                                                                 op = parserInput.re(/^[|~*\$^*]?=/);\n
                                                                                                                   if (op)
                val = entities.quoted() \parallel parserInput.$re(/^[0-9]+%/) \parallel parserInput.$re(/^[\\w-]+/) \parallel
entities.variableCurly();\n
                                         if (val) {\n
                                                                    cif = parserInput.$re(/^[iIsS]/);\n
                                                                                                                     }\n
     n n
                     expectChar(']');\n\n
                                                    return new(tree.Attribute)(key, op, val, cif);\n
                                                                                                             , n n
//\n
           // The `block` rule is used by `ruleset` and `mixin.definition`.\n
                                                                                      // It's a wrapper around the
`primary` rule, with added `{}`.\n
                                           //\n
                                                       block: function () {\n
                                                                                        let content;\n
                                                                                                                 if
(parserInput.$char('{') && (content = this.primary()) && parserInput.$char('}')) {\n
```

```
return content;\n
                                       }\n
                                                  , n n
                                                               blockRuleset: function() {\n
                                                                                                      let block =
                                                     block = new tree.Ruleset(null, block);\n
this.block();\n\n
                          if (block) {\n
                                                                                                        }\n
return block;\n
                       , n n
                                    detachedRuleset: function() {\n
                                                                              let argInfo;\n
                                                                                                       let params;\n
                                                                                                             /**\n
                               parserInput.save();\n
                                                               if (parserInput.re(/^[.#]\)(/)) {\n
     let variadic;\n\n
       * DR args currently only implemented for each() function, and not \n
                                                                                           * yet settable as `@dr:
                            * This should be done when DRs are merged with mixins.\n
\#(@arg) \{ \} \n
                                                                                                       * See:
https://github.com/less/less-meta/issues/16\n
                                                           */\n
                                                                            argInfo = this.mixin.args(false);\n
  params = argInfo.args;\n
   variadic = argInfo.variadic;\n
                                              if (!parserInput.$char(')')) {\n
                                                                                            parserInput.restore();\n
         return:\n
                                                          const blockRuleset = this.blockRuleset():\n
                               }\n
                                             }\n
(blockRuleset) {\n
                               parserInput.forget();\n
                                                                   if (params) {\n
                                                                                                  return new
tree.mixin.Definition(null, params, blockRuleset, null, variadic);\n
                                                                                                 return new
tree.DetachedRuleset(blockRuleset);\n
                                                  }\n
                                                               parserInput.restore();\n
                                                                                               .\n\n
                                                                                                            //\n
// div, .class, body > p \{...\}\n
                                                ruleset: function () {\n
                                                                                 let selectors;\n
                                                                                                           let rules;\n
       let debugInfo;\n\
                                   parserInput.save();\n\n
                                                                     if (context.dumpLineNumbers) {\n
debugInfo = getDebugInfo(parserInput.i);\n
          n n
                         selectors = this.selectors(); \n\n
                                                                   if (selectors && (rules = this.block())) \{\n
  parserInput.forget();\n
                                      const ruleset = new(tree.Ruleset)(selectors, rules, context.strictImports);\n
                                                         ruleset.debugInfo = debugInfo;\n
      if (context.dumpLineNumbers) {\n
                                                                                                        }\n
return ruleset;\n
                                                 parserInput.restore();\n
                                                                                                         declaration:
                          } else {\n
                                                                                              },\n
function () {\n
                                                                                                             let
                         let name;\n
                                              let value;\n
                                                                    const index = parserInput.i;\n
hasDR;\n
                    const c = parserInput.currentChar(); \n
                                                                    let important;\n
                                                                                               let merge;\n
                            if (c === '.' \parallel c === '\#' \parallel c === '\&' \parallel c === ':') { return; }\n\n
let is Variable; \n\n
parserInput.save();\n\n
       name = this.variable() || this.ruleProperty();\n
                                                               if (name) {\n
                                                                                          isVariable = typeof name
                             if (isVariable) {\n
                                                               value = this.detachedRuleset();\n
                                                                                                                if
=== 'string';\n\n
(value) {\n
                             hasDR = true; \ n
                                                             }\n
                                                                             n n
parserInput.commentStore.length = 0;\n
                                                     if (!value) {\n
                                                                                   // a name returned by
this.ruleProperty() is always an array of the form:\n
                                                                    // [string-1, ..., string-n, \"\"] or [string-1, ...,
string-n, \"+\"]\n
                               // where each item is a tree.Keyword or tree.Variable\n
!isVariable && name.length > 1 && name.pop().value;\n\n
                                                                            // Custom property values get permissive
                         if (name[0].value && name[0].value.slice(0, 2) === '--') {\n}
parsing\n
            value = this.permissiveValue();\n
                                                              }\n
                                                                                // Try to store values as anonymous\n
             // If we need the value later we'll re-parse it in ruleset.parseValue\n
                                                                                                 else \{\n
  value = this.anonymousValue();\n
                                                     }\n
                                                                       if (value) {\n
parserInput.forget();\n
                                        // anonymous values absorb the end ';' which is required for them to work\n
               return new(tree.Declaration)(name, value, false, merge, index, fileInfo);\n
                                                                                                           n n
      if (!value) {\n
                                      value = this.value();\n
                                                                            n n
                                                                                                 if (value) {\n
       important = this.important();\n
                                                      } else if (isVariable) {\n
                                                                                                 // As a last resort, try
permissiveValue\n
                  value = this.permissiveValue();\n
                                                                    }\n
                                                                                    n n
                                                                                                      if (value &&
(this.end() || hasDR)) {\n
                                         parserInput.forget();\n
                                                                               return new(tree.Declaration)(name,
value, important, merge, index, fileInfo);\n
                                                         }\n
                                                                         else {\n
                                                                                                parserInput.restore();\n
           }\n
                         } else {\n
                                               parserInput.restore();\n
                                                                                 }\n
                                                                                            },\n
anonymous Value: function () {\n
                                            const index = parserInput.i;\n
                                                                                     const match =
parserInput.re(/^([^.#@^{\)}+\)''"^*(;{}-]*);/);
                                                           if (match) {\n
                                                                                      return
                                                                            /**\n
new(tree.Anonymous)(match[1], index);\n
                                                      }\n
                                                                 },\n
                                                                                          * Used for custom
properties, at-rules, and variables (as fallback)\n
                                                          * Parses almost anything inside
```

```
of { } [] () \"\" blocks\n
                                * until it reaches outer-most tokens.\n
                                                                                            * First, it will try to parse
comments and entities to reach\n
                                          * the end. This is mostly like the Expression parser except no\n
                           *∧n
math is allowed.\n
                                       permissiveValue: function (untilTokens) {\n
                                                                                               let i;\n
                                                                                                                let e;\n
       let done;\n
                             let value;\n
                                                   const tok = untilTokens || ';';\n
                                                                                            const index =
                                                         function testCurrentChar() {\n
parserInput.i;\n
                          const result = [];\n\n
                                                                                                     const char =
parserInput.currentChar();\n
                                         if (typeof tok === 'string') {\n
                                                                                        return char === tok;\n
                           return tok.test(char);\n
                                                                                           if (testCurrentChar()) {\n
  } else {\n
                                                                }\n
                                                                             n
        return;\n
    }\n
                 value = []; \ n
                                        do \{ n \}
                                                           e = this.comment(); \n
                                                                                              if (e) {\n
value.push(e);\n
                                continue:\n
                                                                        e = this.entity();\n
                                                                                                        if (e) {\n
                                                         }\n
                                                                                                                     if
       value.push(e);\n
                                    }\n
                                                  \} while (e);\n\n
                                                                            done = testCurrentChar(); \n\
(value.length > 0) {\n
                                   value = new(tree.Expression)(value); \n
                                                                                        if (done) {\n
return value:\n
                                                                   result.push(value);\n
                                                                                                                      //
                            }\n
                                            else {\n
                                                                                                      }\n
Preserve space before $parseUntil as it will not\n
                                                               if (parserInput.prevChar() === ' ') {\n
result.push(new tree.Anonymous(' ', index));\n
                                                                                        parserInput.save();\n\n
                                                               if (value) {\n
          value = parserInput.$parseUntil(tok);\n\n
                                                                                         if (typeof value === 'string')
                  error(`Expected '${value}'`, 'Parse');\n
                                                                       }\n
                                                                                       if (value.length === 1 &&
value[0] === ' ') {\n}
                                    parserInput.forget();\n
                                                                          return new tree.Anonymous(", index);\n
       }\n
                       let item:\n
                                              for (i = 0; i < value.length; i++) \{\n
                                                                                                  item = value[i];\n
                                                        // Treat actual quotes as normal quoted values\n
          if (Array.isArray(item)) {\n
  result.push(new tree.Quoted(item[0], item[1], true, index, fileInfo));\n
                                                                                                             else {\n
             if (i === value.length - 1) {\n
                                                                item = item.trim();\n
                                                                                                        }\n
                  // Treat like quoted values, but replace vars like unquoted expressions\n
                                                                                                              const
quote = new tree.Quoted('\\", item, true, index, fileInfo);\n
                                                                              quote.variableRegex = /@([\w-]+)/g;\n
               result.push(quote);\n
                                                                                                            }\n
                                                      return new tree.Expression(result, true);\n
                  parserInput.forget();\n
                                                                                                            }\n
parserInput.restore();\n
                               , n n
                                             /\!/\!n
                                                        // An @import atrule\n
                                                                                                        @import
\label{lib}'';\n
                /\!\! / \!\! n
                           // Depending on our environment, importing is done differently:\n
                                                                                                       // In the
                                                               // file-system operation. The function used for
browser, it's an XHR request, in Node, it would be a\n
importing is\n
                      // stored in `import`, which we pass
to the Import constructor.\n
                                    //\n
                                               'import': function () {\n
                                                                                  let path;\n
                                                                                                       let features;\n
     const index = parserInput.i;\n\n
                                                const dir = parserInput.re(/^@import\short);\n\n
                                                                                                            if (dir) {\n
          const options = (dir ? this.importOptions() : null) || { };\n\n
                                                                                   if ((path = this.entities.quoted() ||
this.entities.url())) {\n
                                      features = this.mediaFeatures();\n\n
                                                                                          if (!parserInput.$char(';')) {\n
                parserInput.i = index; \ n
                                                           error('missing semi-colon or unrecognised media features
on import');\n
                             }\n
                                                features = features && new(tree.Value)(features);\n
return new(tree.Import)(path, features, options, index, fileInfo);\n
                                                                                }\n
                                                                                                else \{\n
parserInput.i =
index;\n
                        error('malformed import statement');\n
                                                                             }\n
                                                                                           }\n
                                                                                                      , n n
importOptions: function() {\n
                                        let o;\n
                                                          const options = \{\}; \ n
                                                                                          let optionName;\n
let value;\n\n
                       // list of options, surrounded by parens\n
                                                                            if (!parserInput.$char('(')) { return null; }\n
                            o = this.importOption();\n
         do {\n}
                                                                    if (o) {\n
                                                                                             optionName = o;\n
     value = true;\n
                                    switch (optionName) {\n
                                                                                case 'css':\n
optionName = 'less';\n
                                           value = false; \n
                                                                                break;\n
                                                                                                          case 'once':\n
                   optionName = 'multiple';\n
                                                                   value = false; \ n
   break;\n
                           }\n
                                              options[optionName] = value;\n
                                                                                              if (!parserInput.$char(','))
{ break; }\n
                         }\n
                                      } while (o);\n
                                                               expectChar(')');\n
                                                                                           return options;\n
, n n
             importOption: function() {\n
                                                     const opt =
```

```
parserInput.$re(/^(less|css|multiple|once|inline|reference|optional)/);\n
                                                                                    if (opt) \{\n
                                             mediaFeature: function () {\n
opt[1];\n
                    }\n
                               .\n\n
                                                                                      const entities = this.entities;\n
   const nodes = \prod;\n
                                  let e;\n
                                                    let p;\n
                                                                      parserInput.save();\n
                                                                                                      do \{ n \}
                                                                                                                          e
= entities.keyword() || entities.variable() || entities.mixinLookup();\n
                                                                                     if (e) \{ n \}
nodes.push(e);\n
                              } else if (parserInput.$char('(')) {\n
           p = this.property(); \ n
                                                 e = this.value();\n
                                                                                   if (parserInput.$char(')')) {\n
       if (p && e) {\n
                                             nodes.push(new(tree.Paren)(new(tree.Declaration)(p, e, null, null,
parserInput.i, fileInfo, true)));\n
                                                    } else if (e) {\n
nodes.push(new(tree.Paren)(e));\n
                                                       } else {\n}
                                                                                     error('badly formed media feature
definition'):\n
                                                                                error('Missing closing \\')\\", 'Parse');\n
                                 }\n
                                                    } else {\n
            }\n
                             }\n
                                           \} while (e);\n\n
                                                                      parserInput.forget();\n
                                                                                                        if (nodes.length >
0) \{ \ n \}
                   return new(tree.Expression)(nodes);\n
                                                                      }\n
                                                                                 , n n
                                                                                               mediaFeatures: function ()
\{ n \}
             const entities
= this.entities;\n
                            const features = [];\n
                                                            let e;\n
                                                                              do {\n
                                                                                                  e =
this.mediaFeature();\n
                                                                                                 if
                                    if (e) \{ n \}
                                                             features.push(e);\n
(!parserInput.$char(',')) { break; }\n
                                                   } else {\n
                                                                            e = entities.variable() ||
entities.mixinLookup();\n
                                           if (e) {\n
                                                                       features.push(e);\n
                                                                                                             if
(!parserInput.$char(',')) { break; }\n
                                                     }\n
                                                                      }\n
                                                                                    \} while (e);\n\n
                                                                                                               return
features.length > 0? features : null;\n
                                               n/n,
                                                             media: function () {\n
                                                                                               let features:\n
                                                                                                                        let
                  let media;\n
                                         let debugInfo;\n
                                                                     const index = parserInput.i;\n\n
                                                                                                                 if
rules;\n
                                               debugInfo = getDebugInfo(index); \ n
(context.dumpLineNumbers) {\n
          n n
                          parserInput.save();\n\n
                                                             if (parserInput.$str('@media')) {\n
                                                                                                               features =
                                                                                                           error('media
this.mediaFeatures();\n\n
                                       rules = this.block(); \n\n
                                                                             if (!rules) {\n
definitions require block statements after any features');\n
                                                                          n n
                                                                                             parserInput.forget();\n\n
      media = new(tree.Media)(rules, features, index, fileInfo);\n
                                                                                  if (context.dumpLineNumbers) {\n
          media.debugInfo = debugInfo;\n
                                                          n n
                                                                            return media;\n
                                                                                                        n n
parserInput.restore();\n
                                , n n
                                              //\langle n \rangle n
                                                            // A @plugin directive, used to import plugins
dynamically.\n
                                   //
                                        @plugin (args) \"lib\";\n
                                                                                     plugin: function () {\n
                       //\n
                                                                         //\n
                                                                                                                       let
path;\n
let args;\n
                     let options;\n
                                              const index = parserInput.i;\n
                                                                                        const dir =
parserInput.re(/^@plugin\s+/);\n\n
                                                 if (dir) \{ n \}
                                                                         args = this.pluginArgs(); \n\n
                                                                                                                    if
(args) {\n
                         options = \{\n
                                                          pluginArgs: args,\n
                                                                                                 isPlugin: true\n
    };\n
                      }\n
                                      else {\n
                                                              options = { isPlugin: true };\n
                                                                                                           n n
if ((path = this.entities.quoted() || this.entities.url())) {\n\n}
                                                                             if (!parserInput.$char(';')) {\n
 parserInput.i = index; \ n
                                             error('missing semi-colon on @plugin');\n
return new(tree.Import)(path, null, options, index, fileInfo);\n
                                                                                              else {\n
                                          error('malformed @plugin statement');\n
  parserInput.i = index; \ n
                                                                                                   }\n
                                                                                                                 }\n
             pluginArgs: function() {\n
                                                    // list of options, surrounded by parens\n
parserInput.save();\n
                                if (!parserInput.$char('(')) {\n
                                                                            parserInput.restore();\n
                                                                                                                  return
null;\n
                 }\n
                               const args = parserInput.re(/^\s^*([^\\];]+)\)\);\n
                                                                                                  if (args[1]) \{ \n
 parserInput.forget();\n
                                      return args[1].trim();\n
                                                                         }\n
                                                                                       else { \n
parserInput.restore();\n
                                     return null;\n
                                                              }\n
                                                                         , n n
                                                                                       //\n
                                                                                                  // A CSS AtRule\n
 //\n
                  @charset \"utf-8\";\n
                                                //\n
                                                           atrule: function () {\n
                                                                                             const index =
parserInput.i;\n
                          let name;\n
                                                      let nonVendorSpecificName;\n
                                                                                                  let hasIdentifier;\n
          let value;\n
                                let rules;\n
   let hasExpression;\n
                                    let hasUnknown;\n
                                                                  let hasBlock = true;\n
                                                                                                   let isRooted =
                   if (parserInput.currentChar() !== '@') { return; }\n\n
                                                                                     value = this['import']() ||
this.plugin() || this.media();\n
                                         if (value) {\n
                                                                    return value;\n
                                                                                              n n
```

```
if (!name) { return; \n
parserInput.save();\n\n
                                 name = parserInput.re(/^@[a-z-]+/);\n\n
                                                if (name.charAt(1) == '-' \&\& name.indexOf('-', 2) > 0) \{\n
 nonVendorSpecificName = name;\n
nonVendorSpecificName = `@{name.slice(name.indexOf('-', 2) + 1)}`;\n
                                                                                      n n
                                                                                                      switch
(nonVendorSpecificName) {\n
                                            case '@charset':\n
                                                                             hasIdentifier
                        hasBlock = false; \ n
                                                                                case '@namespace':\n
= true; \n
                                                           break:\n
                                                                                               case '@keyframes':\n
hasExpression = true;\n
                                       hasBlock = false;\n
                                                                          break;\n
         case '@counter-style':\n
                                                 hasIdentifier = true; \ n
                                                                                      break;\n
                                                                                                            case
                                                                                                      isRooted =
'@document':\n
                            case '@supports':\n
                                                               hasUnknown = true; \ n
false;\n
                       break;\n
                                           default:\n
                                                                     hasUnknown = true; \ n
                                                                                                           break;\n
                    parserInput.commentStore.length = 0;\n\n
                                                                         if (hasIdentifier) {\n
                                                                                                           value =
     n n
this.entity();\n
                           if (!value) {\n
                                                        error(`expected ${name} identifier`);\n
              } else if (hasExpression) {\n
                                                        value = this.expression();\n
 }\n
                                                                                                 if (!value) {\n
      error(`expected ${name} expression`);\n
                                                                          } else if (hasUnknown) {\n
                                                             }\n
                                                                                                                    if
value = this.permissiveValue(/^{[\{;]/)};\n
                                                     hasBlock = (parserInput.currentChar() === '{');\n
                           if (!hasBlock && parserInput.currentChar() !== ';') {\n
(!value) {\n
                                                                                                     error(`${name}
rule is missing block or ending semi-colon`);\n
                                                                                               else if (!value.value)
                                                               }\n
                                                                               }\n
                  value = null; n
                                                           n n
                                                                          if (hasBlock) {\n
                                                                                                         rules =
                                               if (rules || (!hasBlock && value && parserInput.$char(';'))) {\n
this.blockRuleset();\n
                                n n
    parserInput.forget();\n
            return new(tree.AtRule)(name, value, rules, index, fileInfo,\n
                                                                                          context.dumpLineNumbers
? getDebugInfo(index) : null,\n
                                               isRooted\n
                                                                                     n n
parserInput.restore('at-rule options not recognised');\n
                                                               n/n,
                                                                            //\n
                                                                                       // A Value is a comma-
delimited list of Expressions\n
                                                 // font-family: Baskerville, Georgia, serif;\n
                                                                                                        //\n
                                      //\n
                                                                                                                   //
In a Rule, a Value represents everything after the `:`,\n
                                                               // and before the `;`.\n
                                                                                                        value:
function () {\n
                        let e;\n
                                          const expressions = [];\n
                                                                             const index = parserInput.i;\n\n
do \{ n \}
                  e = this.expression(); \n
                                                       if (e) {\n
                                                                               expressions.push(e);\n
                                                                                                                      if
(!parserInput.$char(',')) { break; }\n
               \} while (e);\n\
                                         if (expressions.length > 0) {\n
                                                                                    return
  }\n
new(tree.Value)(expressions, index);\n
                                                  }\n
                                                             , n
                                                                        important: function () {\n
                                                                                                            if
(parserInput.currentChar() === '!') {\n
                                                   return parserInput.$re(/^! *important/);\n
                                                                                                        }\n
                                                                                                                   , n
     sub: function () {\n
                                                                        parserInput.save();\n
                                                                                                       if
                                   let a;\n
                                                    let e;\n\n
(parserInput.$char('(')) {\n
                                       a = this.addition();\n
                                                                         if (a && parserInput.$char(')')) {\n
    parserInput.forget();\n
                                         e = new(tree.Expression)([a]);\n
                                                                                          e.parens = true; \ n
                                         parserInput.restore('Expected \\')\\");\n
  return e;\n
                          }\n
                                                                                              return;\n
                                                                                                                 }\n
     parserInput.restore();\n
    \}, n
                multiplication: function () {\n
                                                        let m;\n
                                                                          let a;\n
                                                                                            let op;\n
                                                                                                              let
                      let isSpaced;\n
                                               m = this.operand(); \ n
                                                                               if (m) \{ n \}
                                                                                                      isSpaced =
operation;\n
parserInput.isWhitespace(-1);\n
                                             while (true) {\n
                                                                            if (parserInput.peek(/^{\/}[*//]/)) {\n
          break;\n
                                                      parserInput.save();\n\n
                                                                                            op = parserInput.$char('/')
                                  n n
|| parserInput.$char('*') || parserInput.$str('./');\n\n
                                                                  if (!op) { parserInput.forget(); break; }\n\n
    a = this.operand(); \n\n
                                          if (!a) { parserInput.restore(); break; }\n
parserInput.forget();\n\n
                                        m.parensInOp = true; \ n
                                                                               a.parensInOp = true; \n
operation = new(tree.Operation)(op,
[operation | m, a], isSpaced);\n
                                               isSpaced = parserInput.isWhitespace(-1);\n
                                                                                                         }\n
return operation || m;\n
                                  }\n
                                             },\n
                                                        addition: function () {\n
                                                                                           let m;\n
                                                                                                             let a:\n
      let op;\n
                         let operation;\n
                                                  let isSpaced;\n
                                                                            m = this.multiplication();\n
                                                                                                                  if
                    isSpaced = parserInput.isWhitespace(-1);\n
                                                                             while (true) {\n
                                                                                                            op =
parserInput.$re(/^[-+]\\s+/) || (!isSpaced && (parserInput.$char('+') || parserInput.$char('-')));\n
                                                                                                                if
```

```
a = this.multiplication();\n
(!op) {\n
                           break;\n
                                                    }\n
                                                                                                                   if (!a)
                     break:\n
\{ n \}
                                              n n
                                                                   m.parensInOp = true; \ n
      a.parensInOp = true;\n
                                              operation = new(tree.Operation)(op, [operation || m, a], isSpaced);\n
         isSpaced = parserInput.isWhitespace(-1);\n
                                                                                    return operation || m;\n
                                                                    }\n
                                                                                                                       }\n
                  conditions: function () {\n
                                                        let a;\n
                                                                         let b;\n
                                                                                            const index = parserInput.i;\n
         let condition;\n\n
                                      a = this.condition(true);\n
                                                                           if (a) {\n
                                                                                                  while (true) \{\n
     if (!parserInput.peek(/^,\\s*(not\\s*)?\\(/) \parallel !parserInput.$char(',')) {\n
                                                                                                 break;\n
}\n
                   b = this.condition(true);\n
                                                                                          break;\n
                                                                                                                   }\n
          condition = new(tree.Condition)('or', condition || a, b, index);\n
                                                                                         }\n
                                                               condition: function (needsParens) {\n
      return condition || a:\n
                                        }\n
                                                   }.\n
                   let logical;\n
result;\n
                                           let next;\n
                                                                function or() {\n
                                                                                               return
                                                   result = this.conditionAnd(needsParens);\n
parserInput.$str('or');\n
                                   n n
                                                                                                          if (!result) {\n
          return:\n
                              }\n
                                            logical = or(); n
                                                                       if (logical) {\n
                                                                                                   next =
this.condition(needsParens);\n
                                             if (next) \{\n
                                                                         result = new(tree.Condition)(logical, result,
                                                                                                  return result;\n
next);\n
                     } else {\n
                                               return;\n
                                                                      }\n
                                                                                    }\n
}.\n
           conditionAnd: function (needsParens) {\n
                                                                  let result:\n
                                                                                         let logical;\n
                                                                                                                 let
next;\n
                  const self
= this:\n
                    function insideCondition() {\n
                                                                 const cond = self.negatedCondition(needsParens) ||
self.parenthesisCondition(needsParens);\n
                                                         if (!cond && !needsParens) {\n
                                                                                                           return
self.atomicCondition(needsParens);\n
                                                                     return cond;\n
                                                     }\n
                                                                                               }\n
                                                                                                             function
and() {\n
                      return parserInput.$str('and');\n
                                                                  n n
                                                                                  result = insideCondition();\n
if (!result) {\n
                           return;\n
                                                }\n
                                                              logical = and(); \ n
                                                                                           if (logical) {\n
next = this.conditionAnd(needsParens); \n
                                                         if (next) {\n
                                                                                     result =
new(tree.Condition)(logical, result, next);\n
                                                           } else {\n
                                                                                     return;\n
                                                                                                            }\n
}\n
             return result:\n
                                     , n
                                                 negatedCondition:
function (needsParens) {\n
                                       if (parserInput.$str('not')) {\n
                                                                                   const result =
this.parenthesisCondition(needsParens);\n
                                                         if (result) {\n
                                                                                       result.negate = !result.negate;\n
                                                                           parenthesisCondition: function (needsParens)
         }\n
                         return result:\n
                                                    }\n
                                                               \}, n
             function tryConditionFollowedByParenthesis(me) {\n
                                                                                    let body;\n
parserInput.save();\n
                                   body = me.condition(needsParens); \n
                                                                                       if (!body) \{\n
parserInput.restore();\n
                                        return;\n
                                                               }\n
                                                                               if (!parserInput.$char(')')) {\n
 parserInput.restore();\n
                                          return ;\n
                                                                 }\n
                                                                                 parserInput.forget();\n
return body;\n
                         n n
                                                                if (!parserInput.str('(')) \{\n
         let body;\n
                               parserInput.save();\n
parserInput.restore();\n
                                     return ;\n
                                                          }\n
                                                                        body =
tryConditionFollowedByParenthesis(this);\n
                                                         if (body) \{\n
                                                                                   parserInput.forget();\n
                                         body = this.atomicCondition(needsParens);\n
return body;\n
                         n n
                                                                                                    if (!body) \{\n
  parserInput.restore();\n
                                        return ;\n
                                                            }\n
                                                                          if (!parserInput.$char(')')) {\n
parserInput.restore(`expected ')' got '${parserInput.currentChar()}'`);\n
                                                                                       return;\n
parserInput.forget();\n
                                  return body;\n
                                                         \}, \ n
                                                                     atomicCondition: function (needsParens) {\n
  const entities = this.entities;\n
                                            const index = parserInput.i;\n
          let a:\n
                            let b;\n
                                              let c:\n
                                                                let op;\n\
                                                                                     function cond() {\n
return this.addition() || entities.keyword() || entities.quoted() || entities.mixinLookup();\n
                                                                                                       }\n
                                                                                                                     cond
= cond.bind(this);\n\
                                 a = cond(); \ n
                                                         if (a) \{ n \}
                                                                                if (parserInput.$char('>')) {\n
 if (parserInput.$char('=')) {\n
                                                   op = '>=': \ n
                                                                               } else {\n
                                                                                                           op = '>'; \ n
          }\n
                          } else\n
                                               if (parserInput.$char('<')) {\n
                                                                                              if (parserInput.$char('='))
\{ n \}
                     op = ' <= '; \ n
                                                  } else {\n
                                                                              op = '<'; \ n
                                                                                                         }\n
                                                                                                                         }
else\n
                   if (parserInput.$char('=')) {\n
                                                                  if (parserInput.$char('>'))
```

```
\{ n \}
                     op = '=>'; \ n
                                                } else if (parserInput.$char('<')) {\n
                                                                                                     op = '=<'; n
         } else {\n
                                    op = '='; \ n
                                                              }\n
b = cond(); \ n
                            if (b) {\n
                                                      c = new(tree.Condition)(op, a, b, index, false); \n
                           error('expected expression');\n
} else {\n
                                                                        }\n
                                                                                        } else {\n
                                                                                                                c =
new(tree.Condition)('=', a, new(tree.Keyword)('true'), index, false);\n
                                                                                  }\n
                                                                                                 return c;\n
          , n n
                       //\n
                                  // An operand is anything that can be part of an operation,\n
                                                                                                      // such as a
Color, or a Variable\n
                                        operand: function () {\n
                             //\n
      const entities = this.entities;\n
                                              let negate;\n\n
                                                                      if (parserInput.peek(/^-[@\\]/)) {\n}
   negate = parserInput.$char('-');\n
                                              n n
                                                             let o = this.sub() || entities.dimension() ||\n
entities.color() || entities.variable() ||\n
                                                     entities.property() || entities.call() ||\n
entities.quoted(true) || entities.colorKeyword() ||\n
                                                                 entities.mixinLookup();\n\n
                                                                                                      if (negate) {\n
           o.parensInOp = true; \ n
                                              o = new(tree.Negative)(o); \n
                                                                                     n n
                                                                                                    return o;\n
                        // Expressions either represent mathematical operations,\n
, n n
             // n
                                                                                         // or white-space delimited
Entities.\n
                 //\n
                                1px solid black\n
                                                         //
                                                              @var * 2\n
                                                                                 //\n
                                                                                            expression: function ()
\{ n \}
                                                   let delim:\n
    const entities = [];\n
                                  let e:\n
                                                                         const index = parserInput.i;\n\n
                                                                                                                  do
\{ n \}
               e = this.comment(); \n
                                                  if (e) {\n
                                                                         entities.push(e);\n
continue;\n
                        }\n
                                       e = this.addition() \parallel this.entity(); \n\n
                                                                                        if (e instanceof
tree.Comment) {\n
                                  e = null; \ n
                                                        n n
                                                                          if (e) {\n
                                                                                                  entities.push(e);\n
             // operations do not allow keyword \"\\" dimension (e.g. small/20px) so we support that here\n
    if (!parserInput.peek(/^{(\)})) {\n
                                                          delim = parserInput.$char('/');\n
(delim) {\n
                               entities.push(new(tree.Anonymous)(delim, index));\n
                                                                                                      }\n
  }\n
          }\n
                        } while (e);\n
                                               if (entities.length > 0) {\n
                                                                                     return
new(tree.Expression)(entities);\n
                                           }\n
                                                     \}, n
                                                                 property: function () {\n
                                                                                                   const name =
parserInput.re(/^(\*?-?[a-zA-Z0-9-]+)\s^*:/);\n
                                                           if (name) {\n
                                                                                     return name[1];\n
                                                                                                                 }\n
                ruleProperty: function () {\n
                                                      let name = [];\n
                                                                                const index = [];\n
                                                                                                            let s;\n
                          parserInput.save();\n\n
                                                           const simpleProperty = parserInput.$re(/^([_a-zA-Z0-9-
       let k; n n
]+)(s*:/);
                     if (simpleProperty) {\n
                                                         name = [new(tree.Keyword)(simpleProperty[1])];\n
   parserInput.forget();\n
                                     return name;\n
                                                              n n
                                                                              function match(re) {\n
const i = parserInput.i;\n
                                     const
chunk = parserInput.$re(re);\n
                                           if (chunk) {\n
                                                                        index.push(i);\n
                                                                                                       return
name.push(chunk[1]);\n
                                     }\n
                                                  n n
                                                                 match(/^(\*?)/);\n
                                                                                             while (true) {\n
   if (!match(/^((?:[\w-]+)|(?:[@\\]\\{[\w-]+\]))/)) \{\n
                                                                        break;\n
                                                                                             }\n
                                                                                                          n n
   if ((name.length > 1) && match(/^((?:\+_|\\+)?)\s^*:/)) {\n}
                                                                          parserInput.forget();\n\n
                                                                                                               // at
last, we have the complete match now. move forward,\n
                                                                    // convert name particles to tree objects and
                     if (name[0] === ") \{ \n
                                                          name.shift();\n
                                                                                        index.shift();\n
return:\n
               for (k = 0; k < name.length; k++) \{ \n
                                                                    s = name[k]; \ n
                                                                                                 name[k] =
(s.charAt(0) !== '@' && s.charAt(0)
!== '$') ?\n
                             new(tree.Keyword)(s):\n
                                                                        (s.charAt(0) === '@' ?\n
new(tree. Variable)(^{0}{s.slice(2, -1)}, index[k], fileInfo):\n
                                                                                  new(tree.Property)(`$${s.slice(2, -
1)}`, index[k], fileInfo));\n
                                       }\n
                                                       return name;\n
                                                                                }\n
                                                                                             parserInput.restore();\n
              }\n
(Object.hasOwnProperty.call(vars, name)) {\n
                                                     const value = vars[name];\n
                                                                                         s += \$\{((name[0] === '@')
? ": '@') + name}: ${value}${(String(value).slice(-1) === ';') ? ": ';'}`;\n
                                                                              n \in \ln s, n \in s, n \in n
default Parser;\n","import Anonymous from '../tree/anonymous';\nimport Keyword from
'../tree/keyword';\n\nfunction boolean(condition) {\n return condition ? Keyword.True :
Keyword.False;\n \n \n/**\n
```

```
* Functions with evalArgs set to false are sent context\n * as the first argument.\n */\nfunction If(context, condition,
trueValue, falseValue) {\n return condition.eval(context) ? trueValue.eval(context)\n
                                                                                              : (falseValue?
falseValue.eval(context): new Anonymous);\n}\nIf.evalArgs = false;\n\nfunction isdefined(context, variable) {\n
           variable.eval(context);\n
                                          return Keyword.True;\n } catch (e) {\n
                                                                                         return Keyword.False;\n
try {\n
\n\nisdefined.evalArgs = false;\n\nexport default { isdefined, boolean, 'if': If };\n", "import Dimension from
'../tree/dimension';\nimport Color from '../tree/color';\nimport Quoted from '../tree/quoted';\nimport Anonymous
from '../tree/anonymous';\nimport Expression from '../tree/expression';\nimport Operation from
'../tree/operation';\nlet colorFunctions;\n\nfunction clamp(val) {\n return Math.min(1, Math.max(0,
val); n in function hsla(origColor, hsl) (n const color = colorFunctions.hsla(hsl.h,
hsl.s, hsl.l, hsl.a);\n if (color) {\n
                                         if (origColor.value && \n
                                                                           /^(rgb|hsl)/.test(origColor.value)) {\n
color.value = origColor.value;\n
                                      } else {\n
                                                       color.value = 'rgb';\n
                                                                                  }\n
                                                                                          return color;\n
\n if (color.toHSL) {\n
                                                             return color.toHSL();\n } else {\n
                                                                                                       throw new
Error('Argument cannot be evaluated to a color');\n \\n\nfunction toHSV(color) \\n if (color.toHSV) \\n
return color.toHSV();\n } else {\n
                                         throw new Error('Argument cannot be evaluated to a color');\n
\n if (n instance of Dimension) {\n
                                                                        return parseFloat(n.unit.is('%')? n.value / 100
: n.value);\n } else if (typeof n === 'number') {\n
                                                         return n; n } else {n}
                                                                                     throw \{ n \}
                                                                                                       type:
'Argument',\n
                     message: 'color functions take numbers as parameters'\n
                                                                                    \n \n \nfunction scaled(n,
size) {\n if (n instanceof
Dimension && n.unit.is('%')) {\n
                                        return parseFloat(n.value * size / 100);\n } else {\n
                                                                                                   return number(n);\n
 \n \\ncolorFunctions = {\n rgb: function (r, g, b) {\n
                                                                                         * Comma-less syntax\n
                                                              let a = 1 \setminus n
e.g. rgb(0 128 255 / 50%)\n
                                   */\n
                                            if (r instanceof Expression) {\n
                                                                                    const \ val = r.value \ n
                                                                      * @todo - should this be normalized in\n
                                                       /** \n
val[0]\n
               g = val[1] \setminus n
                                   b = val[2] \setminus n
* function caller? Or parsed differently?\n
                                                                if (b instanceof Operation) {\n
                                                     */\n
                                                                                                          const op =
             b = op.operands[0]\n
                                             a = op.operands[1]\n
                                                                           }\n
                                                                                   }\n
                                                                                           const color =
colorFunctions.rgba(r, g, b, a);\n
                                      if (color) {\n
                                                           color.value = 'rgb';\n
                                                                                        return color;\n
                                                                                                            n ,\n
rgba: function (r, g, b, a) {\n
                                  try {\n
                                                if (r instanceof
Color) {\n
                     if (g) \{ n \}
                                           a = number(g); \ n
                                                                       } else {\n
                                                                                              a = r.alpha; \n
             return new Color(r.rgb, a, 'rgba');\n
                                                                    const rgb = [r, g, b].map(c \Rightarrow scaled(c, 255));\
}\n
                                                         }\n
   a = number(a); \ n
                             return new Color(rgb, a, 'rgba');\n
                                                                     }\n
                                                                             catch (e) \{ \} \setminus n \}, \setminus n  hsl: function (h, s,
1) {\n
          let a = 1 \setminus n
                          if (h instanceof Expression) {\n
                                                                  const \ val = h.value \ n
                                                                                               h = val[0] \ n
                                     if (l instanceof Operation) {\n
                                                                                                      1 =
val[1]\n
               1 = val[2] \n\n
                                                                              const op = 1 \setminus n
op.operands[0]\n
                            a = op.operands[1]\n
                                                                 }\n
                                                                          const color = colorFunctions.hsla(h, s, l,
         if (color) {\n
a);\n
                              color.value = 'hsl';\n
                                                           return color;\n
                                                                               \n }\n }\n hsla: function (h, s, l, a) {\n
                  if (h instanceof
   try {\n
Color) {\n
                     if (s) \{ \n
                                           a = number(s); \ n
                                                                      } else {\n
                                                                                             a = h.alpha; n
}\n
             return new Color(h.rgb, a, 'hsla');\n
                                                                      let m1;\n
                                                                                       let m2;\n\n
                                                                                                          function
                    h = h < 0 ? h + 1 : (h > 1 ? h - 1 : h); \n
                                                                      if (h * 6 < 1) \{ \ n \}
                                                                                                    return m1 + (m2 -
hue(h) \{ \n
m1) * h * 6;\n
                                      return m2;\n
                                                                                                }\n
                                                                                                             else if (h
* 3 < 2) {\n
                        return m1 + (m2 - m1) * (2/3 - h) * 6;\n
                                                                                           else \{\n
                                                                             }\n
                                                                                                               return
m1;\n
                }\n
                           n n
                                        h = (number(h) \% 360) / 360;\n
                                                                                s = clamp(number(s)); l =
clamp(number(l));a = clamp(number(a)); \n\
                                                     m2 = 1 \le 0.5 ? 1 * (s + 1) : 1 + s - 1 * s;\n
                                                                                                        m1 = 1 * 2 -
m2;\n\n
               const rgb =
\lceil n \rceil
             hue(h + 1 / 3) * 255,\n
                                               hue(h)
                                                          * 255,\n
                                                                             hue(h - 1/3) * 255\n
                                                                                                           ];\n
                                                                                                                      a
                       return new Color(rgb, a, 'hsla');\n
                                                               }\n
                                                                       catch (e) \{ \} \setminus n \}, \setminus n \setminus n  hsv: function(h, s, v)
        return colorFunctions.hsva(h, s, v, 1.0);\n },\n hsva: function(h, s, v, a) {\n
                                                                                                h = ((number(h) %
360) / 360) * 360;\n
                         s = number(s); v = number(v); a = number(a); \n\n
                                                                                 let i;\n
                                                                                            let f;\n
                                                                                                        i =
Math.floor((h / 60) % 6);\n
                                f = (h / 60) - i; \n\n
                                                         const vs = [v, n]
                                                                                v * (1 - s), n
                                                                                                     v * (1 - f * s), \ n
   v * (1 - (1 - f) * s)]; \ 
                              const perm = [[0, 3, 1], n]
                                                                [2, 0, 1], n
                                                                                  [1, 0, 3], n
                                                                                                     [1, 2, 0], n
```

```
[3, 1, 0], n
                [0, 1, 2]]; \n\n
                                  return colorFunctions.rgba(vs[perm[i][0]] * 255,\n
                                                                                        vs[perm[i][1]] *
255,\n
             vs[perm[i][2]] * 255,\n
                                         a);\n },\n
  hue: function (color) {\n
                              return new Dimension(toHSL(color).h);\n },\n saturation: function (color) {\n
return new Dimension(toHSL(color).s * 100, '%');\n },\n lightness: function (color) {\n
                                                                                          return new
Dimension(toHSL(color).l * 100, '%');\n },\n hsvhue: function(color) {\n
                                                                             return new
Dimension(toHSV(color).h);\n },\n hsvsaturation: function (color) {\n
                                                                          return new
Dimension(toHSV(color).s * 100, '%');\n },\n hsvvalue: function (color) {\n
                                                                               return new
Dimension(toHSV(color).v * 100, '%');\n },\n red: function (color) {\n
                                                                          return new
Dimension(color.rgb[0]);\n },\n green: function (color) {\n
                                                               return new Dimension(color.rgb[1]);\n },\n
                            blue: function (color) {\n
                                                                                                      return
new Dimension(toHSL(color).a);\n },\n luma: function (color) {\n
                                                                      return new Dimension(color.luma() *
color.alpha
                                                                                  (0.2126 * color.rgb[0] / 255)
* 100, '%');\n },\n luminance: function (color) {\n
                                                       const luminance =\n
            (0.7152 * color.rgb[1] / 255) + n
                                                    (0.0722 * color.rgb[2] / 255);\n\n
                                                                                         return new
Dimension(luminance * color.alpha * 100, '%');\n },\n saturate: function (color, amount, method) {\n
filter: saturate(3.2);\n
                       // should be kept as is, so check for color\n
                                                                     if (!color.rgb) {\n
                                                                                             return null;\n
       if (typeof method !== 'undefined' && method.value === 'relative') {\n
  hsl.s += hsl.s * amount.value / 100;\n
                                           }\n
                                                  else {\n
                                                                hsl.s += amount.value / 100;\n
hsl.s = clamp(hsl.s); \ n
                         return hsla(color, hsl);\n },\n desaturate: function (color, amount, method) {\n
                                if (typeof method !== 'undefined' && method.value === 'relative') {\n
hsl.s -= hsl.s * amount.value / 100;\n
                                           }\n
                                                   else {\n
                                                                 hsl.s = amount.value / 100;\n
hsl.s = clamp(hsl.s); \ 
                         return hsla(color, hsl);\n },\n lighten: function (color, amount, method) {\n
                                                                                                        const
                          if (typeof method !== 'undefined' && method.value === 'relative') {\n
hsl.l +=
hsl.1 * amount.value / 100;\n
                               }\n
                                       else {\n
                                                     hsl.l += amount.value / 100;\n
                                                                                              hsl.l =
clamp(hsl.l);\n
                  return hsla(color, hsl);\n },\n darken: function (color, amount, method) {\n
                                                                                                 const hsl =
toHSL(color);\n\n
                     if (typeof method !== 'undefined' && method.value === 'relative') {\n
                                                                                               hsl.l -= hsl.l *
amount.value / 100;\n
                         }\n
                                 else {\n
                                               hsl.1 = amount.value / 100;\n
                                                                               }\n
                                                                                       hsl.l = clamp(hsl.l); \ n
 return hsla(color, hsl);\n },\n fadein: function (color, amount, method) {\n
                                                                              if (typeof method !== 'undefined' && method.value === 'relative') {\n
                                                                              hsl.a += hsl.a * amount.value /
100;\n
                  else {\n
                                hsl.a += amount.value / 100;\n
                                                                         hsl.a = clamp(hsl.a); \ n
hsla(color, hsl);\n },\n fadeout: function (color, amount, method) {\n
                                                                        if
(typeof method !== 'undefined' && method.value === 'relative') {\n
                                                                       hsl.a -= hsl.a * amount.value / 100;\n
        else {\n
                      hsl.a = amount.value / 100;\n
                                                       }\n
                                                               hsl.a = clamp(hsl.a); \ n
                                                                                         return hsla(color,
hsl);\n },\n fade: function (color, amount) {\n
                                                  hsl.a = amount.value /
100;\n
          hsl.a = clamp(hsl.a); \ 
                                    return hsla(color, hsl);\n },\n spin: function (color, amount) {\n
                                                                                                        const
hsl = toHSL(color); \ n
                         const hue = (hsl.h + amount.value) \% 360;\n\n
                                                                         hsl.h = hue < 0?
                        return hsla(color, hsl);\n },\n //\n // Copyright (c) 2006-2009 Hampton Catlin, Natalie
360 + \text{hue} : \text{hue} \setminus \text{n} \setminus \text{n}
Weizenbaum, and Chris Eppstein\n // http://sass-lang.com\n //n mix: function (color1, color2, weight) {\n
                     weight = new Dimension(50);\n
                                                               const p = weight.value / 100.0;\n
if (!weight) {\n
                                                        }\n
p * 2 - 1; \ n
               const a = toHSL(color1).a - toHSL(color2).a; \n\n
                                                                  const w1 = (((w * a == -1) ? w : (w + a) / (1 +
w * a) + 1) / 2.0; n
                      const rgb = [color1.rgb[0] * w1 + color2.rgb[0] * w2,\n
color1.rgb[1] * w1 + color2.rgb[1] * w2,\n
                                               color1.rgb[2] * w1 + color2.rgb[2] * w2]; \n\n
                                              return\ new\ Color(rgb,\ alpha); \\ \ \ \ \ \ \}, \\ \ \ \ \ greyscale:\ function\ (color)
color 1.alpha * p + color 2.alpha * (1 - p); \n\
\{ n \}
       return colorFunctions.desaturate(color, new Dimension(100));\n },\n contrast: function (color, dark,
light, threshold)
\{ n \}
        // filter: contrast(3.2);\n
                                  // should be kept as is, so check for color\n
                                                                                if (!color.rgb) {\n
                                                                                                       return
null;\n
                  if (typeof light === 'undefined') {\n
                                                           light = colorFunctions.rgba(255, 255, 255, 1.0);\n
}\n
       if (typeof dark === 'undefined') {\n
                                                dark = colorFunctions.rgba(0, 0, 0, 1.0);\n
                                                                                                    // Figure
                                                                                            }\n
```

```
out which is actually light and dark:\n
                                      if (dark.luma() > light.luma()) \{ \n
                                                                           const t = light;\n
                                                                                                 light =
                                  if (typeof threshold === 'undefined') {\n
dark;\n
             dark = t; \ n
                          }\n
                                                                             threshold = 0.43;\n
                                                                                                   } else
\{ n \}
         threshold = number(threshold);\n
                                            }\n
                                                   if (color.luma() < threshold) {\n
                                                                                      return light;\n
                                                                                                       }
                              \n }\n }\n // Changes made in 2.7.0 - Reverted in 3.0.0\n // contrast: function
else \{\n
             return dark;\n
(color, color1, color2, threshold) {\n // // Return
which of `color1` and `color2` has the greatest contrast with `color`\n // // according to the standard WCAG
contrast ratio calculation.\n // // http://www.w3.org/TR/WCAG20/#contrast-ratiodef\n // // The threshold
param is no longer used, in line with SASS.\n // // filter: contrast(3.2);\n // // should be kept as is, so check
for color\n // if (!color.rgb) n // return null;\n // n // if (typeof color1 === 'undefined') n //
   color.luma();\n // var luma1 = color1.luma();\n // var luma2 = color2.luma();\n // // Calculate contrast
ratios for each color\n // if (luma > luma1) {\n //
                                                     // } else {\n //
                     contrast2 = (luma + 0.05) / (luma2 + 0.05); \ // \} else {\ // }
                                                                contrast2 = (luma2 + 0.05) / (luma +
0.05);\n //   \n // if (contrast1 > contrast2) {\n //
                                                        return color1;\n // } else {\n //
                                                                                              return
return new Anonymous(color.toARGB());\n },\n
color: function(c) {\n
                       if ((c instanceof Quoted) &&\n
                                                          (/^{\#}([A-Fa-f0-9]\{8\})[A-Fa-f0-9]\{6\})[A-Fa-f0-9]\{6\})
9]{3,4})$/i.test(c.value))) {\n
                                 const val = c.value.slice(1);\n
                                                                  return new Color(val, undefined,
                       if ((c instanceof Color) \parallel (c = Color.fromKeyword(c.value))) {\n
`#${val}`);\n
                }\n
                                                                                        c.value =
undefined;\n
                  return c;\n
                                }\n
                                       throw {\n
                                                      type: 'Argument',\n
                                                                                message: 'argument
must be a color keyword or 3|4|6|8 digit hex e.g. #FFF\n
                                                       };\n },\n tint: function(color, amount) {\n
return colorFunctions.mix(colorFunctions.rgb(255, 255, 255), color, amount);\n },\n shade: function(color,
               return colorFunctions.mix(colorFunctions.rgb(0, 0, 0), color, amount);\n \\n\;\n\nexport default
colorFunctions;\n","import Color from '../tree/color';\n\n// Color Blending\n// ref:
http://www.w3.org/TR/compositing-1\n\nfunction colorBlend(mode, color1, color2) {\n const ab = color1.alpha;
 // result \ \ let // backdrop \ \ 
                                 cb;\n\  const as = color2.alpha;\n\  let // source\n
                                                                                     cs:\n\n let ar:\n
let cr;\n const r = [];\n\n ar = as + ab * (1 - as);\n for (let i = 0; i < 3; i++) {\n
                                                                              cb = color1.rgb[i] / 255;\n
cs = color2.rgb[i] / 255;\n
                           cr = mode(cb, cs);\n
                                                  if (ar) \{ n \}
                                                                 cr = (as * cs + ab * (cb - \n
                                                                                                    as *
(cb + cs - cr)) / ar;\n
                       }\n
    r[i] = cr * 255; \n\n return new Color(r, ar);\n\n\nconst colorBlendModeFunctions = {\n multiply:
function(cb, cs) \{\n
                      return cb * cs;\n },\n screen: function(cb, cs) {\n
                                                                         return cb + cs - cb * cs;\n },\n
overlay: function(cb, cs) {\n
                             cb *= 2;\n
                                           return (cb \leq 1) ?\n
                                                                   colorBlendModeFunctions.multiply(cb,
            colorBlendModeFunctions.screen(cb - 1, cs);\n },\n softlight: function(cb, cs) {\n
cs):\n
                                                                                            let d = 1; \ n
 let e = cb;\n
                if (cs > 0.5) \{ \n
                                     e = 1; n
                                                  d = (cb > 0.25)? Math.sqrt(cb)\n
                                                                                         : ((16 * cb - 12)
* cb + 4) * cb;\n
                   }\n
                          return cb - (1 - 2 * cs) * e * (d - cb); \n },\n hardlight: function(cb, cs) {\n
return colorBlendModeFunctions.overlay(cs, cb);\n },\n difference: function(cb, cs) {\n
                                                                                      return Math.abs(cb -
cs);\n },\n exclusion: function(cb, cs) {\n
                                            return cb + cs - 2 * cb * cs;\n },\n\n
 // non-w3c functions:\n average: function(cb, cs) {\n
                                                      return (cb + cs) / 2; \  \  \}, \  \   negation: function(cb, cs)
       return 1 - Math.abs(cb + cs - 1);\n \n if | \n\nfor (const f in colorBlendModeFunctions) (\n if
\{ n \}
(colorBlendModeFunctions.hasOwnProperty(f)) {\n
                                                   colorBlend[f] = colorBlend.bind(null,
colorBlendModeFunctions[f]);\n \\n\nexport default colorBlend;\n","import Comment from
'../tree/comment';\nimport Node from '../tree/node';\nimport Dimension from '../tree/dimension';\nimport Declaration
from '../tree/declaration';\nimport Expression from '../tree/expression';\nimport Ruleset from '../tree/ruleset';\nimport
Selector from '../tree/selector';\nimport Element from '../tree/element';\nimport Quote from '../tree/quoted';\nimport
Value from '../tree/value';\n\nconst getItemsFromNode = node => {\n // handle non-array values as an array of
length 1\n // return 'undefined' if index is invalid\n const items = Array.isArray(node.value) ?\n
```

```
node.value : Array(node);\n\n return items;\n\;\n\nexport default {\n _SELF: function(n) {\n
                                                                                                       return n;\n
 },\n '~': function(...expr) {\n
                                  if (expr.length === 1) {\n
                                                                  return expr[0];\n
                                                                                               return new
Value(expr);\n },\n extract: function(values, index) {\n
                                                             // (1-based index)\n
                                                                                     index = index.value - 1;\n\n
   return new
Dimension(getItemsFromNode(values).length);\n },\n /**\n * Creates a Less list of incremental values.\n *
Modeled after Lodash's range function, also exists natively in PHP\n *\n *@param {Dimension} [start=1]\n
* @param {Dimension} end - e.g. 10 or 10px - unit is added to output\n * @param {Dimension} [step=1] \n
*/\n range: function(start, end, step) {\n
                                            let from;\n
                                                            let to;\n
                                                                        let stepValue = 1;\n
                                                                                                const list = []:\n
  if (end) {\n
                       from = start.value:\n
     to = end:\n
                                                  if (step) \{\n
                                                                       stepValue = step.value;\n
                                                                                                       }\n
}\n
       else {\n
                      from = 1;\n
                                        to = start;\n
                                                         n n
                                                                  for (let i = from; i <= to.value; i += stepValue)
                                                              return new Expression(list);\n },\n each:
\{ n \}
          list.push(new Dimension(i, to.unit));\n
                                                    n n
function(list, rs) {\n
                       const rules = [];\n
                                              let newRules:\n
                                                                  let iterator;\n\n
                                                                                     const tryEval = val => \{ \n
   if (val instanceof Node) {\n
                                        return val.eval(this.context);\n
                                                                            }\n
                                                                                       return val;\n
                                                                                                       \}; \n\n
                                                                                           iterator =
if (list.value && !(list instanceof Quote)) {\n
                                                  if (Array.isArray(list.value)) {\n
list.value.map(tryEval);\n
                                } else {\n
                                                  iterator = [tryEval(list.value)];\n
                                                                                         }\n
                                                                                                 } else if
(list.ruleset) {\n
                      iterator = tryEval(list.ruleset).rules;\n
     } else if (list.rules) {\n
                                 iterator = list.rules.map(tryEval);\n
                                                                        } else if (Array.isArray(list)) {\n
iterator = list.map(tryEval);\n
                                 else {\n}
                                                 iterator = [tryEval(list)];\n
                                                                                n n
                                                                                         let valueName =
'@value';\n
               let keyName = '@key';\n
                                            if (rs.params) {\n
valueName = rs.params[0] && rs.params[0].name;\n
                                                          keyName = rs.params[1] && rs.params[1].name;\n
 indexName = rs.params[2] && rs.params[2].name;\n
                                                           rs = rs.rules;\n
                                                                               } else {\n
                                                                                               rs = rs.ruleset; \ n
 n n
          for (let i = 0; i < iterator.length; i++) {\n
                                                         let key;\n
                                                                         let value;\n
                                                                                           const item =
iterator[i];\n
                   if (item instanceof Declaration) {\n
                                                              key = typeof item.name === 'string' ? item.name :
item.name[0].value;\n
                               value = item.value;\n
                                                          } else {\n
                                                                             key = new
Dimension(i + 1);\n
                             value = item;\n
                                                   n n
                                                               if (item instanceof Comment) {\n
continue;\n
                  n n
                              newRules = rs.rules.slice(0);\n
                                                                   if (valueName) {\n
newRules.push(new Declaration(valueName,\n
                                                                             false, false, this.index,
                                                         value,\n
this.currentFileInfo));\n
                              }\n
                                        if (indexName) {\n
                                                                    newRules.push(new
Declaration(indexName,\n
                                     new Dimension(i + 1),\n
                                                                         false, false, this.index,
this.currentFileInfo));\n
                                                                  newRules.push(new Declaration(keyName,\n
                              }\n
                                        if (keyName) {\n
        key,\n
                          false, false, this.index, this.currentFileInfo));\n
                                                                               n n
                                                                                           rules.push(new
Ruleset([ new(Selector)([ new Element(\"\", '&') ]) ],\n
                                                              newRules,\n
                                                                                    rs.strictImports,\n
rs.visibilityInfo()\n
      ));\n
               n n
                         return new Ruleset([ new(Selector)([ new Element(\"\", '&') ]) ],\n
rs.strictImports,\n
                        rs.visibilityInfo()\n
                                               ).eval(this.context);\n \ \n \;\n \,"import Dimension from
'../tree/dimension'; \\ \n\mbox{nconst MathHelper} = (fn, unit, n) => {\n if (!(n instance of Dimension)) {\n}}
                                                                                                   throw { type:
'Argument', message: 'argument must be a number' \ \n if (unit == null) {\n
                                                                                     unit = n.unit; n } else \{n
 n = n.unify();\n \\n return new Dimension(fn(parseFloat(n.value)), unit);\n\;\n\nexport default
MathHelper;","import mathHelper from './math-helper.js';\n\nconst mathFunctions = {\n // name, unit\n ceil:
null,\n floor: null,\n sqrt: null,\n abs: null,\n tan: ",\n sin: ",\n cos: ",\n atan: 'rad',\n asin: 'rad',\n
 acos: 'rad'\n\;\n\nfor (const f in mathFunctions) {\n if (mathFunctions.hasOwnProperty(f)) {\n
mathFunctions[f]
= mathHelper.bind(null, Math[f], mathFunctions[f]);\n \n \n\nmathFunctions.round = (n, f) => \n const
fraction = typeof f === 'undefined' ? 0 : f.value;\n return mathHelper(num => num.toFixed(fraction), null,
n);\n\nexport default mathFunctions;\n","import Dimension from '../tree/dimension';\nimport Anonymous from
'../tree/anonymous';\nimport mathHelper from './math-helper.js';\n\nconst minMax = function (isMin, args) {\n
args = Array.prototype.slice.call(args);\n switch (args.length) {\n
                                                                     case 0: throw { type: 'Argument', message:
```

```
'one or more arguments required' \;\n \\n let i; \( \) key is the unit.toString() for unified Dimension values,\n let
j;\n let current;\n let currentUnified;\n let referenceUnified;\n let unit;\n let unitStatic;\n let unitClone;\n\n
                                                                                             order = []; \ln n const values = \{\}; \ln // \text{ value is the }\}
 const // elems only contains original argument values.\n
index into the order array.\n for (i = 0; i < args.length;
                                                        if (!(current instanceof Dimension)) {\n
i++) \{ n
                    current = args[i];\n
                                                                                                                                if (Array.isArray(args[i].value))
\{ n \}
                    Array.prototype.push.apply(args, Array.prototype.slice.call(args[i].value));\n
                                     currentUnified = current.unit.toString() === " && unitClone !== undefined ? new
continue;\n
Dimension(current.value, unitClone).unify(): current.unify();\n
                                                                                                       unit = currentUnified.unit.toString() === " &&
unitStatic !== undefined ? unitStatic : currentUnified.unit.toString();\n
                                                                                                                  unitStatic = unit !== " && unitStatic
=== undefined || unit !== " && order[0].unify().unit.toString() === " ? unit : unitStatic;\n
                                                                                                                                              unitClone = unit !== "
&& unitClone === undefined ? current.unit.toString() : unitClone;\n
                                                                                                              j = values["] !== undefined && unit !== "
&& unit === unitStatic ? values["] : values[unit];\n
                                                                                    if (j === undefined) \{ \ 
                                                                                                                                    if (unitStatic !== undefined
&& unit !== unitStatic)
 \{ n \}
                    throw { type: 'Argument', message: 'incompatible types' };\n
                                                                                                                           }\n
                                                                                                                                           values[unit] =
order.length;\n
                                 order.push(current);\n
                                                                              continue;\n
                                                                                                       }\n
                                                                                                                   referenceUnified =
order[j].unit.toString() === " && unitClone !== undefined ? new Dimension(order[j].value, unitClone).unify() :
order[j].unify();\n
                                  if ( isMin && currentUnified.value < referenceUnified.value ||\n
                                                                                                                                               !isMin &&
currentUnified.value > referenceUnified.value) {\n
                                                                                        order[i] = current; \ n
                                                                                                                              n \in \mathbb{N} if (order.length == 1)
            return order[0];\n }\n args = order.map(function (a) { return a.toCSS(this.context);
}).join(this.context.compress?',':',');\n return new Anonymous(`${isMin?'min':
'max'}(${args})`);\n};\n\nexport default {\n min: function(...args) {\n
                                                                                                                                        return minMax(true,
args);\n
                   try {\n
     return minMax(false, args);\n
                                                          return
val.convertTo(unit.value);\n },\n pi: function () {\n
                                                                                          return new Dimension(Math.PI);\n },\n mod:
function(a, b) \{\n
                                 return new Dimension(a.value % b.value, a.unit);\n \},\n pow: function(x, y) \{\n
                                                                                                                                                                       if
(typeof x === 'number' && typeof y === 'number') \{\n
                                                                                              x = new Dimension(x); \ 
                                                                                                                                                y = new
Dimension(y);\n
                                } else if (!(x instanceof Dimension) || !(y instanceof Dimension)) {\n
                                                                                                                                                   throw { type:
'Argument', message: 'arguments must be numbers' };\n
                                                                                                          return new Dimension(Math.pow(x.value,
                                                                                           n n
y.value), x.unit);\n },\n percentage: function (n) {\n
                                                                                          const result = mathHelper(num => num * 100, '%',
                 return result;\n }\n};\n","import Quoted from '../tree/quoted';\nimport Anonymous from
'../tree/anonymous';\nimport JavaScript from '../tree/javascript';\n\nexport default
                                             return new Quoted('\"', str instanceof JavaScript? str.evaluated: str.value, true);\n
 n = \{ n \in \{ n \in \mathbb{N} \} \} 
,\ escape: function (str) \ 
                                                      return new Anonymous(\n
                                                                                                         encodeURI(str.value).replace(/=/g,
'%3D').replace(/:/g, '%3A').replace(/#/g, '%23').replace(/;/g, '%3B')\n
                                                                                                                       .replace(\langle (g, '\%28').replace(\langle () (g, '\%28')).replace(\langle (g, '\%28')).re
'%29'));\n },\n replace: function (string, pattern, replacement, flags) {\n
                                                                                                                        let result = string.value;\n
                                                                                        replacement.value : replacement.toCSS();\n
replacement = (replacement.type === 'Quoted') ?\n
                                                                                                                                                                  result =
result.replace(new RegExp(pattern.value, flags ? flags.value : "), replacement);\n
                                                                                                                                 return new
Quoted(string.quote || ", result, string.escaped);\n },\n '%': function (string /* arg, arg, ... */) {\n
Array.prototype.slice.call(arguments, 1);\n
                                                                       let result = string.value; \n\
                                                                                                                         for (let i = 0; i < args.length; i++)
\{ n \}
                /* jshint loopfunc:true
 */\n
                  result = result.replace(/\%[sda]/i, token => {\n}
                                                                                                     const value = ((args[i].type === 'Quoted') \&\&\n
                token.match(/s/i)) ? args[i].value : args[i].toCSS();\n
                                                                                                              return token.match(/[A-Z]$/)?
encodeURIComponent(value) : value;\n
                                                                        });\n
                                                                                      }\n
                                                                                                  result = result.replace(/% %/g, '%');\n
                                                                                                                                                                  return
new Quoted(string.quote || ", result, string.escaped);\n }\n};\n","import Keyword from '../tree/keyword';\nimport
DetachedRuleset from '../tree/detached-ruleset';\nimport Dimension from '../tree/dimension';\nimport Color from
'../tree/color';\nimport Quoted from '../tree/quoted';\nimport Anonymous from '../tree/anonymous';\nimport URL
from '../tree/url';\nimport Operation from '../tree/operation';\n\nconst isa = (n, Type) => (n instance of Type)?
Keyword.True: Keyword.False;\nconst isunit = (n, unit) = \{ | n \}  if (unit = undefined) \{ | n \}
```

throw { type:

```
'Argument', message: 'missing the required second
argument to isunit.' };\n \n unit = typeof unit.value === 'string' ? unit.value : unit;\n if (typeof unit !==
               throw { type: 'Argument', message: 'Second argument to isunit should be a unit or a string.' };\n
\n return (n instanceof Dimension) && n.unit.is(unit) ? Keyword.True : Keyword.False;\n\;\n\nexport default {\n
                              return isa(n, DetachedRuleset);\n },\n iscolor: function (n) {\n
isruleset: function (n) {\n
Color);\n },\n isnumber: function (n) {\n
                                               return isa(n, Dimension);\n },\n isstring: function (n) {\n
return isa(n, Quoted);\n \},\n iskeyword: function (n) \{\n
                                                              return isa(n, Keyword);\n },\n isurl: function (n)
       return isa(n, URL);\n },\n ispixel: function (n) {\n
                                                                return is unit(n, 'px'); n },\n is percentage:
function (n) \{\n
                   return is unit(n, '\%'); \  \}, \  isem: function (n) {\  n}
                                                                           return isunit(n, 'em');\n },\n
                                            if (!(val instanceof Dimension)) {\n
  isunit,\n unit: function (val, unit) {\n
                                                                                      throw { type: 'Argument',\n
        message: `the first argument to unit must be a number${val instanceof Operation?'. Have you forgotten
                                                    if (unit instanceof Keyword) {\n
parenthesis?':"}`};\n
                          }\n
                                  if (unit) {\n
                                                                                             unit = unit.value;\n
                       unit = unit.toCSS();\n
    } else {\n
                                                    }\n
                                                            } else {\n
                                                                            unit = ":\n
                                                                                           }\n
                                                                                                   return new
Dimension(val.value, unit);\n },\n 'get-unit': function (n) {\n
                                                                  return new Anonymous(n.unit);\n
\n\;\n","import functionRegistry from './function-registry';\nimport functionCaller from './function-
caller';\n\nimport boolean from './boolean';\nimport defaultFunc from './default';\nimport color from
'./color';\nimport colorBlending from './color-blending';\nimport dataUri from './data-uri';\nimport list from
'./list';\nimport math from './math';\nimport
number from './number';\nimport string from './string';\nimport syg from './svg';\nimport types from
'./types';\n\nexport default environment => {\n const functions = { functionRegistry, functionCaller };\n\n //
register functions\n functionRegistry.addMultiple(boolean);\n functionRegistry.add('default',
defaultFunc.eval.bind(defaultFunc));\n functionRegistry.addMultiple(color);\n
functionRegistry.addMultiple(colorBlending);\n functionRegistry.addMultiple(dataUri(environment));\n
functionRegistry.addMultiple(list);\n functionRegistry.addMultiple(math);\n
functionRegistry.addMultiple(number);\n functionRegistry.addMultiple(string);\n
functionRegistry.addMultiple(svg(environment));\n functionRegistry.addMultiple(types);\n\n return
functions;\n\;\m","import Quoted from '../tree/quoted';\nimport URL from '../tree/url';\nimport * as utils from
'../utils';\nimport logger from '../logger';\n\nexport default environment => {\n \n const fallback
= (functionThis, node) => new URL(node, functionThis.index,
functionThis.currentFileInfo).eval(functionThis.context); \n\n return { 'data-uri': function(mimetypeNode,
filePathNode) {\n\n
                       if (!filePathNode) {\n
                                                    filePathNode = mimetypeNode; \n
                                                                                            mimetypeNode =
null;\n
           n n
                    let mimetype = mimetypeNode && mimetypeNode.value;\n
                                                                                    let filePath =
filePathNode.value;\n
                          const currentFileInfo = this.currentFileInfo;\n
                                                                           const currentDirectory =
currentFileInfo.rewriteUrls ?\n
                                     const
fragmentStart = filePath.indexOf('#'); \n
                                           let fragment = ";\n
                                                                 if (fragmentStart !==-1) {\n
                                                                                                    fragment =
filePath.slice(fragmentStart);\n
                                     filePath = filePath.slice(0, fragmentStart);\n
                                                                                     }\n
                                                                                            const context =
utils.clone(this.context);\n
                              context.rawBuffer = true; \n\n
                                                               const fileManager =
environment.getFileManager(filePath,
currentDirectory, context, environment, true);\n\n
                                                     if (!fileManager) {\n
                                                                                 return fallback(this,
filePathNode);\n
                     n n
                              let useBase64 = false;\n\n
                                                            // detect the mimetype if not given\n
                                                                                                     if
(!mimetypeNode) {\n\n}
                              mimetype = environment.mimeLookup(filePath); \n\n
                                                                                         if (mimetype ===
'image/svg+xml') {\n
                              useBase64 = false;\n
                                                         } else {\n
                                                                            // use base 64 unless it's an ASCII or
UTF-8 format\n
                         const charset = environment.charsetLookup(mimetype);\n
                                                                                           useBase64 = ['US-
ASCII', 'UTF-8'].indexOf(charset) < 0;\n
                                                         if (useBase64) { mimetype += ';base64'; }\n
else {\n
              useBase64 = /;base64$/.test(mimetype);\n
                                                            n n
                                                                      const fileSync =
fileManager.loadFileSync(filePath, currentDirectory, context, environment);\n
                                                                                 if (!fileSync.contents) {\n
logger.warn(`Skipped data-uri embedding of
```

```
${filePath} because file not found`);\n
                                             return fallback(this, filePathNode | mimetypeNode);\n
                                                                                                         }\n
                                                                                                                 let
buf = fileSync.contents;\n
                              if (useBase64 && !environment.encodeBase64) {\n
                                                                                         return fallback(this,
filePathNode);\n
                     n n
                               buf = useBase64 ? environment.encodeBase64(buf) :
encodeURIComponent(buf);\n\n
                                     const uri = \data: {mimetype}, {buf} {fragment}`; \n\n
                                                                                                 return new
URL(new Quoted(`\"${uri}\"`, uri, false, this.index, this.currentFileInfo), this.index, this.currentFileInfo);\n
}};\n";\n"mport Dimension from '../tree/dimension';\nimport Color from '../tree/color';\nimport Expression from
'../tree/expression';\nimport Quoted from '../tree/quoted';\nimport URL from '../tree/url';\n\nexport default
environment => {\n return { 'svg-gradient': function(direction) {\n
                                                                        let stops;\n
                                                                                       let gradientDirectionSvg;\n
   let gradientType = 'linear';\n
                                   let rectangleDimension = x=\"0\" y=\"0\" width=\"1\"
height=\"1\"";\n
                    const renderEnv = \{compress: false\}; \ 
                                                                let returner:\n
                                                                                   const directionValue =
direction.toCSS(renderEnv);\n
                                  let i;\n
                                              let color;\n
                                                              let position;\n
                                                                                let positionValue;\n
                                                                                                         let
              function throwArgumentDescriptor() {\n
alpha;\n\n
                                                              throw { type: 'Argument',\n
                                                                                                   message: 'svg-
gradient expects direction, start_color [start_position], [color position,]...,' +\n
                                                                                              'end color
                                                                                             if
[end_position] or direction, color list' };\n
                                              n n
                                                        if (arguments.length == 2) {\n
                                             throwArgumentDescriptor();\n
(arguments[1].value.length < 2) {\n}
                                                                                             stops =
arguments[1].value;\n
                          } else if (arguments.length < 3) {\n
                                                                    throwArgumentDescriptor();\n
                                                                                                        } else {\n
    stops = Array.prototype.slice.call(arguments, 1);\n
                                                           n n
                                                                     switch (directionValue) {\n
                                                                                                       case 'to
bottom':\n
   gradientDirectionSvg = x1=\"0\%"\ y1=\"0\%"\ x2=\"0\%"\ y2=\"100\%"';\ n
                                                                                       break:\n
                                                                                                      case 'to
                 right':\n
                                                                                                     break;\n
                                 gradientDirectionSvg = 'x1=\"0\%\" y1=\"0\%\" x2=\"100\%\" y2=\"100\%\"';\ n
case 'to bottom right':\n
   break;\n
                   case 'to top right':\n
                                                gradientDirectionSvg = 'x1=\"0%\" y1=\"100%\" x2=\"100%\"
y2=\"0\%\";\n
                       break;\n
                                      case 'ellipse':\n
                                                             case 'ellipse at center':\n
                                                                                               gradientType =
'radial';\n
                   gradientDirectionSvg = cx=\sqrt50\% cy=\sqrt50\% r=\sqrt75\%;\n
                                                                                          rectangleDimension =
x=\"-50\" y=\"-50\" width=\"101\" height=\"101\";
                                                              break;\n
                                                                              default:\n
                                                                                                 throw { type:
'Argument', message: 'svg-gradient direction must be \\'to bottom\\\', \\'to right\\\',' +\n
                                                                                               ' \\'to bottom
right\\', \\'to top right\\' or \\'ellipse at center\\'' \};\n
                                                      }\n
                                                               returner = `<svg
xmlns=\"http://www.w3.org/2000/svg\" viewBox=\"0 0 1 1\"><${gradientType}Gradient id=\"g\"
${gradientDirectionSvg}>`;\n\n
                                    for (i = 0; i < stops.length; i += 1) \{ \n
                                                                                 if (stops[i] instanceof Expression)
\{ n \}
            color = stops[i].value[0];\n
                                                 position = stops[i].value[1];\n
                                                                                      } else {\n
                                                                                                         color =
                   position = undefined; \n
                                                              if (!(color instanceof Color) \parallel (!((i === 0 \parallel i + 1 ===
stops[i];\n
                                                  n n
stops.length) && position === undefined) && !(position instanceof Dimension))) {\n
throwArgumentDescriptor();\n
                                     }\n
                                                positionValue = position? position.toCSS(renderEnv): i === 0?
'0%': '100%';\n
                      alpha = color.alpha; \n
                                                   returner += `<stop offset=\"${positionValue}\" stop-
color=\"\{color.toRGB()\}\"\{alpha < 1 ? `stop-opacity=\"\{alpha\}\"`:
"}/>`;\n
                     returner += \cdots/${gradientType}Gradient><rect ${rectangleDimension} fill=\"url(#g)\"
                   returner = encodeURIComponent(returner);\n\n
/></svg>`;\n\n
                                                                       returner =
`data:image/svg+xml,${returner}`;\n
                                         return new URL(new Quoted(`'${returner}'`, returner, false, this.index,
this.currentFileInfo), this.index, this.currentFileInfo);\n }};\n};\n","import contexts from './contexts';\nimport
visitor from './visitors';\nimport tree from './tree';\n\nexport default function(root, options) {\n options = options ||
{\};\n let evaldRoot;\n let variables = options.variables;\n const evalEnv = new contexts.Eval(options);\n\n
//\n // Allows setting variables with a hash, so:\n //\n // ^{\prime} color: new tree.Color('#f01') \ will become:\n //\n
 // new tree.Declaration('@color',\n // new tree.Value([\n // new tree.Expression([\n //
                                                                                                       new
tree.Color('#f01')\n //
                          ])\n // ])\n // )\n //\n
  if (typeof variables === 'object' && !Array.isArray(variables)) {\n
                                                                         variables =
Object.keys(variables).map(function (k) {\n
                                                  let value = variables[k];\n\n
                                                                                     if (!(value instanceof
tree.Value)) {\n
                         if (!(value instanceof tree.Expression)) {\n
                                                                               value = new
tree.Expression([value]);\n
                                    }\n
                                                 value = new tree.Value([value]);\n
                                                                                           }\n
                                                                                                     return new
```

```
tree.Declaration(`@${k}`, value, false, null, 0);\n
                                                    });\n
                                                             evalEnv.frames = [new tree.Ruleset(null,
variables)];\n \n const visitors = [\n
                                             new visitor.JoinSelectorVisitor(),\n
                                                                                    new
visitor.MarkVisibleSelectorsVisitor(true),\n
                                              new visitor.ExtendVisitor(),\n
visitor.ToCSSVisitor({compress: Boolean(options.compress)})\n ];\n\n const preEvalVisitors = [];\n let v;\n
let visitorIterator;\n\n /**\n * first() / get() allows visitors to be added while visiting\n
                                                                                         * \n
Add scoping for visitors just like functions for @plugin; right now they're global\n *\n if
                                visitorIterator = options.pluginManager.visitor();\n
(options.pluginManager) {\n
                                                                                      for (var i = 0; i < 2; i++)
          visitorIterator.first();\n
\{ n \}
                                       while ((v = visitorIterator.get())) {\n
                                                                                   if (v.isPreEvalVisitor) {\n
       if (i === 0 \parallel preEvalVisitors.indexOf(v) === -1) {\n}
                                                                        preEvalVisitors.push(v);\n
                                                                     if (i === 0 \parallel visitors.indexOf(v) === -1) \{ \n
v.run(root):\n
                         }\n
                                      }\n
                                                  else \{\n
             if (v.isPreVisitor) {\n
                                                  visitors.unshift(v);\n
                                                                                     }\n
                                                                                                      else {\n
             visitors.push(v);\n
                                             }\n
                                                            }\n
                                                                         }\n
                                                                                   }\n
                                                                                           }\n
                                                                                               }\n\n
evaldRoot = root.eval(evalEnv); \n\n
  for (var i = 0; i < visitors.length; i++) {\n
                                              visitors[i].run(evaldRoot);\n }\n\n // Run any remaining visitors
                                                          visitorIterator.first();\n
added after eval pass\n if (options.pluginManager) {\n
                                                                                     while ((v =
                              if (visitors.indexOf(v) === -1 && preEvalVisitors.indexOf(v) === -1) \{\n
visitorIterator.get())) {\n
                                  \n \\n\n return evaldRoot;\\n\;\\n","/**\\n * Plugin Manager\\n */\\nclass
v.run(evaldRoot);\n
                          }\n
PluginManager {\n constructor(less) {\n
                                             this.less = less;\n
                                                                  this.visitors = []:\n
                                                                                         this.preProcessors =
[];\n
         this.postProcessors = [];\n
                                      this.installedPlugins = [];\n
                                                                     this.fileManagers = \prod;\n
                                                                                                  this.iterator = -
1;\n
                                     this.Loader = new less.PluginLoader(less);\n \ \\n\n \/**\n \* Adds all the
        this.pluginCache = \{\};\
plugins in the array\ * @param {Array} plugins\ *\ addPlugins(plugins) {\ h
                                                                                        if (plugins) {\n
 for (let i = 0; i < plugins.length; <math>i++) {\n
                                                 this.addPlugin(plugins[i]);\n
                                                                                    }\n
                                                                                            n \leq n 
     * @param plugin\n * @param {String} filename\n */\n addPlugin(plugin, filename, functionRegistry)
\{ n \}
       this.installedPlugins.push(plugin);\n
                                               if (filename) {\n
                                                                      this.pluginCache[filename] = plugin;\n
}\n
       if (plugin.install) {\n
                                   plugin.install(this.less, this, functionRegistry ||
                                          this.less.functions.functionRegistry);\n
       return this.pluginCache[filename];\n \\n\n \**\n * Adds a visitor. The visitor object has options on
itself to determine\n * when it should run.\n * @param visitor\n */n addVisitor(visitor) {\n
this.visitors.push(visitor);\n \\n\n /**\n * Adds a pre processor object\n * @param {object} preProcessor\n
 * @param {number} priority
- guidelines 1 = before import, 1000 = import, 2000 = after import\n *\n addPreProcessor(preProcessor,
priority) {\n
                let indexToInsertAt;\n
                                          for (indexToInsertAt = 0; indexToInsertAt < this.preProcessors.length;
indexToInsertAt++) {\n
                              if (this.preProcessors[indexToInsertAt].priority >= priority) {\n
                  this.preProcessors.splice(indexToInsertAt, 0, {preProcessor, priority});\n \\n\ **\n *
  }\n
Adds a post processor object\n * @param {object} postProcessor\n * @param {number} priority - guidelines 1
= before compression, 1000 = compression, 2000 = after compression\n *\n addPostProcessor(postProcessor,
                                          for (indexToInsertAt = 0; indexToInsertAt < this.postProcessors.length;
priority) {\n
                let indexToInsertAt;\n
indexToInsertAt++) {\n
                              if (this.postProcessors[indexToInsertAt].priority >= priority) {\n
                                                                                                      break;\n
   }\n
           }\n
 this.postProcessors.splice(indexToInsertAt, 0, {postProcessor, priority});\n \\n\ *\n *\n *@param
manager\n */\n addFileManager(manager) {\n
                                                     this.fileManagers.push(manager);\n \
* @returns {Array}\n * @private\n */\n getPreProcessors() {\n
                                                                        const preProcessors = [];\n
                                                                                                       for (let i
= 0; i < this.preProcessors.length; i++) {\n}
                                                preProcessors.push(this.preProcessors[i].preProcessor);\n
                                                                                                            }\n
  return preProcessors;\n \n \n \n \n *\n * @returns {Array}\n
                                                                        * @private\n
getPostProcessors() {\n
                           const postProcessors = [];\n
                                                          for (let i = 0; i < this.postProcessors.length; <math>i++) {\n
   postProcessors.push(this.postProcessors[i].postProcessor);\n
                                                                          return postProcessors;\n \ \n \ /**\n
                                                                  }\n
 ^*\n ^* @returns {Array}\n ^* @private\n ^*\n getVisitors() {\n}
                                                                         return this.visitors;\n \\n\n visitor()
\{ n \}
```

```
const self = this;\n
                          return {\n
                                           first: function() {\n
                                                                        self.iterator = -1;\n
                                                                                                     return
self.visitors[self.iterator];\n
                                   \}, n
                                              get: function() {\n
                                                                          self.iterator += 1;\n
                                                                                                       return
self.visitors[self.iterator];\n
                                   }\n
                                           ; n } n  /** n
                                                                 *\n * @returns {Array}\n
                                                                                                * @private\n
                                                                                                                */\n
                            return this.fileManagers;\n \\n\nlet pm;\n\nconst PluginManagerFactory =
 getFileManagers() {\n
function(less, newFactory) {\n if (newFactory || !pm) {\n
                                                               pm = new PluginManager(less);\n }\n return
pm;\n};\n\n/\nexport default PluginManagerFactory;\n","'use strict';\n\nfunction parseNodeVersion(version) {\n
var \ match = version. \\ match \\ (^v(\d\{1,2\})\.(\d\{1,2\})\).(\d\{1,2\})\)??:([0-9A-Za-z-.]+))??:(\d\{1,2\})\)??
eslint-disable-line max-len\ if (!match) {\ throw new Error('Unable to parse: ' + version);\ }\ \ \ \ var res = {\ }\ \
major:
parseInt(match[1], 10),\n minor: parseInt(match[2], 10),\n patch: parseInt(match[3], 10),\n pre: match[4] || ",\n
 build: match[5] || ",\n \ ;\n\n return res;\n\\n\nmodule.exports = parseNodeVersion;\n","/* global window,
XMLHttpRequest */n\nimport AbstractFileManager from '../less/environment/abstract-file-manager.js';\n\nlet
options;\nlet logger;\nlet fileCache = { };\n\n// TODOS - move log somewhere, pathDiff and doing something
similar in node. use pathDiff in the other browser file for the initial load\nconst FileManager = function()
{ }\nFileManager.prototype = Object.assign(new AbstractFileManager(), {\n alwaysMakePathsAbsolute() {\n
return true;\n },\n join(basePath, laterPath) {\n
                                                         if (!basePath) {\n
                                                                                  return laterPath:\n
                                                                                                         }\n
return this.extractUrlParts(laterPath, basePath).path;\n },\n\n doXHR(url, type, callback, errback) {\n
                                                                                                             const
xhr = new XMLHttpRequest(); \n
                                      const async = options.isFileProtocol
? options.fileAsync : true;\n\n
                                   if (typeof xhr.overrideMimeType === 'function') {\n
xhr.overrideMimeType('text/css');\n
                                                 logger.debug(`XHR: Getting '${url}'`);\n
                                         }\n
                                                                                               xhr.open('GET', url,
async);\n
              xhr.setRequestHeader('Accept', type || 'text/x-less, text/css; q=0.9, */*; q=0.5');\n
xhr.send(null);\n\n
                       function handleResponse(xhr, callback, errback) {\n
                                                                                   if (xhr.status >= 200 \&\&
xhr.status < 300) \{ \n
                              callback(xhr.responseText,\n
                                                                        xhr.getResponseHeader('Last-Modified'));\n
      } else if (typeof errback === 'function') {\n
                                                           errback(xhr.status, url);\n
                                                                                            }\n
                                                                                                    n n
(options.isFileProtocol && !options.fileAsync) {\n
                                                          if (xhr.status === 0 \parallel (xhr.status >= 200 \&\& xhr.status <
300)) {\n
                   callback(xhr.responseText);\n
                                                        } else {\n
                                                                            errback(xhr.status, url);\n
                                                                                                             }\n
} else if (async) {\n
       xhr.onreadystatechange = () => {\n}
                                                    if (xhr.readyState == 4) \{ \n
                                                                                            handleResponse(xhr,
callback, errback);\n
                              }\n
                                         };\n
                                                  } else {\n
                                                                   handleResponse(xhr, callback, errback);\n
                                                                                  fileCache = { };\n },\n\n
n },\n \ supports() {\n}
                                return true;\n
                                                },\n\n clearFileCache() {\n
loadFile(filename, currentDirectory, options, environment) {\n
                                                                   // TODO: Add prefix support like less-node?\n
 // What about multiple paths?\n\n
                                        if (currentDirectory && !this.isPathAbsolute(filename)) {\n
                                                                                                           filename
= currentDirectory + filename;\n
                                      n n
                                               filename = options.ext ? this.tryAppendExtension(filename,
                                                               // sheet may be set to the stylesheet for the initial
options.ext) : filename;\n\n
                                options = options || \{ \}; \ | \ |
load or a collection of properties including\n
                                                 // some context variables for imports\n
                                                                                             const hrefParts =
this.extractUrlParts(filename,
window.location.href);\n
                                            = hrefParts.url;\n
                                                                  const self
                              const href
                                                                               = this:\n
                                                                                            \n
                                                                                                   return new
Promise((resolve, reject) \Rightarrow {\n
                                       if (options.useFileCache && fileCache[href]) {\n
const lessText = fileCache[href];\n
                                               return resolve({ contents: lessText, filename: href, webInfo: {
lastModified: new Date() }});\n
                                          } catch (e) {\n
                                                                    return reject({ filename: href, message: `Error
loading file ${href} error was ${e.message}`});\n
                                                                       n n
                                                                                   self.doXHR(href, options.mime,
                                                            }\n
function doXHRCallback(data, lastModified) {\n
                                                           // per file cache\n
                                                                                      fileCache[href] = data; \n\n
     // Use remote copy (re-parse)\n
                                              resolve({ contents: data, filename: href, webInfo: { lastModified
             }, function doXHRError(status, url) {\n
                                                               reject({
type: 'File', message: `'${url}' wasn't found (${status})`, href });\n
                                                                          });\n
                                                                                    );\n }\n);\n\end{math}
(opts, log) => {\n options = opts;\n logger = log;\n return FileManager;\n}\n","import Environment from
'./environment/environment';\nimport data from './data';\nimport tree from './tree';\nimport AbstractFileManager
```

from './environment/abstract-file-manager';\nimport AbstractPluginLoader from './environment/abstract-plugin-

```
loader';\nimport visitors from './visitors';\nimport Parser from './parser/parser';\nimport functions from
'./functions';\nimport contexts from './contexts';\nimport LessError from './less-error';\nimport transformTree from
'./transform-tree';\nimport * as utils from './utils';\nimport PluginManager from './plugin-manager';\nimport logger
from './logger';\nimport SourceMapOutput from './source-map-output';\nimport SourceMapBuilder from './source-
map-builder';\nimport ParseTree from './parse-tree';\nimport ImportManager from './import-manager';\nimport
Parse from './parse';\nimport Render from './render';\nimport { version } from '../../package.json';\nimport
parseVersion from 'parse-node-version';\n\nexport default function(environment, fileManagers) {\n let
sourceMapOutput, sourceMapBuilder, parseTree, importManager;\n\n environment = new
Environment(environment, fileManagers);\n sourceMapOutput = SourceMapOutput(environment);\n
sourceMapBuilder = SourceMapBuilder(sourceMapOutput, environment);\n parseTree =
ParseTree(sourceMapBuilder);\n importManager = ImportManager(environment);\n\n const render =
Render(environment, parseTree, importManager);\n const parse = Parse(environment, parseTree,
importManager);\n\n const v = parseVersion(`v${version}`);\n const initial = {\n
                                                                                    version: [v.major, v.minor,
v.patch],\n
              data,\n
                         tree,\n
                                    Environment,\n
                                                       AbstractFileManager,\n
                                                                                  AbstractPluginLoader,\n
environment,\n
                  visitors,\n
                                Parser,\n
    functions: functions(environment).\n
                                           contexts.\n
                                                          SourceMapOutput: sourceMapOutput,\n
SourceMapBuilder; sourceMapBuilder, \n
                                           ParseTree: parseTree,\n
                                                                      ImportManager: importManager,\n
render,\n
             parse,\n
                        LessError,\n
                                         transformTree,\n
                                                              utils.\n
                                                                         PluginManager,\n
                                                                                              logger\n
return function() {\n
                                                                                          const obj =
                                 t.apply(obj, Array.prototype.slice.call(arguments, 0));\n
Object.create(t.prototype);\n
                                                                                             return obj;\n
};\n \};\n \left!\n \const api = Object.create(initial);\n \text{for (const n in initial.tree) }\n
                                                                                       /* eslint guard-for-in:
0 *∧n
         t = initial.tree[n];\n
                                if (typeof t === 'function') \{ \n
                                                                    api[n.toLowerCase()] = ctor(t); \n
                                                                                                        }\n
              api[n] = Object.create(null);\n
                                                                              /* eslint
else \{ n \}
                                                  for (const o in t) \{\n
guard-for-in: 0 */\n
                            api[n][o.toLowerCase()] = ctor(t[o]); \n
                                                                       }\n
                                                                               n \in \mathbb{N}^n /** 
the functions assume a 'this' context of the API object,\n * which causes it to fail when wrapped for ES6
imports.\n *\n *An assumed `this` should be removed in the future.\n *\n initial.parse =
'./less-error';\nimport transformTree from './transform-tree';\nimport logger from './logger';\n\nexport default
function(SourceMapBuilder) {\n class ParseTree {\n
                                                       constructor(root, imports) {\n
                                                                                          this.root = root;\n
   this.imports = imports;\n
                               n n
                                         toCSS(options) {\n
                                                                 let evaldRoot;\n
                                                                                        const result = \{ \}; \ 
  let sourceMapBuilder;\n
                                               evaldRoot = transformTree(this.root, options);\n
                                try {\n}
                                                                                                    } catch
   throw new LessError(e, this.imports);\n
                                               n n
                                                           try {\n
                                                                           const compress =
Boolean(options.compress);\n
                                     if (compress) {\n
                                                                 logger.warn('The compress option has been
deprecated. ' + \n
                              'We recommend you use a dedicated css minifier, for instance see less-plugin-clean-
css.');\n
                n n
                              const to CSSOptions = \{\n
                                                                  compress,\n
                                                                                         dumpLineNumbers:
options.dumpLineNumbers,\n
                                       strictUnits: Boolean(options.strictUnits),\n
                                                                                           numPrecision:
8;\n\n
               if (options.sourceMap) {\n
                                                    sourceMapBuilder = new
SourceMapBuilder(options.sourceMap);\n
                                                   result.css = sourceMapBuilder.toCSS(evaldRoot,
toCSSOptions, this.imports);\n
                                      } else {\n
                                                           result.css = evaldRoot.toCSS(toCSSOptions); \n
            } catch (e) {\n
  throw new LessError(e, this.imports);\n
                                              n n
                                                          if (options.pluginManager) {\n
                                                                                                const
postProcessors = options.pluginManager.getPostProcessors();\n
                                                                     for (let i = 0; i < postProcessors.length;
i++) \{ n
                   result.css = postProcessors[i].process(result.css, { sourceMap: sourceMapBuilder, options,
imports: this.imports });\n
                                  }\n
                                           }\n
                                                     if (options.sourceMap) {\n
                                                                                        result.map =
sourceMapBuilder.getExternalSourceMap();\n
                                                  n n
                                                              result.imports = [];\n
                                                                                         for (const file in
this.imports.files) {\n
                             if (this.imports.files.hasOwnProperty(file) && file !== this.imports.rootFilename)
\{ n \}
              result.imports.push(file);\n
                                                 }\n
                                                           }\n
                                                                     return result;\n
                                                                                        n \geq n
```

```
ParseTree;\n};\n","export default function (SourceMapOutput, environment) {\n class SourceMapBuilder {\n
constructor(options)
\{ n \}
          this.options = options;\n
                                      n n
                                                toCSS(rootNode, options, imports) {\n
                                                                                           const
sourceMapOutput = new SourceMapOutput(\n
                                                                    contentsIgnoredCharsMap:
                                                     \{ n \}
rootNode,\n
                                                                 contentsMap: imports.contents,\n
sourceMapFilename: this.options.sourceMapFilename,\n
                                                                 sourceMapURL:
this.options.sourceMapURL,\n
                                         outputFilename: this.options.sourceMapOutputFilename,\n
sourceMapBasepath: this.options.sourceMapBasepath,\n
                                                                 sourceMapRootpath:
this.options.sourceMapRootpath,\n
                                            outputSourceFiles: this.options.outputSourceFiles,\n
sourceMapGenerator: this.options.sourceMapGenerator,\n
                                                                  sourceMapFileInline:
this.options.sourceMapFileInline, \n
                                               disableSourcemapAnnotation:
this.options.disableSourcemapAnnotation\n
                      const css = sourceMapOutput.toCSS(options);\n
         });\n\n
                                                                           this.sourceMap =
                                                                                                      if
sourceMapOutput.sourceMap;\n
                                     this.sourceMapURL = sourceMapOutput.sourceMapURL;\n
(this.options.sourceMapInputFilename) {\n
                                                  this.sourceMapInputFilename =
sourceMapOutput.normalizeFilename(this.options.sourceMapInputFilename);\n
                                                                                   }\n
                                                                                             if
(this.options.sourceMapBasepath !== undefined && this.sourceMapURL !== undefined) {\n
this.sourceMapURL = sourceMapOutput.removeBasepath(this.sourceMapURL);\n
                                                                                               return css +
this.getCSSAppendage();\n
                              n n
                                        getCSSAppendage() {\n\n
                                                                        let sourceMapURL =
this.sourceMapURL;\n
                            if (this.options.sourceMapFileInline) {\n
                                                                            if (this.sourceMap === undefined)
              return ";\n
                                  n
                                              sourceMapURL =
`data:application/json;base64,${environment.encodeBase64(this.sourceMap)}`;\n
                  if (this.options.disableSourcemapAnnotation) {\n
                                                                                                       if
       n n
                                                                           return ";\n
                                                                                            n n
                             return \\/ # sourceMappingURL=\{\ sourceMapURL\} \*/\;\\n
(sourceMapURL) {\n
                                                                                             }\n
                                                                                                       return
";\n
                 getExternalSourceMap() {\n
                                                   return this.sourceMap;\n
                                                                               n n
                                            this.sourceMap = sourceMap;\n
setExternalSourceMap(sourceMap) {\n
                                                                               n n
                                                                                        isInline() {\n
return this.options.sourceMapFileInline;\n
                                            n n
                                                      getSourceMapURL() {\n
                                                                                     return
this.sourceMapURL;\n
                                   getOutputFilename() {\n
                          n n
                                                                  return
this.options.sourceMapOutputFilename;\n
                                            n n
                                                      getInputFilename() {\n
                                                                                   return
                                   \n \\n return SourceMapBuilder;\\n\;\\n","export default function
this.sourceMapInputFilename;\n
(environment) {\n class SourceMapOutput {\n
                                                  constructor(options) {\n
                                                                                this._css
             this. rootNode = options.rootNode;\n
                                                        this. contentsMap = options.contentsMap;\n
this. contentsIgnoredCharsMap = options.contentsIgnoredCharsMap;\n
                                                                           if (options.sourceMapFilename) {\n
       this. sourceMapFilename = options.sourceMapFilename.replace(/\\\/g, '/');\n
                                                                                       }\n
this._outputFilename = options.outputFilename;\n
                                                      this.sourceMapURL = options.sourceMapURL; \n
                                                                                                            if
(options.sourceMapBasepath) {\n
                                         this._sourceMapBasepath = options.sourceMapBasepath.replace(\\\\/g,
                     if (options.sourceMapRootpath) {\n
'/');\n
           }\n
                                                                 this. sourceMapRootpath =
options.sourceMapRootpath.replace(/\\\/g, '/');\n
                                                       if
(this._sourceMapRootpath.charAt(this._sourceMapRootpath.length - 1) !== '/') {\n
this._sourceMapRootpath += '/';\n
                                         }\n
                                                   } else {\n
                                                                      this._sourceMapRootpath = ";\n
             this._outputSourceFiles = options.outputSourceFiles;\n
                                                                        this._sourceMapGeneratorConstructor
= environment.getSourceMapGenerator();\n\n
                                                  this._lineNumber = 0;\n
                                                                                this._column = 0;\n
                                                                                                       n n
 removeBasepath(path) {\n
                                 if (this._sourceMapBasepath && path.indexOf(this._sourceMapBasepath) ===
0) \{ n
              path = path.substring(this._sourceMapBasepath.length);\n
                                                                               if (path.charAt(0) === '\\\\' ||
path.charAt(0) === '/') \{ \n
                                    path = path.substring(1); \ n
                                                                       }\n
                                                                                 n n
                                                                                             return path;\n
n n
         normalizeFilename(filename) {\n
                                                filename = filename.replace(\langle \langle \rangle \rangle, '/');\n
                                                                                             filename =
this.removeBasepath(filename);\n
                                       return (this._sourceMapRootpath || ") + filename;\n
add(chunk, fileInfo, index, mapLines) {\n\n
                                                // ignore adding empty strings\n
                                                                                     if (!chunk) {\n
```

```
return;\n
                 n n
                             let lines, sourceLines, columns, sourceColumns, i;\n\n
                                                                                         if (fileInfo &&
                              fileInfo.filename) {\n
                                                                                                  // remove
vars/banner added to the top of the file\n
                                                 if (this._contentsIgnoredCharsMap[fileInfo.filename]) {\n
  // adjust the index\n
                                  index -= this._contentsIgnoredCharsMap[fileInfo.filename];\n
                                                                                                           if
(index < 0) \{ index = 0; \} \setminus n
                                      // adjust the source\n
                                                                       inputSource =
inputSource.slice(this._contentsIgnoredCharsMap[fileInfo.filename]);\n
                                                                                n n
                                                                                               /** \n
ignore empty content, or failsafe\n
                                            * if contents map is incorrect\n
                                                                                     */\n
                                                                                                  if (inputSource
=== undefined) {\n
                               this._css.push(chunk);\n
                                                                   return;\n
                                                                                     n n
  inputSource = inputSource.substring(0, index);\n
                                                            sourceLines = inputSource.split('\\n');\n
sourceColumns = sourceLines[sourceLines.length - 1];\n
                                                               n n
                                                                           lines = chunk.split('\n');\n
columns = lines[lines.length - 1]; \n\
                                           if (fileInfo && fileInfo.filename) {\n
                                                                                         if (!mapLines) {\n
    this._sourceMapGenerator.addMapping({ generated: { line: this._lineNumber + 1, column: this._column},\n
         original: { line: sourceLines.length, column: sourceColumns.length},\n
this.normalizeFilename(fileInfo.filename)});\n
                                                       } else {\n
                                                                             for (i = 0; i < lines.length; i++) \{\n
          this._sourceMapGenerator.addMapping({ generated: { line: this._lineNumber + i + 1, column: i === 0 ?
                                    original: { line: sourceLines.length + i, column: i === 0?
this. column: 0,\n
sourceColumns.length
: 0},\n
                       source: this.normalizeFilename(fileInfo.filename)});\n
                                                                                         }\n
                                                                                                      }\n
n n
            if (lines.length === 1) {\n
                                               this._column += columns.length;\n
                                                                                         } else {\n
this._lineNumber += lines.length - 1;\n
                                                this._column = columns.length;\n
                                                                                        n n
this. css.push(chunk);\n
                            n n
                                      isEmpty() \{ \n
                                                           return this. css.length === 0;\n
toCSS(context) {\n
                          this._sourceMapGenerator = new this._sourceMapGeneratorConstructor({ file:
this._outputFilename, sourceRoot: null });\n\n
                                                    if (this._outputSourceFiles) {\n
                                                                                             for (const filename in
this. contentsMap) {\n
                                  if (this. contentsMap.hasOwnProperty(filename)) {\n
                                                                                                      let source =
this._contentsMap[filename];\n
                                             if (this._contentsIgnoredCharsMap[filename]) {\n
       source = source.slice(this. contentsIgnoredCharsMap[filename]);\n
this. sourceMapGenerator.setSourceContent(this.normalizeFilename(filename), source);\n
                                                                                                     }\n
                      this._rootNode.genCSS(context, this);\n\n
                                                                       if (this._css.length > 0) {\n
                                                                                                           let
}\n
          n n
sourceMapURL;\n
                            const sourceMapContent = JSON.stringify(this. sourceMapGenerator.toJSON());\n\n
     if (this.sourceMapURL) {\n
                                             sourceMapURL = this.sourceMapURL;\n
                                                                                                } else if
(this._sourceMapFilename) {\n
                                          sourceMapURL = this._sourceMapFilename;\n
                                                                                                   }\n
this.sourceMapURL = sourceMapURL;\n\n
                                                    this.sourceMap = sourceMapContent;\n
                                                                                                   n n
return this._css.join(");\n
                             \n \\\n\\n\\n\ return SourceMapOutput;\\\n\\\;\\\n","import contexts from
'./contexts';\nimport Parser from
'./parser/parser';\nimport LessError from './less-error';\nimport * as utils from './utils';\nimport logger from
'./logger';\n\nexport default function(environment) {\n // FileInfo = {\n // 'rewriteUrls' - option - whether to
adjust URL's to be relative\n // 'filename' - full resolved filename of current file\n // 'rootpath' - path to append
to normal URLs for this node\n // 'currentDirectory' - path to the current file, absolute\n // 'rootFilename' -
filename of the base file\n // 'entryPath' - absolute path to the entry file\n // 'reference' - whether the file should
not be output and only output parts that are referenced\n\n class ImportManager {\n
                                                                                        constructor(less, context,
rootFileInfo) {\n
                       this.less = less;\n
                                               this.rootFilename = rootFileInfo.filename;\n
                                                                                                  this.paths =
context.paths || []; // Search paths, when importing\n
                                                           this.contents = { };
                                                                                     // map - filename to contents
of all the files\n
       this.contentsIgnoredChars = {}; // map - filename to lines at the beginning of each file to ignore\n
this.mime = context.mime;\n
                                   this.error = null;\n
                                                            this.context = context;\n
                                                                                           // Deprecated? Unused
outside of here, could be useful.\n
                                        this.queue = [];
                                                            // Files which haven't been imported yet\n
this.files = \{\};
                  // Holds the imported parse trees.\n
                                                          n n
                                                                              * Add an import to be imported\n
  * @param path - the raw path\n
                                      * @param tryAppendExtension - whether to try appending a file extension
```

```
(.less or .js if the path has no extension)\n
                                              * @param currentFileInfo - the current file info (used for instance to
                               * @param importOptions - import options\n
work out relative paths)\n
                                                                                * @param callback - callback for
when it is imported\n
                                   push(path, tryAppendExtension, currentFileInfo, importOptions, callback) {\n
   const importManager = this, pluginLoader = this.context.pluginManager.Loader;\n\n
this.queue.push(path);\n\n
                                 const fileParsedFunc = function (e, root, fullPath) {\n
importManager.queue.splice(importManager.queue.indexOf(path), 1); // Remove the path from the queue\n\n
 const importedEqualsRoot = fullPath === importManager.rootFilename;\n
                                                                                     if (importOptions.optional
&& e) {\n
                      callback(null, {rules:[]}, false, null);\n
                                                                        logger.info(`The file ${fullPath} was
skipped because it was not found and the import was marked optional.`);\n
                                                                                    }\n
                                                                                                else {\n
// Inline imports aren't cached here.\n
                                                 // If we start to cache them, please make sure they won't conflict
with non-inline imports of the\n
                                           // same name as they used to do before this comment and the condition
below have been added.\n
                                      if (!importManager.files[fullPath]
&& !importOptions.inline) {\n
                                             importManager.files[fullPath] = { root, options: importOptions };\n
                        if (e && !importManager.error) { importManager.error = e; }\n
                                                                                                   callback(e, root,
importedEqualsRoot, fullPath);\n
                                           }\n
                                                     \}; \n\n
                                                                  const newFileInfo = \{\n
                                                                                                    rewriteUrls:
this.context.rewriteUrls,\n
                                   entryPath: currentFileInfo.entryPath,\n
                                                                                    rootpath:
currentFileInfo.rootpath,\n
                                    rootFilename: currentFileInfo.rootFilename\n
                                                                                         \}; \n\n
                                                                                                      const
fileManager = environment.getFileManager(path, currentFileInfo.currentDirectory, this.context, environment);\n\n
    if (!fileManager) {\n
                                  fileParsedFunc({ message: `Could not find a file-manager for ${path}` });\n
   return;\n
                   n n
                               const loadFileCallback = function(loadedFile) {\n
      let plugin;\n
                            const resolvedFilename = loadedFile.filename;\n
                                                                                      const contents =
loadedFile.contents.replace(/^\uFEFF/, ");\n\n
                                                       // Pass on an updated rootpath if path of imported file is
relative and file\n
                           // is in a (sub|sup) directory\n
                                                                  //\n
                                                                               // Examples:\n
of imported file is 'module/nav/nav.less' and rootpath is 'less/',\n
                                                                        // then rootpath should become
'less/module/nav/'\n
                             // - If path of imported file is '../mixins.less' and rootpath is 'less/',\n
                                                                                                         // then
rootpath should become 'less/../\n
                                           newFileInfo.currentDirectory =
fileManager.getPath(resolvedFilename);\n
                                                   if (newFileInfo.rewriteUrls) {\n
newFileInfo.rootpath = fileManager.join(\n
                                                         (importManager.context.rootpath | "),\n
fileManager.pathDiff(newFileInfo.currentDirectory,
newFileInfo.entryPath));\n\n
                                         if (!fileManager.isPathAbsolute(newFileInfo.rootpath) &&
fileManager.alwaysMakePathsAbsolute()) {\n
                                                            newFileInfo.rootpath =
fileManager.join(newFileInfo.entryPath, newFileInfo.rootpath);\n
                                                                                          }\n
newFileInfo.filename = resolvedFilename;\n\n
                                                       const newEnv = new
contexts.Parse(importManager.context);\n\n
                                                     newEnv.processImports = false; \ n
importManager.contents[resolvedFilename] = contents;\n\n
                                                                    if (currentFileInfo.reference ||
                                        newFileInfo.reference = true;\n
                                                                                                if
importOptions.reference) {\n
                                                                                  n n
(importOptions.isPlugin) {\n
                                        plugin = pluginLoader.evalPlugin(contents, newEnv, importManager,
importOptions.pluginArgs, newFileInfo);\n
                                                       if (plugin instanceof LessError) {\n
fileParsedFunc(plugin, null,
resolvedFilename);\n
                                  }\n
                                                 else \{ n \}
                                                                       fileParsedFunc(null, plugin,
resolvedFilename);\n
                                 }\n
                                              } else if (importOptions.inline) {\n
                                                                                             fileParsedFunc(null,
contents, resolvedFilename);\n
                                        } else {\n
                                                              // import (multiple) parse trees apparently get altered
and can't be cached.\n
                                  // TODO: investigate why this is\n
                                                                                if
(importManager.files[resolvedFilename]\n
                                                         &&
!importManager.files[resolvedFilename].options.multiple\n
                                                                         && !importOptions.multiple) {\n\n
       fileParsedFunc(null, importManager.files[resolvedFilename].root, resolvedFilename);\n
     else {\n
                           new Parser(newEnv, importManager, newFileInfo).parse(contents, function (e, root) {\n
```

```
fileParsedFunc(e, root, resolvedFilename);\n
                                                                  let loadedFile:\n
                                }\n
                                             }\n
                                                                                          let promise;\n
const\ context = utils.clone(this.context); \n\n
                                                   if (tryAppendExtension) {\n
                                                                                         context.ext =
importOptions.isPlugin?'.js': '.less';\n
                                                          if (importOptions.isPlugin) {\n
                                                                                                   context.mime =
                                              n n
'application/javascript';\n\n
                                    if (context.syncImport) {\n
                                                                           loadedFile =
pluginLoader.loadPluginSync(path, currentFileInfo.currentDirectory, context, environment, fileManager);\n
                     promise = pluginLoader.loadPlugin(path, currentFileInfo.currentDirectory, context,
} else {\n
environment, fileManager);\n
                                       }\n
                                                  }\n
                                                            else {\n
                                                                              if (context.syncImport) {\n
loadedFile = fileManager.loadFileSync(path, currentFileInfo.currentDirectory, context, environment);\n
                               promise = fileManager.loadFile(path, currentFileInfo.currentDirectory, context,
          } else {\n
environment,\n
                             (err, loadedFile) => {\n}
                                                                      if (err) {\n
                                       } else {n}
                                                                    loadFileCallback(loadedFile);\n
fileParsedFunc(err);\n
                                                                                  if (!loadedFile.filename) {\n
}\n
                   }):\n
                                 }\n
                                            }\n
                                                      if (loadedFile) {\n
                                             } else {\n
                                                                   loadFileCallback(loadedFile);\n
     fileParsedFunc(loadedFile);\n
                                                                                                             }\n
                                 promise.then(loadFileCallback, fileParsedFunc);\n
  } else if (promise) {\n
return ImportManager;\n};\n","import * as utils from './utils';\n\nexport default function(environment, ParseTree,
ImportManager) {\n const render = function
                                  if (typeof options === 'function') {\n
(input, options, callback) {\n
                                                                              callback = options; \ 
                                                                                                          options =
utils.copyOptions(this.options, { });\n
                                          }\n
                                                  else \{\n
                                                                 options = utils.copyOptions(this.options, options ||
           n\n
                                                                      return new Promise(function (resolve, reject)
{ });\n
                    if (!callback) {\n
                                             const self = this; \ n
\{ n \}
             render.call(self, input, options, function(err, output) {\n
                                                                                if (err) {\n
reject(err);\n
                         } else {\n
                                                 resolve(output);\n
                                                                               }\n
                                                                                            });\n
                                                                                                        });\n
                                                                                                                  }
else \{\n
               this.parse(input, options, function(err, root, imports, options) {\n
                                                                                         if (err) { return
                                                                     const parseTree = new ParseTree(root,
callback(err); \\n\n
                             let result;\n
                                                  try {\n
imports);\n
                       result = parseTree.toCSS(options);\n
                      catch (err) { return callback(err); }\n\n
                                                                       callback(null, result);\n
                                                                                                               }\n
PluginManager from './plugin-manager';\nimport LessError from './less-error';\nimport * as utils from
'./utils';\n\nexport default function(environment, ParseTree, ImportManager) {\n const parse = function (input,
options, callback) \{\n\
                            if (typeof options === 'function') {\n
                                                                        callback = options;\n
utils.copyOptions(this.options, { });\n
                                                                 options = utils.copyOptions(this.options, options ||
                                          }\n
                                                  else \{\n
{ });\n
           n n
                    if (!callback) {\n
                                            const self = this;\n
                                                                      return new Promise(function (resolve, reject)
\{ n \}
             parse.call(self, input, options, function(err, output) {\n
                                                                               if (err) {\n
                                                          resolve(output);\n
         reject(err);\n
                                  } else {\n
                                                                                         }\n
                                                                                                      });\n
});\n
         } else {\n
                          let context;\n
                                               let rootFileInfo;\n
                                                                        const pluginManager = new
PluginManager(this, !options.reUsePluginManager);\n\n
                                                               options.pluginManager = pluginManager;\n\n
context = new contexts.Parse(options); \n\n
                                                 if (options.rootFileInfo) {\n
                                                                                       rootFileInfo =
options.rootFileInfo;\n
                              } else {\n
                                                 const filename = options.filename | 'input';\n
                                                                                                        const
entryPath = filename.replace(/[^\]^*$/, ");\
                                                        rootFileInfo = \{ \n
                                                                                       filename,\n
rewriteUrls: context.rewriteUrls,\n
                                              rootpath: context.rootpath | ",\n
                                                                                           currentDirectory:
entryPath,\n
                        entryPath,\n
                                                 rootFilename: filename\n
    };\n
                 // add in a missing trailing slash\n
                                                            if (rootFileInfo.rootpath &&
rootFileInfo.rootpath.slice(-1) !== '/') {\n
                                                     rootFileInfo.rootpath += '/';\n
                                                                                            }\n
                                                                                                       n n
const imports = new ImportManager(this, context, rootFileInfo);\n
                                                                         this.importManager = imports;\n\n
// TODO: allow the plugins to be just a list of paths or names\n
                                                                     // Do an async plugin queue like lessc\n\n
 if (options.plugins) {\n
                                  options.plugins.forEach(function(plugin) {\n
                                                                                           let evalResult,
contents;\n
                       if (plugin.fileContent) {\n
                                                               contents = plugin.fileContent.replace(/^\\uFEFF/,
```

evalResult = pluginManager.Loader.evalPlugin(contents, context, imports, plugin.options,

");\n

```
callback(evalResult);\n
               }\n
                               }\n
                                              else {\n
                                                                     pluginManager.addPlugin(plugin);\n
                         n\n
                                      new Parser(context, imports, rootFileInfo)\n
}\n
             });\n
                                                                                             .parse(input, function (e,
root) {\n
                     if (e) { return callback(e); }\n
                                                               callback(null, root, imports, options);\n
                                                                                                                 },
options);\n
                \\n \\\;\n return parse;\\n\\;\\n","// TODO: Add tests for browser @plugin\\n/* global window
*/n\nimport AbstractPluginLoader from '../less/environment/abstract-plugin-loader.js';\n\n/**\n * Browser Plugin
Loader\n *\nconst PluginLoader = function(less) {\n this.less = less;\n // Should we shim this.require for
browser? Probably not?\n\;\n\nPluginLoader.prototype = Object.assign(new AbstractPluginLoader(), {\n
loadPlugin(filename, basePath, context, environment, fileManager) {\n
                                                                            return new Promise((fulfill,
reject) \Rightarrow \{ n \}
                     fileManager.loadFile(filename, basePath, context, environment)\n
                                 );\n \);\n\exp t \ default \ PluginLoader;\n',"import * as utils from
.then(fulfill).catch(reject);\n
'./utils';\nimport browser from './browser';\n\nexport default (window, less, options) => {\n\n function
errorHTML(e, rootHref) {\n
                                 const id = `less-error-message:${utils.extractId(rootHref || ")}`;\n
template = '<label>{line}</label>{content}';\n
                                                                                           const elem =
window.document.createElement('div');\n
                                               let timer;\n
                                                               let content:\n
                                                                                 const errors = [];\n
                                                                                                         const
filename = e.filename || rootHref;\n
                                        const filenameNoPath = filename.match(/([^\]+(\?.^*)?)$/)[1];\n\n
elem.id
                        elem.className = 'less-error-message';\n\n
            = id:\n
                                                                        content = `<h3>${e.type || 'Syntax'}Error:
${e.message || 'There is an error in your .less file'}` + \n
                                                                `</h3>in
<a href=\"${filename}\">${filenameNoPath}</a> `;\n\n
                                                              const errorline = (e, i, classname) => \{ \n
                                                                                                               if
(e.extract[i] !== undefined) {\n
                                         errors.push(template.replace(\langle | \{ line | \} \rangle, (parseInt(e.line, 10) || 0) + (i -
1))\n
                 .replace(\\\class\\)/, classname)\
                                                                .replace(/\{content\}/, e.extract[i]));\n
                                                                                                               }\n
 };\n\n
            if (e.line) {\n
                                errorline(e, 0, ");\n
                                                           errorline(e, 1, 'line');\n
                                                                                         errorline(e, 2, ");\n
content += `on line ${e.line}, column ${e.column + 1}:${errors.join(")}`;\n
                                                                                                        if (e.stack
&& (e.extract \parallel options.logLevel >= 4)) {\n
                                                   content += `<br/>Stack Trace</br
                                                                                                 // CSS for error
/>${e.stack.split('\\n').slice(1).join('<br/>')}`;\n
                                                    }\n
                                                            elem.innerHTML = content;\n\
messages\n
                browser.createCSS(window.document, [\n
                                                                   '.less-error-message li {',\n
    'list-style-type: none;',\n
                                    'margin-right: 15px;',\n
                                                                   'padding: 4px 0;',\n
                                                                                              'margin: 0;',\n
'}',\n
            '.less-error-message label {',\n
                                                  'font-size: 12px;',\n
                                                                             'margin-right: 15px;',\n
                                                                                                            'padding:
4px 0;',\n
                 'color: #cc7777;',\n
                                           '}',\n
                                                        '.less-error-message pre {',\n
                                                                                            'color: #dd6666;',\n
'padding: 4px 0;',\n
                           'margin: 0;',\n
                                                 'display: inline-block;',\n
                                                                                 '}',\n
                                                                                             '.less-error-message
                                                          '.less-error-message h3 {',\n
pre.line {',\n
                    'color: #ff0000;',\n
                                              '}',\n
                                                                                              'font-size: 20px;',\n
  'font-weight: bold;',\n
                                'padding: 15px 0 5px 0;',\n
                                                                  'margin: 0;',\n
                                                                                       '}',\n
                                                                                                    '.less-error-
message a {',\n
                      'color: #10a',\n
                                             '}',\n
                                                         '.less-error-message .error {',\n
                                                                                                'color: red;',\n
'font-weight:
bold;',\n
                'padding-bottom: 2px;',\n
                                                                                            '}'\n
                                                 'border-bottom: 1px dashed red;',\n
                                                                                                     ].join('\\n'), {
title: 'error-message' });\n\n
                                elem.style.cssText = [\n]
                                                                'font-family: Arial, sans-serif',\n
                                                                                                        'border: 1px
solid #e00',\n
                     'background-color: #eee',\n
                                                        'border-radius: 5px',\n
                                                                                     '-webkit-border-radius: 5px',\n
     '-moz-border-radius: 5px',\n
                                        'color: #e00',\n
                                                               'padding: 15px',\n
                                                                                        'margin-bottom: 15px'\n
].join(';');\n\n
                  if (options.env === 'development') {\n
                                                                timer = setInterval(() => {\n}
                                                                                                       const
                                                                                                               if
document = window.document;\n
                                            const\ body = document.body; \ n
                                                                                     if (body) {\n
(document.getElementById(id)) {\n
                                                   body.replaceChild(elem, document.getElementById(id));\n
     } else {\n
                             body.insertBefore(elem, body.firstChild);\n
            }\n
                            clearInterval(timer);\n
                                                             }\n
                                                                       \}, 10); \n
                                                                                     n \in \mathbb{N} function
removeErrorHTML(path) {\n
                                  const node = window.document.getElementById(`less-error-
message:${utils.extractId(path)}`);\n
                                          if (node) \{\n
                                                              node.parentNode.removeChild(node);\n
\\n\n function removeErrorConsole(path) {\n
                                                    // no action\n }\n function removeError(path) {\n
                                                                                                                if
```

if (evalResult instanceof LessError) {\n

return

plugin.filename);\n

```
(!options.errorReporting || options.errorReporting === 'html') {\n
                                                                                                       removeErrorHTML(path);\n
                                                                                                                                                       } else if
(options.errorReporting === 'console') {\n
                                                                       removeErrorConsole(path);\n
                                                                                                                        } else if (typeof
options.errorReporting === 'function') {\n
                                                                       options.errorReporting('remove', path);\n
function errorConsole(e, rootHref) {\n
                                                             const template = '{line} {content}';\n
                                                                                                                          const filename = e.filename ||
rootHref;\n
                      const errors = [];\n
                                                        let content
 = `${e.type || 'Syntax'}Error: ${e.message || 'There is an error in your .less file'} in ${filename}`;\n\n
                                                                                                                                                       const
errorline = (e, i, classname) => \{ \n
                                                           if (e.extract[i] !== undefined) {\n
errors.push(template.replace(\langle \langle line \rangle \rangle \rangle, (parseInt(e.line, 10) \parallel 0) + (i - 1))\n
                                                                                                                              .replace(/\{class}\)/,
classname)\n
                                    .replace(\norm{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\cline{"}\c
                                                                                                                  \}; \n\n
                                                                                                                                 if (e.line) {\n
                                                                                                                     content += `on line ${e.line},
errorline(e, 0, ");\n
                                     errorline(e, 1, 'line');\n
                                                                                errorline(e, 2, ");\n
column  {e.column + 1}:\\n${errors.join('\\n')}`;\n
                                                                                }\n
                                                                                           if (e.stack && (e.extract || options.logLevel >= 4))
               content += \N Stack Trace \n e.stack \; \n
                                                                                               less.logger.error(content);\n}\n function
                                                                                    }\n
                                     if (!options.errorReporting || options.errorReporting === 'html') {\n
error(e, rootHref) {\n
                                                                                                                                                errorHTML(e,
rootHref);\n
                         } else if (options.errorReporting === 'console') {\n
                                                                                                            errorConsole(e, rootHref);\n
                                                                                                                                                            } else
if (typeof options.errorReporting === 'function') {\n
                                                                                     options.errorReporting('add', e, rootHref);\n
                                                                                                                                                           }\n
                                                        remove: removeError\n };\n;\n","/**\n * Kicks off less and compiles any
n\n \text{return } n
                                add: error,\n
stylesheets\n * used in the browser distributed version of less\n * to kick-start less using the browser api\n */\n/*
global window, document */n\nimport defaultOptions from '../less/default-options';\nimport addDefaultOptions
from './add-default-options';\nimport root from './index';\n\nconst options = defaultOptions();\n\nif (window.less) {\n
 for (const key in window.less) {\n
                                                         if (window.less.hasOwnProperty(key)) {\n
                                                                                                                                 options[key] =
window.less[key];\n
                                    \n \naddDefaultOptions(window, options);\n\noptions.plugins = options.plugins ||
[];\n\nif (window.LESS_PLUGINS) {\n options.plugins
 = options.plugins.concat(window.LESS_PLUGINS);\n}\n\nconst less = root(window, options);\nexport default
less;\n\nwindow.less = less;\n\nlet css;\nlet head;\nlet style;\n\n// Always restore page visibility\nfunction
resolveOrReject(data) {\n if (data.filename) {\n
                                                                             head.removeChild(style);\n \\n\nif (options.onReady) \\n if (/!watch/.test(window.location.hash)) \\n
less.watch();\n }\n // Simulate synchronous stylesheet loading by hiding page rendering\n if (!options.async)
           css = 'body { display: none !important }';\n
                                                                               head = document.head ||
\{ n \}
document.getElementsByTagName('head')[0];\n
                                                                            style = document.createElement('style');\n\n
                                                                                                                                                  style.type =
'text/css';\n
                      if (style.styleSheet) {\n
                                                                  style.styleSheet.cssText = css;\n
                                                                                                                        } else {\n
style.appendChild(document.createTextNode(css));\n
                                                                                                 head.appendChild(style);\n
                                                                                   n n
    \n less.registerStylesheetsImmediately();\n less.pageLoadFinished = less.refresh(less.env ===
'development').then(resolveOrReject, resolveOrReject);\n}\n","// Export a new default each time\nexport default
function() {\n return {\n
                                           /* Inline Javascript - @plugin still allowed */\n
                                                                                                                      javascriptEnabled: false,\n\n
/* Outputs a makefile import dependency list to stdout. *\n
                                                                                            depends: false,\n\n
                                                                                                                             /* (DEPRECATED)
Compress using less built-in compression. \n
                                                                       * This does an okay job but does not utilise all the tricks of \n
* dedicated css compression. *\n
                                                                                          /* Runs the less parser and just reports errors without
                                                      compress: false,\n\n
                             lint: false,\n\
any output. */\n
                                                        /* Sets available include paths.\n
                                                                                                               * If the file in an @import rule does
not exist at that exact location, \n
                                                       * less will look for it at the location(s) passed to this option. \n
might use this for instance
 to specify a path to a library which \n
                                                              * you want to be referenced simply and relatively in the less files. *\n
 paths: [], \n\
                         /* color output in the terminal */\n
                                                                                  color: true,\n\n
                                                                                                              /* The strictImports controls whether
the compiler will allow an @import inside of either \n
                                                                                     * @media blocks or (a later addition) other selector
blocks.\n
                     * See: https://github.com/less/less.js/issues/656 */\n
                                                                                                      strictImports: false,\n\n
                                                                                                                                              /* Allow
Imports from Insecure HTTPS Hosts */n
                                                                  insecure: false,\n\n
                                                                                                    /* Allows you to add a path to every
generated import and url in your css. \n
                                                                * This does not affect less import statements that are processed, just
                  * that are left in the output css. */\n
                                                                           rootpath: ",\n\n
                                                                                                        /* By default URLs are kept as-is, so if you
import a file in a sub-directory \n
                                                       * that references an image, exactly the same URL will be output in the css. \n
```

```
* This option
allows you to re-write URL's in imported files so that the \n
                                                                * URL is always relative to the base imported file
        rewriteUrls: false,\n\n
                                  /* How to process math \n
                                                                  * 0 always
                                                                                    - eagerly try to solve all
                 * 1 parens-division - require parens for division \''\'
                                                                             * 2 parens | strict - require parens
operations\n
                        * 3 strict-legacy - legacy strict behavior (super-strict)\n
                                                                                      *∧n
                                                                                              math: 1, n n
for all operations\n
Without this option, less attempts to guess at the output unit when it does maths. *\n
                                                                                       strictUnits: false,\n\n
/* Effectively the declaration is put at the top of your base Less file, \n
                                                                          * meaning it can be used but it also can
                                   * is defined in the file. */\n
be overridden if this variable \n
                                                                   globalVars: null,\n\n
                                                                                            /* As opposed to the
global variable option, this puts the declaration at the\n
                                                          * end of your base file, meaning
it will override anything defined in your Less file. *\n
                                                          modifyVars: null,\n\n
                                                                                    /* This option allows you to
specify a argument to go on to every URL. *\n
                                                   urlArgs: "\n }\n};","import {addDataAttr} from
'./utils';\nimport browser from './browser';\n\nexport default (window, options) => {\n\n // use options from the
current script tag data attribues\n addDataAttr(options, browser.currentScript(window));\n\n if
(options.isFileProtocol === undefined) {\n
                                              options.isFileProtocol = /^(file|(chrome|safari)(-
extension)?|resource|qrc|app):/.test(window.location.protocol);\n }\n\n // Load styles asynchronously (default:
false)\n //n // This is set to `false` by default, so that the body\n // doesn't start loading before the stylesheets
are parsed.\n // Setting this to `true` can result in flickering.\n //\n options.async = options.async || false;\n
options.fileAsync = options.fileAsync || false;\n\n // Interval between watch
polls\n options.poll = options.poll || (options.isFileProtocol ? 1000 : 1500);\n\n options.env = options.env ||
(window.location.hostname == '127.0.0.1' ||\n
                                                 window.location.hostname == 0.0.0.0' ||\n
window.location.hostname == 'localhost' ||\n
                                                (window.location.port &&\n
                                                                                   window.location.port.length >
0)
     ∐\n
             options.isFileProtocol
                                              ? 'development'\n
                                                                    : 'production');\n\n const dumpLineNumbers
= /!dumpLineNumbers:(comments|mediaquery|all)/.exec(window.location.hash);\n if (dumpLineNumbers) {\n
options.dumpLineNumbers = dumpLineNumbers[1];\n \\n if (options.useFileCache === undefined) {\n
options.useFileCache = true;\n }\n if (options.onReady === undefined) {\n
                                                                                   options.onReady = true;\n
                                      options.rewriteUrls = 'all';\n \n,"/\n// index.js\n// Should expose the
\ln n if (options.relativeUrls) \ln n
additional browser functions on to the less object\n/\nimport
{addDataAttr} from './utils';\nimport lessRoot from '../less';\nimport browser from './browser';\nimport FM from
'./file-manager';\nimport PluginLoader from './plugin-loader';\nimport LogListener from './log-listener';\nimport
ErrorReporting from './error-reporting';\nimport Cache from './cache';\nimport ImageSize from './image-
size';\n\nexport default (window, options) => {\n const document = window.document;\n const less =
lessRoot();\n\n less.options = options;\n const environment = less.environment;\n const FileManager =
FM(options, less.logger);\n const fileManager = new FileManager();\n
environment.addFileManager(fileManager);\n less.FileManager = FileManager;\n less.PluginLoader =
PluginLoader;\n\n LogListener(less, options);\n const errors = ErrorReporting(window, less, options);\n const
cache = less.cache = options.cache || Cache(window, options, less.logger);\n | ImageSize(less.environment);\n\n |//
Setup user functions - Deprecate?\n
  if (options.functions) {\n
                               less.functions.functionRegistry.addMultiple(options.functions);\n}\n const
const cloned = \{\};\n
                                                                                          for (const prop in obj)
\{ n \}
          if (obj.hasOwnProperty(prop)) {\n
                                                     cloned[prop] = obj[prop];\n
                                                                                       }\n
                                                                                               }\n
                                                                                                       return
cloned;\n \\n\n // only really needed for phantom\n function bind(func, thisArg) \\n
                                                                                           const curryArgs =
Array.prototype.slice.call(arguments, 2);\n
                                              return function() {\n
                                                                         const args =
curryArgs.concat(Array.prototype.slice.call(arguments, 0));\n
                                                                   return func.apply(thisArg, args);\n
                                                                                                         };\n
\n function loadStyles(modifyVars) {\n
                                                const styles = document.getElementsByTagName('style');\n
                                                                                                              let
style;\n\n
             for (let i = 0; i < styles.length; i++) {\n
                                                          style = styles[i];\n
(style.type.match(typePattern)) {\n
    const instanceOptions = clone(options);\n
                                                       instanceOptions.modifyVars = modifyVars; \n
```

instanceOptions.filename = document.location.href.replace(/#.*\$/,

const lessText = style.innerHTML || ";\n

```
");\n\n
                /* jshint loopfunc:true */\n
                                                    // use closure to store current style\n
less.render(lessText, instanceOptions,\n
                                                    bind((style, e, result) \Rightarrow {\n
                                                                                               if (e) \{ n \}
   errors.add(e, 'inline');\n
                                          } else {\n
                                                                     style.type = 'text/css';\n
                                                                                                              if
(style.styleSheet) {\n
                                         style.styleSheet.cssText = result.css; \n
                                                                                                 } else {\n
        style.innerHTML = result.css; \n
                                                           }\n
                                                                             }\n
                                                                                            }, null, style));\n
}\n
        n \in \mathbb{N} {\n\n function
loadStyleSheet(sheet, callback, reload, remaining, modifyVars) {\n\n
                                                                           const instanceOptions = clone(options);\n
   addDataAttr(instanceOptions, sheet);\n
                                                instanceOptions.mime = sheet.type;\n\n
                                                                                             if (modifyVars) {\n
 instanceOptions.modifyVars = modifyVars; \n
                                                     n n
                                                               function loadInitialFileCallback(loadedFile) {\n
const data = loadedFile.contents:\n
                                           const path = loadedFile.filename;\n
                                                                                      const webInfo =
                                                                 currentDirectory: fileManager.getPath(path),\n
loadedFile.webInfo;\n\n
                               const newFileInfo = \{\n
    filename: path,\n
                               rootFilename: path,\n
                                                               rewriteUrls: instanceOptions.rewriteUrls\n
             newFileInfo.entryPath = newFileInfo.currentDirectory;\n
                                                                              newFileInfo.rootpath =
\}; \n\n
instanceOptions.rootpath || newFileInfo.currentDirectory;\n\n
                                                                     if (webInfo) {\n
                                                                                               webInfo.remaining =
remaining;\n\n
      const css = cache.getCSS(path, webInfo, instanceOptions.modifyVars);\n
                                                                                          if (!reload && css) {\n
       webInfo.local = true; \ n
                                           callback(null, css, data, sheet, webInfo, path);\n
                                                                                                       return;\n
                             // TODO add tests around how this behaves when reloading\n
    n n
                n n
errors.remove(path);\n\n
                                instanceOptions.rootFileInfo = newFileInfo;\n
                                                                                      less.render(data,
instanceOptions, (e, result) => \{ \n
                                            if (e) {\n
                                                                 e.href = path; \ n
                                                                                             callback(e);\n
                      cache.setCSS(sheet.href, webInfo.lastModified, instanceOptions.modifyVars, result.css);\n
       callback(null, result.css, data, sheet, webInfo, path);\n
                                                                        }\n
                                                                                  });\n
                                                                                            n n
fileManager.loadFile(sheet.href, null, instanceOptions, environment)\n
                                                                              .then(loadedFile \Rightarrow {\n
        loadInitialFileCallback(loadedFile);\n
                                                     ).catch(err => \{\n
                                                                                  console.log(err);\n
callback(err);\n
                       \)\|\| \ function loadStyleSheets(callback, reload, modifyVars) {\n
                                                                                                        for (let i = 0;
i < less.sheets.length; i++) {\n}
                                     loadStyleSheet(less.sheets[i], callback, reload, less.sheets.length - (i + 1),
modifyVars);\n
                    \n \\\n \\n function initRunningMode() {\\n
                                                                       if (less.env === 'development') {\n
less.watchTimer = setInterval(() => {\n
                                                 if (less.watchMode) {\n
fileManager.clearFileCache();\n
                                            loadStyleSheets((e, css, \_, sheet, webInfo) => {\n}
                                                                                                             if (e)
                    errors.add(e, e.href || sheet.href);\n
                                                                      } else if (css) {\n
browser.createCSS(window.document, css, sheet);\n
                                                                    }\n
                                                                                    });\n
                                                                                                  }\n
       }, options.poll);\n
                             \ln \ln \sqrt{n} //\n // Watch mode\n //\n less.watch = function () {\n
                                                                                                            if
(!less.watchMode ) {\n
                              less.env = 'development';\n
                                                                 initRunningMode();\n
                                                                                            }\n
                                                                                                     this.watchMode
             return true;\n \ \right\;\n\n \ less.unwatch = function () \{clearInterval(less.watchTimer); this.watchMode =
= true; \n
false; return false; };\n\n //\n // Synchronously get all <link> tags with the 'rel' attribute set to\n //
\"stylesheet/less\".\n //n less.registerStylesheetsImmediately = () => \{\n
                                                                                 const links =
document.getElementsByTagName('link');\n
                                                 for (let i = 0; i < links.length; i++) {\n
 if (links[i].rel === 'stylesheet/less' || (links[i].rel.match(/stylesheet/) &&\n
(links[i].type.match(typePattern)))) {\n
                                                 less.sheets.push(links[i]);\n
                                                                                            n ; n //n //
                                                                                    }\n
Asynchronously get all <link> tags with
the 'rel' attribute set to\n //\"stylesheet/less\", returning a Promise.\n //\n less.registerStylesheets = () => new
Promise((resolve, reject) \Rightarrow {\n
                                    less.registerStylesheetsImmediately();\n
                                                                                  resolve();\n });\n\n //\n
With this function, it's possible to alter variables and re-render\n // CSS without reloading less-files\n //\n
less.modifyVars = record => less.refresh(true, record, false);\n\n less.refresh = (reload, modifyVars,
clearFileCache) => {\n
                            if ((reload || clearFileCache) && clearFileCache !== false) {\n
fileManager.clearFileCache();\n
                                     }\n
                                             return new Promise((resolve, reject) => {\n
                                                                                                let startTime;\n
 let endTime;\n
                       let totalMilliseconds;\n
                                                      let remainingSheets;\n
                                                                                    startTime = endTime = new
Date(); n n
                  // Set counter for remaining unprocessed sheets\n
                                                                           remainingSheets = less.sheets.length;\n\
```

```
if (remainingSheets ===
                  endTime = new Date();\n
                                                    totalMilliseconds = endTime - startTime;\n
less.logger.info('Less has finished and no sheets were loaded.');\n
                                                                          resolve({\n
                                                                                                 startTime,\n
     endTime,\n
                             totalMilliseconds,\n
                                                             sheets: less.sheets.length\n
                                                                                                 });\n\n
                                                                                                               }
                 // Relies on less.sheets array, callback seems to be guaranteed to be called for every element of the
else \{\n
                loadStyleSheets((e, css, \_, sheet, webInfo) => {\n}
array\n
                                                                             if (e) {\n
                                                                                                     errors.add(e,
                                   reject(e);\n
                                                                                                 if (webInfo.local)
e.href || sheet.href);\n
                                                             return;\n
                                                                                  }\n
                 less.logger.info(`Loading ${sheet.href} from cache.`);\n
                                                                                     } else {\n
less.logger.info(`Rendered ${sheet.href}
successfully.`);\n
                                             browser.createCSS(window.document, css, sheet);\n
                              }\n
less.logger.info(`CSS for ${sheet.href} generated in ${new Date() - endTime}ms`);\n\n
                                                                                                  // Count
                              remainingSheets--;\n\n
                                                                // Check if the last remaining sheet was processed
completed sheet\n
and then call the promise\n
                                      if (remainingSheets === 0) {\n
                                                                                    totalMilliseconds = new Date()
- startTime;\n
                            less.logger.info(`Less has finished. CSS generated in ${totalMilliseconds}ms`);\n
                                   startTime,\n
                                                                endTime,\n
       resolve(\{\n
                                                                                             totalMilliseconds,\n
              sheets: less.sheets.length\n
                                                       });\n
                                                                        n
                                                                                       endTime = new Date();\n
      }, reload, modifyVars);\n
                                      n n
                                      \);\n \\};\n'' = \colored{less:h};\n'',\export
      loadStyles(modifyVars);\n
default\ (less,\ options) => \{\ \ const\ logLevel\_debug = 4;\ \ \ const\ logLevel\_info = 3;\ \ \ const\ logLevel\_warn = 1\} \}
2;\n const logLevel_error = 1;\n\n // The amount of logging in the javascript console.\n // 3 - Debug,
information and errors\n // 2 - Information and errors\n // 1 - Errors\n // 0 - None\n // Defaults to 2\n
options.logLevel = typeof options.logLevel !== 'undefined' ? options.logLevel : (options.env === 'development' ?
logLevel\_info : logLevel\_error); \n\n if (!options.loggers) {\n}
                                                                  options.loggers = [\{\n
function(msg) {\n
                           if (options.logLevel >= logLevel debug) {\n}
                                                                                   console.log(msg);\n
}\n
          },\n
                     info: function(msg) {\n
                                                      if (options.logLevel \geq logLevel_info) {\n
console.log(msg);\n
   }\n
             \}, n
                        warn: function(msg) {\n
                                                          if (options.logLevel \geq logLevel warn) {\n
console.warn(msg);\n
                                                    error: function(msg) {\n
                                                                                      if (options.logLevel >=
                               }\n
                                         },\n
logLevel error) {\n
                               console.error(msg);\n
                                                              }\n
                                                                         }\n
                                                                                 \};\n \}\n for (let i = 0; i <
options.loggers.length; i++) {\n
                                   less.logger.addListener(options.loggers[i]);\n }\n};\n","// Cache system is a
bit outdated and could do with work\n\nexport default (window, options, logger) => {\n let cache = null;\n if
(options.env !== 'development') {\n
                                        try {\n}
                                                      cache = (typeof window.localStorage === 'undefined') ? null :
window.localStorage;\n
                            setCSS: function(path, lastModified,
modifyVars, styles) {\n
                              if (cache) {\n
                                                     logger.info(`saving ${path} to cache.`);\n
 try {\n}
                    cache.setItem(path, styles);\n
                                                             cache.setItem(`${path}:timestamp`, lastModified);\n
         if (modifyVars) {\n
                                           cache.setItem(`${path}:vars`, JSON.stringify(modifyVars));\n
}\n
             } catch (e) {\n
                                       // TODO - could do with adding more robust error handling\n
logger.error(`failed to save \"${path}\" to local storage for caching.`);\n
                                                                                }\n
getCSS: function(path, webInfo, modifyVars) {\n
                                                                     = cache && cache.getItem(path);\n
const timestamp = cache && cache.getItem(`${path}:timestamp`);\n
                                                                           let vars
                                                                                      = cache &&
cache.getItem(`${path}:vars`);\n\n
                                         modifyVars = modifyVars || \{ \}; \ 
                                                                                  vars = vars \| \| \|  if not set,
                                                             if (timestamp && webInfo.lastModified &&\n
treat as the JSON representation of an empty object\n\n
     (new Date(webInfo.lastModified).valueOf() ===\n
                                                                    new Date(timestamp).valueOf()) &&\n
JSON.stringify(modifyVars) === vars) {\n}
                                                   // Use local copy\n
                                                                                return css;\n
                                                                                                    }\n
                                                                                                            }\n
\;\n\;\n\;\n\nmport functionRegistry from '.../less/functions/function-registry';\n\nexport default () => {\n function}
imageSize() {\n
                    throw \{ \n
                                     type: 'Runtime',\n
                                                              message: 'Image size functions are not supported in
browser version of less'\n
                              \n \\n\n const imageFunctions = {\n
                                                                           'image-size': function(filePathNode)
\{ n \}
          imageSize(this, filePathNode);\n
                                                  return -1;\n
                                                                  },\n
                                                                           'image-width': function(filePathNode)
```

```
\{ n \}
                             imageSize(this, filePathNode);\n
                                                                                                                                             return -1;\n
                                                                                                                                                                                          },\n
                                                                                                                                                                                                                   'image-height': function(filePathNode)
 \{ n \}
                             imageSize(this, filePathNode);\n
                                                                                                                                             return -1;\n
                                                                                                                                                                                          n } n } n 
functionRegistry.addMultiple(imageFunctions);\n\];\n"],"names":["extractId","href","replace","addDataAttr","option
s","tag","opt","dataset","hasOwnProperty","JSON","parse","_","document","styles","sheet","id","title","utils.extract
Id","oldStyleNode","getElementById","keepOldStyleNode","styleNode","createElement","setAttribute","media","st
yleSheet", "appendChild", "createTextNode", "childNodes", "length", "firstChild", "nodeValue", "head", "getElementsBy
TagName","nextEl","nextSibling","parentNode","insertBefore","removeChild","cssText","e","Error", "window", "scr
ipts", "currentScript", "error", "msg", "this", "_fireEvent", "warn", "info", "debug", "addListener", "listener", "listeners", "p
 ush", "removeListener", "i", "splice", "type", "logFunction", "externalEnvironment", "fileManagers", "requiredFunctions"
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 ","chartreuse","chocolate","coral","cornflowerblue","cornsilk","crimson","cyan","darkblue","darkcyan","darkgolden
rod","darkgray","darkgrey","darkgreen","darkkhaki","darkmagenta","darkolivegreen","darkorange","darkorchid","d
 arkred", "darksalmon", "darkseagreen", "darkslateblue", "darkslategray", "darkslategrey", "darkturquoise", "darkviolet", "
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boro", "ghostwhite", "gold", "goldenrod", "gray", "green", "greenyellow", "honeydew", "hotpink", "indianred", "indianred",
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ightslategray", "lightslategrey", "lightsteelblue", "lightyellow", "lime", "limegreen", "linen", "magenta", "maroon", "medi
 umaquamarine", "mediumblue", "mediumorchid", "mediumpurple", "mediumseagreen", "mediumslateblue", "mediumsp
ringgreen", "mediumturquoise", "mediumvioletred", "midnightblue", "mintcream", "mistyrose", "moccasin", "navajowhi
te","navy","oldlace","olive","olivedrab","orange","orangered","orchid","palegoldenrod","palegreen","paleturquoise"
 ","palevioletred","papayawhip","peachpuff","peru","pink","plum","powderblue","purple","rebeccapurple","red","ros
ybrown", "royalblue", "saddlebrown", "salmon", "sandybrown", "seagreen", "seashell", "sienna", "silver", "skyblue", "slate
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sible","rootNode","parsed","Object","Node","fileInfo", "getIndex", "nodes", "set", "node", "Array", "isArray", "forEach"
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match","map","c","parseInt","alpha","split","clamp","v","max","min","toHex","round","toString","prototype","assig
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arry", "props", "includes", "newVal", "originalObject", "includeNonenumerable", "propType", "propertyIsEnumerable", "
 defineProperty", "enumerable", "writable", "configurable", "assignProp", "nonenumerable", "getLocation", "inputStream
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 ults_1","copyOptions","opts","strictMath","math","Constants.Math","relativeUrls", "rewriteUrls","Constants.Rewrit
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 tion", "evaldCondition", "getElements", "mixinElements_", "visitArray", "createDerived", "newSelector", "mediaEmpty
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```

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ctPluginLoader", "pluginOptions", "pluginObj", "localModule", "shortname", "FileManager", "trySetOptions", "use", "ex ports","loader","tree","validatePlugin","minVersion","compareVersion","addPlugin","plugin","setOptions","version ","versionToString","aVersion","bVersion","versionString","plugins","printUsage","_visitArgs","visitDeeper","_has Indexed","_noop","implementation","_implementation","_visitInCache","_visitOutCache","indexNodeTypes","ticke r","child","typeIndex","Visitor","nodeTypeIndex","fnName","impl","funcOut","visitArgs","newNode","isReplacing ","cnt","nonReplacing","out","evald","flatten","nestedCnt","nestedItem","onSequencerEmpty","variableImports","_ onSequencerEmpty", "currentDepth", "ImportSequencer", "importSequencer", "importItem", "isReady", "tryRun", "var iableImport", "ImportVisitor", "importer", "finish", "_visitor", "importer", "finish", "importCount", "onceFileDetection Map", "recursionDetector", "_sequencer", "run", "isFinished", "visitImport", "importNode", 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Equal", "element Values Equal "ele1", "elementValue2", "replacementSelector", "matchIndex", "firstElement", "newElements", "currentSelectorPathIndex ","currentSelectorPathElementIndex","currentValue","derived","newAllExtends","lastIndex","JoinSelectorVisitor"," context", "CSSVisitorUtils", "bodyRules", "owner", "thing", "originalRules", "containsSilentNonBlockedChild", "comp iledRulesBody", "keepOnlyVisibleChilds", "removeVisibilityBlock", "hasVisibleSelector", "utils", "mixinNode", "visit Extend", "extendNode", "visitComment", "commentNode", "resolveVisibility", "visitAtRuleWithBody", "visitAtRuleW ithoutBody", "visitAnonymous", "anonymousNode", "nodeRules", "hasFakeRuleset", "getBodyRules", "charset", "com ment", "checkValidNodes", "isRoot", "_compileRulesetPaths", "nodeRuleCnt", "_removeDuplicateRules", "isVisibleRu leset", "ruleList", "ruleCache", "ruleCSS", "groups", "groupsArr", "result_1", "space_1", "comma_1", "MarkVisibleSelect orsVisitor", "ExtendVisitor", "furthest", 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A,EAAIgM,EAAYS,GAEpFP,EAAeO,EACfR,EAAkB,QAEIBA,EAAgB/kB,KAAK8Y,OAGtB,CAUH,IATAqM, GAAoB,EAEpBF,EAAsB,GAItBT,EAA2BO,EAAiBC,GAGvC1R,EAAI,EAAGA,EAAI0R,EAAa1mB,OAAQgV, IAIjC,GAHAmR,EAAMO,EAAa1R,GAGI,IAAnBtG,EAAQ1O,OAGJmmB,EAAInmB,OAAS,GACbmmB,EAAI, GAAG1M,SAAS/X,KAAK,IAAI6R,EAAQiH,EAAGhH,WAAY,GAAIgH,EAAG/G,WAAY+G,EAAGhM,OAAQ gM,EAAG/L,YAErFkY,EAAoBjlB,KAAKykB,QAIzB,IAAKpR,EAAI,EAAGA,EAAIrG,EAAQ1O,OAAQ+U,IA AK,CAGjC,IAAM6Q,EAAkBL,EAAuBY,EAAKzX,EAAQqG,GAAIyF,EAAIgM,GAEpEG,EAAoBjlB,KAAKkk B,GAMrCc,EAAeC,EACfF,EAAkB,GAQ1B,IAFAP,EAA2BO,EAAiBC,GAEvC9kB,EAAI,EAAGA,EAAI8kB,E AAa1mB,OAAQ4B,KACjC5B,EAAS0mB,EAAa9kB,GAAG5B,QACZ,IACTie,EAAMvc,KAAKglB,EAAa9kB,I ACxBihB,EAAe6D,EAAa9kB,GAAG5B,EAAS,GACxC0mB,EAAa9kB,GAAG5B,EAAS,GAAK6iB,EAAa7I,cA Ac6I,EAAapJ,SAAU+M,EAAW9M,aAInG,OAAOmN,EAaSN,CADpBD,EAAW,GACvC5X,EAASqS,GAGzD,G AAIrS,EAAQ10,OAAS,EAEjB,IADAsmB,EAAW,GACN1kB,EAAI,EAAGA,EAAI8M,EAAQ10,OAAQ4B,IAA K,CAEjC,IAAMslB,EAAexY,EAAQ9M,GAAGuO,IAAIiW,EAAe7jB,KAAKrB,KAAM6f,EAASpN,mBAEvEuT, EAAaxIB,KAAKqf,GAClBuF,EAAS5kB,KAAKwIB,QAIIBZ,EAAW,CAAC,CAACvF,IAIrB,IAAKnf,EAAI,EAA GA,EAAI0kB,EAAStmB,OAAQ4B,IAC7Bqc,EAAMvc,KAAK4kB,EAAS1kB,OCr0BhC,IAAMulB,EAAS,SACX tL,EACA1M,EACAqR,EACAzR,EACA2E,EACA0I,EACAgL,EACAzT,GAEA,IAAI/R,EAIJ,GAFAV,KAAK2a, KAAQA,EACb3a,KAAKiO,MAASA,aAAiBpB,EAAQoB,EAASA,EAAQ,IAAIkM,EAAUIM,GAASA,EAC3EqR, EAAO,CAOP,IANInS,MAAMC,QAAQkS,GACdtf,KAAKsf,MAAQA,GAEbtf,KAAKsf,MAAQ,CAACA,GACdtf ,KAAKsf,MAAM,GAAGD,UAAY,IAAK/G,EAAS,GAAI,KAAM,KAAMzK,EAAO2E,GAAkB6G,wBAEhF3Y,E AAI,EAAGA,EAAIV,KAAKsf,MAAMxgB,OAAQ4B,IAC/BV,KAAKsf,MAAM5e,GAAG+f,cAAe,EAEjCzgB,K AAK2S,UAAU3S,KAAKsf,MAAOtf,MAE/BA,KAAKsN,OAASO,EACd7N,KAAKuN,UAAYiF,EACjBxS,KAA Kkb,UAAYA,EACjBlb,KAAKkmB,SAAWA,IAAY,EAC5BlmB,KAAK0S,mBAAmBD,GACxBzS,KAAKsa,WA AY,GAGrB2L,EAAOpW,UAAYjD,OAAOkD,OAAO,IAAIjD,EAAQ,CACzCjM,KAAM,SACNgS,gBAAO1E,GA CH,IAAMD,EAAQjO,KAAKiO,MAAOqR,EAAQtf,KAAKsf,MACnCA,IACAtf,KAAKsf,MAAQpR,EAAQ2K,W AAWyG,IAEhCrR,IACAjO,KAAKiO,MAAQC,EAAQC,MAAMF,KAInCsM,yBACI,OAAOva,KAAKsf,QAAUtf, KAAKsjB,aAG/BA,qBACI,MAAO,aAAetjB,KAAK2a,MAG/BjN,gBAAOF,EAASQ,GACZ,IAAMC,EAAQjO,K AAKiO,MAAOqR,EAAQtf,KAAKsf,MACvCtR,EAAOL,IAAI3N,KAAK2a,KAAM3a,KAAK8M,WAAY9M,KA AK+M,YACxCkB,IACAD,EAAOL,IAAI,KACXM,EAAMP,OAAOF,EAASQ,IAEtBsR,EACAtf,KAAKmmB,cA Ac3Y,EAASQ,EAAQsR,GAEpCtR,EAAOL,IAAI,MAInBkE,cAAKrE,GACD,IAAI4Y,EAAiBC,EAAmBpY,EAA QjO,KAAKiO,MAAOqR,EAAQtf,KAAKsf,MAsBzE,OAlBA8G,EAAkB5Y,EAAQ8Y,UAC1BD,EAAoB7Y,EAA Q2T,YAE5B3T,EAAQ8Y,UAAY,GACpB9Y,EAAQ2T,YAAc,GAEIBIT,IACAA,EAAQA,EAAM4D,KAAKrE,IA EnB8R,KAEAA,EAAQ,CAACA,EAAM,GAAGzN,KAAKrE,KACjB,GAAG+S,MAAO,GAGpB/S,EAAQ8Y,UA AYF,EACpB5Y,EAAQ2T,YAAckF,EAEf,IAAIJ,EAAOjmB,KAAK2a,KAAM1M,EAAOqR,EAChCtf,KAAK+M, WAAY/M,KAAK8M,WAAY9M,KAAKkb,UAAWlb,KAAKkmB,SAAUlmB,KAAKyS,mBAG9EsI,kBAASJ,GA CL,GAAI3a,KAAKsf,MAEL,OAAOF,EAAQvP,UAAUkL,SAASzH,KAAKtT,KAAKsf,MAAM,GAAI3E,IAI9Dk I,gBACI,GAAI7iB,KAAKsf,MAEL,OAAOF,EAAQvP,UAAUgT,KAAKxB,MAAMrhB,KAAKsf,MAAM,GAAI1 L,YAI3D8O,oBACI,GAAI1iB,KAAKsf,MAEL,OAAOF,EAAQvP,UAAU6S,SAASrB,MAAMrhB,KAAKsf,MAA M,KAI3D6G,uBAAc3Y,EAASQ,EAAQsR,GAC3B,IACI5e,EADE6IB,EAAUjH,EAAMxgB,OAKtB,GAHA0O,E AAQwV,SAAoC,GAAL,EAAnBxV,EAAQwV,UAGxBxV,EAAQ+C,SAAU,CAEIB,IADAvC,EAAOL,IAAI,KAC NjN,EAAI,EAAGA,EAAI6lB,EAAS7lB,IACrB4e,EAAM5e,GAAGgN,OAAOF,EAASQ,GAI7B,OAFAA,EAAOL ,IAAI,UACXH,EAAQwV,WAKZ,IAAMG,EAAY,KAAKhW,MAAMK,EAAQwV,UAAUjV,KAAK,MAASmV,E AAgBC,OAC7E,GAAKoD,EAEE,CAGH,IAFAvY,EAAOL,IAAI,KAAKuV,GAChB5D,EAAM,GAAG5R,OAAO F,EAASQ,GACpBtN,EAAI,EAAGA,EAAI6IB,EAAS7IB,IACrBsN,EAAOL,IAAIuV,GACX5D,EAAM5e,GAAG gN,OAAOF,EAASQ,GAE7BA,EAAOL,IAAOwV,YARdnV,EAAOL,IAAI,KAAKwV,OAWpB3V,EAAQwV,cCn JhB,IAAMwD,GAAkB,SAASnG,EAAShD,GACtCrd,KAAKqB,QAAUA,EACfrgB,KAAKqd,OAASA,EACdrd, KAAK2S,UAAU3S,KAAKqgB,QAASrgB,OAGjCwmB,GAAgB3W,UAAYjD,OAAOkD,OAAO,IAAIjD,EAAQ, CACIDjM, KAAM, kBACNqgB, WAAW, EAEXrO, gBAAO1E, GACHIO, KAAKqgB, QAAUnS, EAAQC, MAAMnO, and the substitution of the substituKAAKqgB,UAGtCxO,cAAKrE,GACD,IAAM6P,EAASrd,KAAKqd,QAAU+C,EAAgB5S,EAAQ6P,QACtD,OAA O, IAAImJ, GAAgBxmB, KAAKqgB, QAAShD, IAG7CoJ, kBAASjZ, GACL, OAAOxN, KAAKqgB, QAAQxO, KAARAMAR, CARAMAR, CAR

K7R,KAAKqd,OAAS,IAAIb,EAASY,KAAK5P,EAASxN,KAAKqd,OAAOnc,OAAOsM,EAAQ6P,SAAW7P,MC pBhH,IAAMkZ,GAAO,SAASC,EAAWC,EAAaC,GAC1C7mB,KAAK2mB,UAAYA,EAAYvG,EAAgBuG,GAA WG,OAAS,GACjE9mB,KAAK4mB,YAAcA,EAAcxG,EAAgBwG,GAAaE,OAAS,GACnED,EACA7mB,KAAK6 mB,WAAaA,EACXF,GAAaA,EAAU7nB,SAC9BkB,KAAK6mB,WAAaF,EAAU,KAIpCD,GAAK7W,UAAYjD, OAAOkD,OAAO,IAAIjD,EAAQ,CACvCjM,KAAM,OAENiS,iBACI,OAAO,IAAI6T,GAAKtG,EAAgBpgB,KAA K2mB,WAAYvG,EAAgBpgB,KAAK4mB,aAAc5mB,KAAK6mB,aAG7FnZ,gBAAOF,EAASQ,GAEZ,IAAM+Y, EAAcvZ,GAAWA,EAAQuZ,YACT,IAA1B/mB,KAAK2mB,UAAU7nB,OACfkP,EAAOL,IAAI3N,KAAK2mB,U AAU,KAClBI,GAAe/mB,KAAK6mB,WAC5B7Y,EAAOL,IAAI3N,KAAK6mB,aACRE,GAAe/mB,KAAK4mB,Y AAY9nB,QACxCkP,EAAOL,IAAI3N,KAAK4mB,YAAY,KAIpChX,oBACI,IAAIIP,EAAGsmB,EAAYhnB,KAA K2mB,UAAU5Y,KAAK,KACvC,IAAKrN,EAAI,EAAGA,EAAIV,KAAK4mB,YAAY9nB,OAAQ4B,IACrCsmB, GAAa,IAAIhnB,KAAK4mB,YAAYImB,GAEtC,OAAOsmB,GAGXrY,iBAAQsC,GACJ,OAAOjR,KAAKinB,GA AGhW,EAAMrB,YAAc,OAAIpD,GAG3Cya,YAAGC,GACC,OAAOlnB,KAAK4P,WAAWuX,gBAAkBD,EAA WC,eAGxDC,oBACI,OAAOC,OAAO,wDAAyD,MAAM9L,KAAKvb,KAAKmQ,UAG3FrC,mBACI,OAAiC,IAA 1B9N,KAAK2mB,UAAU7nB,QAA4C,IAA5BkB,KAAK4mB,YAAY9nB,QAG3DwoB,sBACI,OAAOtnB,KAAK 2mB,UAAU7nB,QAAU,GAAiC,IAA5BkB,KAAK4mB,YAAY9nB,QAG1DmQ,aAAIsY,GACA,IAAI7mB,EAEJ,I AAKA,EAAI,EAAGA,EAAIV,KAAK2mB,UAAU7nB,OAAQ4B,IACnCV,KAAK2mB,UAAUjmB,GAAK6mB,E AASvnB,KAAK2mB,UAAUjmB,IAAI,GAGpD,IAAKA,EAAI,EAAGA,EAAIV,KAAK4mB,YAAY9nB,OAAQ4 B,IACrCV,KAAK4mB,YAAYlmB,GAAK6mB,EAASvnB,KAAK4mB,YAAYlmB,IAAI,IAI5D8mB,qBACI,IAAI C,EAEAC,EACAC,EAFEhR,EAAS,GAaf,IAAKgR,KATLD,EAAU,SAAUE,GAMhB,OAJIH,EAAMhqB,eAAem qB,KAAgBjR,EAAOgR,KAC5ChR,EAAOgR,GAAaC,GAGjBA,GAGOvb,EACVA,EAAgB5O,eAAekqB,KAC/B F,EAAQpb,EAAgBsb,GAExB3nB,KAAKiP,IAAIyY,IAIjB,OAAO/Q,GAGXkR,kBACI,IACID,EACAlnB,EAFEo nB,EAAU,GAIhB,IAAKpnB,EAAI,EAAGA,EAAIV,KAAK2mB,UAAU7nB,OAAQ4B,IAEnConB,EADAF,EAA a5nB,KAAK2mB,UAAUjmB,KACLonB,EAAQF,IAAe,GAAK,EAGvD,IAAKlnB,EAAI,EAAGA,EAAIV,KAAK 4mB, YAAY9nB, OAAQ4B, IAErConB, EADAF, EAAa5nB, KAAK4mB, YAAY1mB, KACPonB, EAAQF, IAAe, GAA K,EAMvD,IAAKA,KAHL5nB,KAAK2mB,UAAY,GACjB3mB,KAAK4mB,YAAc,GAEAkB,EACf,GAAIA,EAA QrqB,eAAemqB,GAAa,CACpC,IAAMG,EAAQD,EAAQF,GAEtB,GAAIG,EAAQ,EACR,IAAKrnB,EAAI,EAAG A,EAAIqnB,EAAOrnB,IACnBV,KAAK2mB,UAAUnmB,KAAKonB,QAErB,GAAIG,EAAQ,EACf,IAAKrnB,EA AI,EAAGA,GAAKqnB,EAAOrnB,IACpBV,KAAK4mB,YAAYpmB,KAAKonB,GAMtC5nB,KAAK2mB,UAAU G,OACf9mB,KAAK4mB,YAAYE,UC9HzB,IAAMkB,GAAY,SAAS/Z,EAAOga,GAE9B,GADAjoB,KAAKiO,M AAQia,WAAWja,GACpBka,MAAMnoB,KAAKiO,OACX,MAAM,IAAIvO,MAAM,8BAEpBM,KAAKioB,KAA QA,GAAQA,aAAgBvB,GAAQuB,EACzC,IAAIvB,GAAKuB,EAAO,CAACA,QAAQzb,GAC7BxM,KAAK2S,U AAU3S,KAAKioB,KAAMjoB,OAG9BgoB,GAAUnY,UAAYjD,OAAOkD,OAAO,IAAIjD,EAAQ,CAC5CjM,KA AM, YAENgS, gBAAO1E, GACHIO, KAAKioB, KAAO/Z, EAAQC, MAAMnO, KAAKioB, OAGnCpW, cAAKrE, GA CD,OAAOxN,MAGXooB,mBACI,OAAO,IAAIxZ,EAAM,CAAC5O,KAAKiO,MAAOjO,KAAKiO,MAAOjO,KA AKiO,SAGnDP,gBAAOF,EAASQ,GACZ,GAAKR,GAAWA,EAAQuZ,cAAiB/mB,KAAKioB,KAAKX,aAC/C,M AAM,IAAI5nB,MAAM,sFAAsFM,KAAKioB,KAAKrY,YAGpH,IAAM3B,EAAQjO,KAAKyQ,OAAOjD,EAASx N,KAAKiO,OACpCoa,EAAWC,OAAOra,GAOtB,GALc,IAAVA,GAAeA,EAAQ,MAAYA,GAAS,OAE5Coa,EA AWpa,EAAMS,QAAQ,IAAIvR,QAAQ,MAAO,KAG5CqQ,GAAWA,EAAQ+C,SAAU,CAE7B,GAAc,IAAVtC,G AAejO,KAAKioB,KAAKb,WAEzB,YADApZ,EAAOL,IAAI0a,GAKXpa,EAAQ,GAAKA,EAAQ,IACrBoa,EAA W,EAAWhQ,OAAO,IAIrCrK,EAAOL,IAAI0a,GACXroB,KAAKioB,KAAKva,OAAOF,EAASQ,IAM9BgD,iBA AQxD,EAASY,EAAI6C,GAEjB,IAAIhD,EAAQjO,KAAKkR,SAAS1D,EAASY,EAAIpO,KAAKiO,MAAOgD,E AAMhD,OACrDga,EAAOjoB,KAAKioB,KAAKpV,QAErB,GAAW,MAAPZE,GAAqB,MAAPA,EACd,GAA8B,I AA1B6Z,EAAKtB,UAAU7nB,QAA4C,IAA5BmpB,EAAKrB,YAAY9nB,OAChDmpB,EAAOhX,EAAMgX,KAA KpV,QACd7S,KAAKioB,KAAKpB,aACVoB,EAAKpB,WAAa7mB,KAAKioB,KAAKpB,iBAE7B,GAAoC,IAAh C5V,EAAMgX,KAAKtB,UAAU7nB,QAA4C,IAA5BmpB,EAAKrB,YAAY9nB,YAE1D,CAGH,GAFAmS,EAAQ A,EAAMsX,UAAUvoB,KAAKioB,KAAKT,aAE9Bha,EAAQuZ,aAAe9V,EAAMgX,KAAKrY,aAAeqY,EAAKrY ,WACtD,MAAM,IAAIIQ,MAAM,8EACKuoB,EAAKrY,qBAAoBqB,EAAMgX,KAAKrY,iBAG7D3B,EAAQjO, KAAKkR,SAAS1D,EAASY,EAAIpO,KAAKiO,MAAOgD,EAAMhD,WAE3C,MAAPG,GACP6Z,EAAKtB,UAA

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BgP,GAC5B7P,EAAKjP,MAAQT,EAAQwQ,YAAY+O,EAAWjgB,EAASmR,UAErDf,EAAKjP,MAAQT,EAAQ 2Q,cAAcjB,EAAKjP,OAlhD,OAAOiP,GAGXrL,cAAKrE,GACD,IAAMmJ,EAAS3W,KAAKstB,OAAO9f,GAW3 B,OAVIxN,KAAK3C,QAAQ6vB,WAAaltB,KAAKutB,sBAC3B5W,EAAO7X,QAA4B,IAAlB6X,EAAO7X,OAC xB6X,EAAOtJ,SAAQ,SAAUH,GACrBA,EAAKsgB,wBAIT7W,EAAO6W,sBAGR7W,GAGX2W,gBAAO9f,GA CH,IAAI6S,EACAoN,EACEnB,EAAWtsB,KAAKssB,UAAYtsB,KAAKssB,SAASza,KAAKrE,GAErD,GAAIxN, KAAK3C,QAAQ4vB,SAAU,CACvB,GAAIjtB,KAAKugB,MAAQvgB,KAAKugB,KAAK1O,KACvB,IACI7R,K AAKugB,KAAK1O,KAAKrE,GAEnB,MAAO/N,GAEH,MADAA,EAAEwX,QAAU,iCACN,IAAIH,EAAUrX,EA AGO,KAAKugB,KAAKnH,QAASpZ,KAAKugB,KAAKhf,UAQ5D,OALAksB,EAAWjgB,EAAQ6P,OAAO,IAA M7P,EAAQ6P,OAAO,GAAGqD,mBACjC1gB,KAAKugB,MAAQvgB,KAAKugB,KAAKtf,WACpCwsB,EAAS/ O,YAAa1e,KAAKugB,KAAKtf,WAG7B,GAGX,GAAIjB,KAAK0tB,OACoB,mBAAd1tB,KAAK0tB,OACZ1tB, KAAK0tB,KAAO1tB,KAAK0tB,QAEjB1tB,KAAK0tB,MACL,MAAO,GAGf,GAAI1tB,KAAK3C,QAAQyd,OA AQ,CACrB,IAAM1D,EAAW,IAAI+C,EAAUna,KAAKugB,KAAM,EACtC,CAClhf,SAAUvB,KAAK2tB,iBACfT ,UAAWltB,KAAKkd,KAAK3P,WAAavN,KAAKkd,KAAK3P,UAAU2f,YACvD,GAAM,GAEb,OAAOltB,KAAK ssB,SAAW,IAAID,GAAM,CAACjV,GAAWpX,KAAKssB,SAASre,OAAS,CAACmJ,GAClE,GAAIpX,KAAK8s B,IAAK,CACjB,IAAMc,EAAY,IAAIf,GAAO7sB,KAAKqtB,SAAS7f,GAAU8e,EAAUtsB,KAAK3C,QAAS2C,K AAKsN,QACIF,IAAKsgB,EAAUd,KAAO9sB,KAAKF,MACvB,MAAME,KAAKF,MAEf,OAAO8tB,EACJ,OAA I5tB,KAAKugB,OACZF,EAAU,IAAIjB,EAAQ,KAAMgB,EAAgBpgB,KAAKugB,KAAKjB,SAC9CyB,YAAYvT ,GAEbxN,KAAKssB,SAAW,IAAID,GAAMhM,EAAQf,MAAOtf,KAAKssB,SAASre,OAASoS,EAAQf,OAExE, MChLnB,IAAMuO,GAAa,aAEnBA,GAAWhe,UAAYjD,OAAOkD,OAAO,IAAIjD,EAAQ,CAC7CihB,4BAAmB C,EAAYvgB,GAC3B,IAAImJ,EACEiV,EAAO5rB,KACPguB,EAAc,GAEpB,IAAKxgB,EAAQygB,kBACT,KAA M,CAAEhX,QAAS,+DACb1V,SAAUvB,KAAK8M,WAAWvL,SAC1BsM,MAAO7N,KAAK+M,YAGpBghB,EA AaA,EAAW5wB,QAAQ,kBAAkB,SAAUS,EAAG+c,GAC3D,OAAOiR,EAAKsC,MAAM,IAAI1D,GAAS,IAAI7 P,EAAQiR,EAAK7e,WAAY6e,EAAK9e,YAAY+E,KAAKrE,OAGtF,IACIugB,EAAa,IAAInW,SAAS,WAAWm W,OACvC,MAAOtuB,GACL,KAAM,CAAEwX,QAAS,gCAAgCxX,EAAEwX,kBAAkB8W,MACjExsB,SAAUv B,KAAK8M,WAAWvL,SAC1BsM,MAAO7N,KAAK+M,YAGpB,IAAM8U,EAAYrU,EAAQ6P,OAAO,GAAGw E,YACpC,IAAK,IAAMhO,KAAKgO,EACRA,EAAUpkB,eAAeoW,KAEzBma,EAAYna,EAAEIC,MAAM,IAAM ,CACtB1D,MAAO4T,EAAUhO,GAAG5F,MACpBkgB,KAAM,WACF,OAAOnuB,KAAKiO,MAAM4D,KAAKr E,GAAS2C,WAMhD,IACIwG,EAASoX,EAAWza,KAAK0a,GAC3B,MAAOvuB,GACL,KAAM,CAAEwX,QAA S,iCAAiCxX,EAAEkb,UAASlb,EAAEwX,QAAQ9Z,QAAQ,OAAQ,SACnFoE,SAAUvB,KAAK8M,WAAWvL,S AC1BsM,MAAO7N,KAAK+M,YAEpB,OAAO4J,GAGXuX,eAAMzY,GACF,OAAItI,MAAMC,QAAQqI,EAAIx H,QAAWwH,EAAIxH,MAAMnP,OAAS,EACzC,IAAI2W,EAAIxH,MAAMgB,KAAI,SAAUM,GAAK,OAAOA, AChDxS,KAAKurB,QAAUA,EACfvrB,KAAK+tB,WAAaM,EAClBruB,KAAKsN,OAASO,EACd7N,KAAKuN, UAAYiF,GAGrB4b,GAAWve,UAAYiD,OAAOkD,OAAO,IAAI+d,GAAc,CACnDjtB,KAAM,aAENiR,cAAKrE, GACD,IAAMmJ,EAAS3W,KAAK8tB,mBAAmB9tB,KAAK+tB,WAAYvgB,GAClD5M,SAAc+V,EAEpB,MAAa ,WAAT/V,GAAsBunB,MAAMxR,GAEZ,WAAT/V,EACA,IAAIyqB,GAAO,IAAI1U,MAAWA,EAAQ3W,KAAK M,EAAUxD,GANd,IAAIqR,GAAUrR,MClBjC,IAAM2X,GAAa,SAAS7c,EAAKya,GAC7BlsB,KAAKyR,IAAM A,EACXzR,KAAKiO,MAAQie,GAGjBoC,GAAWze,UAAYjD,OAAOkD,OAAO,IAAIjD,EAAQ,CAC7CjM,KA AM,aAENgS,gBAAO1E,GACHIO,KAAKiO,MAAQC,EAAQC,MAAMnO,KAAKiO,QAGpC4D,cAAKrE,GACD, OAAIxN,KAAKiO,MAAM4D,KACJ,IAAIyc,GAAWtuB,KAAKyR,IAAKzR,KAAKiO,MAAM4D,KAAKrE,IAE 7CxN,MAGX0N,gBAAOF,EAASQ,GACZA,EAAOL,IAAO3N,KAAKyR,SACfzR,KAAKiO,MAAMP,OACX1N, KAAKiO,MAAMP,OAAOF,EAASQ,GAE3BA,EAAOL,IAAI3N,KAAKiO,UCxB5B,IAAMsgB,GAAY,SAASng B,EAAIyC,EAAGb,EAAGtP,EAAG8tB,GACpCxuB,KAAKoO,GAAKA,EAAG+D,OACbnS,KAAKyuB,OAAS5d ,EACd7Q,KAAK0uB,OAAS1e,EACdhQ,KAAKsN,OAAS5M,EACdV,KAAKwuB,OAASA,GAGIBD,GAAU1e,U AAYjD,OAAOkD,OAAO,IAAIjD,EAAQ,CAC5CjM,KAAM,YAENgS,gBAAO1E,GACHIO,KAAKyuB,OAASvg B,EAAQC,MAAMnO,KAAKyuB,QACjCzuB,KAAK0uB,OAASxgB,EAAQC,MAAMnO,KAAK0uB,SAGrC7c,c AAKrE,GACD,IAAMmJ,EAAS,SAAWvI,EAAIC,EAAGC,GAC7B,OAAQF,GACJ,IAAK,MAAO,OAAOC,GAA

KC,EACxB,IAAK,KAAO,OAAOD,GAAKC,EACxB,QACI,OAAQzB,EAAK8B,QAAQN,EAAGC,IACpB,KAA M,EACF,MAAc,MAAPF,GAAqB,OAAPA,GAAsB,OAAPA,EACxC,KAAK,EACD,MAAc,MAAPA,GAAqB,OA APA,GAAsB,OAAPA,GAAsB,OAAPA,EACvD,KAAK,EACD,MAAc,MAAPA,GAAqB,OAAPA,EACzB,QACI, OAAO,IAbZ,CAgBZpO,KAAKoO,GAAIpO,KAAKyuB,OAAO5c,KAAKrE,GAAUxN,KAAK0uB,OAAO7c,KA AKrE,IAExD,OAAOxN,KAAKwuB,QAAU7X,EAASA,KCnCvC,IAAMgY,GAAoB,SAAS1gB,GAC/BjO,KAAKi O,MAAQA,GAGjB0gB,GAAkB9e,UAAYjD,OAAOkD,OAAO,IAAIjD,EAAQ,CACpDjM,KAAM,sBCHV,IAAM guB,GAAW,SAAS1hB,GACtBlN,KAAKiO,MAAQf,GAGjB0hB,GAAS/e,UAAYjD,OAAOkD,OAAO,IAAIjD,E AAQ,CAC3CjM,KAAM,WAEN8M,gBAAOF,EAASQ,GACZA,EAAOL,IAAI,KACX3N,KAAKiO,MAAMP,OA AOF,EAASQ,IAG/B6D,cAAKrE,GACD,OAAIA,EAAQsQ,WACD,IAAKgL,GAAU,IAAK,CAAC,IAAId,IAAW, GAAIhoB,KAAKiO,QAAS4D,KAAKrE,GAE/D,IAAIohB,GAAS5uB,KAAKiO,MAAM4D,KAAKrE,OCjB5C,IA AMqhB,GAAS,SAAShP,EAAUiP,EAAQjhB,EAAO2E,EAAiBC,GAU9D,OATAzS,KAAK6f,SAAWA,EAChB7f, KAAK8uB,OAASA,EACd9uB,KAAK+uB,UAAYF,GAAOG,UACxBhvB,KAAKivB,WAAa,CAACjvB,KAAK+u B,WACxB/uB,KAAKsN,OAASO,EACd7N,KAAKuN,UAAYiF,EACjBxS,KAAK0S,mBAAmBD,GACxBzS,KA AKsa,WAAY,EAETwU,GACJ,IAAK,MACD9uB,KAAKkvB,aAAc,EACnBlvB,KAAKmvB,YAAa,EAClB,MACJ ,QACInvB,KAAKkvB,aAAc,EACnBlvB,KAAKmvB,YAAa,EAG1BnvB,KAAK2S,UAAU3S,KAAK6f,SAAU7f, OAGIC6uB,GAAOhf,UAAYjD,OAAOkD,OAAO,IAAIjD,EAAQ,CACzCjM,KAAM,SAENgS,gBAAO1E,GACHl O,KAAK6f,SAAW3R,EAAQC,MAAMnO,KAAK6f,WAGvChO,cAAKrE,GACD,OAAO,IAAIqhB,GAAO7uB,K AAK6f,SAAShO,KAAKrE,GAAUxN,KAAK8uB,OAAQ9uB,KAAK+M,WAAY/M,KAAK8M,WAAY9M,KAAK yS,mBAGvGI,eAAMrF,GACF,OAAO,IAAIqhB,GAAO7uB,KAAK6f,SAAU7f,KAAK8uB,OAAQ9uB,KAAK+M, WAAY/M,KAAK8M,WAAY9M,KAAKyS,mBAIzF2c,2BAAkB/P,GACd,IAAuB3e,EAAG2uB,EAAtBC,EAAe,G AEnB,IAAK5uB,EAAI,EAAGA,EAAI2e,EAAUvgB,OAAQ4B,IAC9B2uB,EAAmBhQ,EAAU3e,GAAG6X,SAG5 B7X,EAAI,GAAK2uB,EAAiBvwB,QAAmD,KAAzCuwB,EAAiB,GAAG/c,WAAWrE,QACnEohB,EAAiB,GAA G/c,WAAWrE,MAAQ,KAE3CqhB,EAAeA,EAAapuB,OAAOme,EAAU3e,GAAG6X,UAGpDvY,KAAKuvB,cAA gB,CAAC,IAAIjX,EAASgX,IACnCtvB,KAAKuvB,cAAc,GAAG7c,mBAAmB1S,KAAKyS,qBAItDoc,GAAOG,Q AAU,ECtDjB,IAAMQ,GAAe,SAASzU,EAAUIN,EAAO2E,GAC3CxS,KAAK+a,SAAWA,EAChB/a,KAAKsN,O AASO,EACd7N,KAAKuN,UAAYiF,EACjBxS,KAAKsa,WAAY,GAGrBkV,GAAa3f,UAAYjD,OAAOkD,OAAO ,IAAIjD,EAAQ,CAC/CjM,KAAM,eAENiR,cAAKrE,GACD,IAAI8R,EACAmQ,EAAkB,IAAIjF,GAASxqB,KAA K+a,SAAU/a,KAAK+M,WAAY/M,KAAK8M,YAAY+E,KAAKrE,GACnF1N,EAAQ,IAAIgX,EAAU,CAACG,Q AAS,oCAAoCjX,KAAK+a,WAE/E,IAAK0U,EAAgBpP,QAAS,CAC1B,GAAIoP,EAAgBnQ,MAChBA,EAAQm Q,OAEP,GAAItiB,MAAMC,QAAQqiB,GACnBnQ,EAAQ,IAAIF,EAAQ,GAAIqQ,OAEvB,CAAA,IAAItiB,MAA MC,QAAQqiB,EAAgBxhB,OAInC,MAAMnO,EAHNwf,EAAQ,IAAIF,EAAQ,GAAIqQ,EAAgBxhB,OAK5CwhB ,EAAkB,IAAIjJ,GAAgBIH,GAG1C,GAAImQ,EAAgBpP,QAChB,OAAOoP,EAAgBhJ,SAASjZ,GAEpC,MAAM1 N,KCnCd,IAAM4vB,GAAiB,SAASC,EAAUC,EAAS/hB,EAAOf,GACtD9M,KAAKiO,MAAQ0hB,EACb3vB,KA AK4vB,QAAUA,EACf5vB,KAAKsN,OAASO,EACd7N,KAAKuN,UAAYT,GAGrB4iB,GAAe7f,UAAYjD,OAA OkD,OAAO,IAAIjD,EAAQ,CACjDjM,KAAM,iBAENiR,cAAKrE,OACG9M,EAAMia,EAAM2E,EAAQtf,KAAK iO,MAAM4D,KAAKrE,GAExC,IAAK9M,EAAI,EAAGA,EAAIV,KAAK4vB,QAAQ9wB,OAAQ4B,IAAK,CAYt C,GAXAia,EAAO3a,KAAK4vB,QAAQIvB,GAOhByM,MAAMC,QAAQkS,KACdA,EAAQ,IAAIF,EAAQ,CAAC ,IAAI9G,GAAagH,IAG7B,KAAT3E,EACA2E,EAAQA,EAAMgD,uBAEb,GAAuB,MAAnB3H,EAAK5H,OAAO, IAQjB,GAPuB,MAAnB4H,EAAK5H,OAAO,KACZ4H,EAAO,IAAI,IAAI6P,GAAS7P,EAAKtC,OAAO,IAAIxG, KAAKrE,GAASS,OAEtDqR,EAAMuC,YACNvC,EAAQA,EAAMvE,SAASJ,KAGtB2E,EACD,KAAM,CAAE1e, KAAM,OACVqW,QAAS,YAAY0D,eACrBpZ,SAAUvB,KAAK8M,WAAWvL,SAC1BsM,MAAO7N,KAAK+M, gBAGnB,CAWD,GATI4N,EADyB,OAAzBA,EAAKkV,UAAU,EAAG,GACX,IAAI,IAAIrF,GAAS7P,EAAKtC,O AAO,IAAIxG,KAAKrE,GAASS,MAG5B,MAAnB0M,EAAK5H,OAAO,GAAa4H,EAAO,IAAIA,EAE3C2E,EAA M2C,aACN3C,EAAQA,EAAM+C,SAAS1H,KAGtB2E,EACD,KAAM,CAAE1e,KAAM,OACVqW,QAAS,aAAa0 D,EAAKtC,OAAO,iBAClC9W,SAAUvB,KAAK8M,WAAWvL,SAC1BsM,MAAO7N,KAAK+M,YAIpBuS,EAA QA,EAAMA,EAAMxgB,OAAS,GAG7BwgB,EAAMrR,QACNqR,EAAQA,EAAMzN,KAAKrE,GAASS,OAE5Bq R,EAAMe,UACNf,EAAQA,EAAMe,QAAQxO,KAAKrE,IAGnC,OAAO8R,KCpEf,IAAMwQ,GAAa,SAASnV,E AAMoV,EAAQzQ,EAAO7G,EAAWuX,EAAU3S,EAAQ5K,GAC1EzS,KAAK2a,KAAOA,GAAQ,kBACpB3a,K

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Y,WACR,IACItuB,EACAuuC,EAFE1F,EAAW,GAGXz6B,EAAQo0B,EAAYvhC,EAE1B,IACIjB,EAAIO,KAAK 0gC,WAEL4H,EAAS9nC,KAAKf,KAGIBA,EAAIO,KAAKktC,YAAcltC,KAAK0pC,oBAEXnV,GAAKpY,UACl B1c,EAAI,MAGJA,IACA6oC,EAAS9nC,KAAKf,GAETwiC,EAAY6C,KAAK,cAClBkJ,EAAQ/L,EAAY2B,MA AM,OAEtB0E,EAAS9nC,KAAK,IAAI+zB,GAAc,UAAEyZ,EAAOngC,YAIhDpO,GACT,GAAI6oC,EAASxpC,O AAS,EACIB,OAAO,IAAIy1B,GAAe,WAAE+T,IAGpCjmB,SAAU,WACN,IAAM1H,EAAOsnB,EAAYwB,IAAI, 8BAC7B,GAAI9oB,EACA,OAAOA,EAAK,IAGpBkxB,aAAc,WACV,IAEIIgC,EACAkI,EAHA8G,EAAO,GACL 9M,EAAQ,GAIdo0B,EAAYe,OAEZ,IAAMiL,EAAiBhM,EAAYwB,IAAI,yBACvC,GAAIwK,EAGA,OAFAtzB,E AAO,CAAC,IAAI4Z,GAAY,QAAE0Z,EAAe,KACzChM,EAAYmB,SACLzoB,EAGX,SAAS3L,EAAM47B,GAC X,IAAMIqC,EAAIuhC,EAAYvhC,EAChBkN,EAAQq0B,EAAYwB,IAAImH,GAC9B,GAAIh9B,EAEA,OADAC, EAAMrN,KAAKE,GACJia,EAAKna,KAAKoN,EAAM,IAK/B,IADAoB,EAAM,UAEGA,EAAM,uCAKf,GAAK2 L,EAAK7b,OAAS,GAAMkQ,EAAM,sBAAuB,CASID,IARAizB,EAAYmB,SAII,KAAZzoB,EAAK,KACLA,EA AKhB,QACL9L,EAAM8L,SAEL9F,EAAI,EAAGA,EAAI8G,EAAK7b,OAAQ+U,IACzBII,EAAIgP,EAAK9G,G ACT8G,EAAK9G,GAAsB,MAAhBII,EAAE0H,OAAO,IAA8B,MAAhBpH,EAAE0H,OAAO,GACvC,IAAIwhB,G AAY,QAAE50B,GACD,MAAhBA,EAAE0H,OAAO,GACN,IAAIwhB,GAAa,SAAE,IAAI50B,EAAEgG,MAAM, GAAI,GAAM9D,EAAMgG,GAAI/G,GACnD,IAAIynB,GAAa,SAAE,IAAI5oB,EAAEgG,MAAM,GAAI,GAAM9 D,EAAMgG,GAAI/G,GAE/D,OAAO6N,EAEXsnB,EAAYgB,cCt2E5B,SAASiL,GAAG1gC,EAASiL,EAAW01B, EAAWC,GACvC,OAAO31B,EAAU5G,KAAKrE,GAAW2gC,EAAUt8B,KAAKrE,GACzC4gC,EAAaA,EAAWv8 B,KAAKrE,GAAW,IAAI2M,EAIvD,SAASk0B,GAAU7gC,EAASuN,GACxB,IAEI,OADAA,EAASIJ,KAAKrE,G ACPwM,EAAQC,KACjB,MAAOxa,GACL,OAAOua,EAAQE,ODg2EvBwsB,GAAOe,cAAgB,SAAA1lB,GACnB ,IAAIpW,EAAI,GAER,IAAK,IAAMqW,KAAQD,EACf,GAAInV,OAAOnP,eAAe6V,KAAKyO,EAAMC,GAAO, CACxC,IAAM/T,EAAQ8T,EAAKC,GACnBrW,IAAsB,MAAZqW,EAAK,GAAc,GAAK,KAAOA,OAAS/T,GAA qC,MAA5Bqa,OAAOra,GAAO0D,OAAO,GAAc,GAAK,KAI3G,OAAOhG,GCj3EXuiC,GAAGzkB,UAAW,EAW d4kB,GAAU5kB,UAAW,MCpBjB6kB,MDsBW,CAAED,aAAWrF,QAzB5B,SAAiBvwB,GACb,OAAOA,EAAYu B,EAAQC,KAAOD,EAAQE,OAwBT+uB,GAAMiF,ICpB3C,SAAS5+B,GAAM4c,GACX,OAAOngB,KAAK0D,I AAI,EAAG1D,KAAKyD,IAAI,EAAG0c,IAEnC,SAASqiB,GAAKC,EAAWC,GACrB,IAAMp+B,EAAQi+B,GAA eC,KAAKE,EAAI79B,EAAG69B,EAAI9iC,EAAG8iC,EAAI59B,EAAG49B,EAAIpgC,GAC3D,GAAIgC,EAOA, OANIm+B,EAAUvgC,OACV,aAAasN,KAAKizB,EAAUvgC,OAC5BoC,EAAMpC,MAAQugC,EAAUvgC,MAE xBoC,EAAMpC,MAAQ,MAEXoC,EAGf,SAASM,GAAMN,GACX,GAAIA,EAAMM,MACN,OAAON,EAAMM ,QAEb,MAAM,IAAIjR,MAAM,2CAIxB,SAAS0R,GAAMf,GACX,GAAIA,EAAMe,MACN,OAAOf,EAAMe,QA Eb,MAAM,IAAI1R,MAAM,2CAIxB,SAASgvC,GAAOt5B,GACZ,GAAIA,aAAa4S,GACb,OAAOE,WAAW9S,E AAE6S,KAAKhB,GAAG,KAAO7R,EAAEnH,MAAQ,IAAMmH,EAAEnH,OAClD,GAAiB,iBAANmH,EACd,O AAOA,EAEP,KAAM,CACFxU,KAAM,WACNqW,QAAS,qDAWrBq3B,GAAiB,CACbz/B,IAAK,SAAUmB,EA AGC,EAAG3B,GACjB,IAAID,EAAI,EAKR,GAAI2B,aAAaiZ,GAAY,CACzB,IAAMiD,EAAMlc,EAAE/B,MAQ d,GAPA+B,EAAIkc,EAAI,GACRjc,EAAIic,EAAI,IACR5d,EAAI4d,EAAI,cAKSpD,GAAW,CACxB,IAAM1a,EA AKE,EACXA,EAAIF,EAAG2a,SAAS,GAChB1a,EAAID,EAAG2a,SAAS,IAGxB,IAAM1Y,EAAQi+B,GAAeK,K AAK3+B,EAAGC,EAAG3B,EAAGD,GAC3C,GAAIgC,EAEA,OADAA,EAAMpC,MAAQ,MACPoC,GAGfs+B, KAAM,SAAU3+B,EAAGC,EAAG3B,EAAGD,GACrB,IACI,GAAI2B,aAAapB,EAMb,OAJIP,EADA4B,EACIy+ B,GAAOz+B,GAEPD,EAAEZ,MAEH,IAAIR,EAAMOB,EAAEnB,IAAKR,EAAG,QAE/B,IAAMQ,EAAM,CAA CmB,EAAGC,EAAG3B,GAAGW,KAAI,SAAAC,GAAK,OA7CxB0/B,EA6CkC,KA7CrCx5B,EA6CkClG,aA5C7 B8Y,IAAa5S,EAAE6S,KAAKhB,GAAG,KAC7BiB,WAAW9S,EAAEnH,MAAQ2gC,EAAO,KAE5BF,GAAOt5B ,GAJtB,IAAgBA,EAAGw5B,KA+CP,OADAvgC,EAAIqgC,GAAOrgC,GACJ,IAAIO,EAAMC,EAAKR,EAAG,Q AE7B,MAAO5O,MAEXgvC,IAAK,SAAU79B,EAAGjF,EAAGkF,GACjB,IAAIxC,EAAI,EACR,GAAIuC,aAAaq Y,GAAY,CACzB,IAAMiD,EAAMtb,EAAE3C,MAKd,GAJA2C,EAAIsb,EAAI,GACRvgB,EAAIugB,EAAI,IACR rb,EAAIqb,EAAI,cAESpD,GAAW,CACxB,IAAM1a,EAAKyC,EACXA,EAAIzC,EAAG2a,SAAS,GAChB1a,EAA ID,EAAG2a,SAAS,IAGxB,IAAM1Y,EAAQi+B,GAAeC,KAAK39B,EAAGjF,EAAGkF,EAAGxC,GAC3C,GAAI gC,EAEA,OADAA,EAAMpC,MAAQ,MACPoC,GAGfk+B,KAAM,SAAU39B,EAAGjF,EAAGkF,EAAGxC,GAC rB,IACI,GAAIuC,aAAahC,EAMb,OAJIP,EADA1C,EACI+iC,GAAO/iC,GAEPiF,EAAExB,MAEH,IAAIR,EAAM gC,EAAE/B,IAAKR,EAAG,QAG/B,IAAIwgC,EACAC,EAEJ,SAASC,EAAIn+B,GAET,OAAQ,GADRA,EAAIA,

AI,EAEnB,EAAJA,EAAQ,EACNk+B,EAEE,EAAJI+B,EAAQ,EACNi+B,GAAMC,EAAKD,IAAO,EAAI,EAAIj+ B,GAAK,EAG/Bi+B,EAIfj+B,EAAK89B,GAAO99B,GAAK,IAAO,IACxBjF,EAAI2D,GAAMo/B,GAAO/iC,IAA IkF,EAAIvB,GAAMo/B,GAAO79B,IAAIxC,EAAIiB,GAAMo/B,GAAOrgC,IAG3DwgC,EAAS,EAAJh+B,GADL i+B,EAAKj+B,GAAK,GAAMA,GAAKIF,EAAI,GAAKkF,EAAIIF,EAAIIF,EAAIIF,GAG1C,IAAMkD,EAAM,C ACS,IAAjBkgC,EAAIn+B,EAAI,EAAI,GACG,IAAfm+B,EAAIn+B,GACa,IAAjBm+B,EAAIn+B,EAAI,IA GhB,OADAvC,EAAIqgC,GAAOrgC,GACJ,IAAIO,EAAMC,EAAKR,EAAG,QAE7B,MAAO5O,MAGXuvC,IAA K,SAASp+B,EAAGjF,EAAG4D,GAChB,OAAO++B,GAAeW,KAAKr+B,EAAGjF,EAAG4D,EAAG,IAGxC0/B, KAAM,SAASr+B,EAAGjF,EAAG4D,EAAGIB,GAIpB,IAAI3N,EACA6wB,EAJJ3gB,EAAM89B,GAAO99B,GA AK,IAAO,IAAO,IAChCjF,EAAI+iC,GAAO/iC,GAAG4D,EAAIm/B,GAAOn/B,GAAG1B,EAAIqgC,GAAOrgC,G AOvC,IAAM6gC,EAAK,CAAC3/B,EACRA,GAAK,EAAI5D,GACT4D,GAAK,GAJTgiB,EAAK3gB,EAAI,IADT IQ,EAAIqL,KAAKojC,MAAOv+B,EAAI,GAAM,KAKTjF,GACb4D,GAAK,GAAK,EAAIgiB,GAAK5lB,IACjBy jC,EAAO,CAAC,CAAC,EAAG,EAAG,GACjB,CAAC,EAAG,EAAG,GACP,CAAC,EAAG,EAAG,GACP,CAAC, EAAG,EAAG,GACP,CAAC,EAAG,EAAG,GACP,CAAC,EAAG,EAAG,IAEX,OAAOd,GAAeK,KAAsB,IAAjB O,EAAGE,EAAK1uC,GAAG,IACjB,IAAjBwuC,EAAGE,EAAK1uC,GAAG,IACM,IAAjBwuC,EAAGE,EAAK1 uC,GAAG,IACX2N,IAGR0gC,IAAK,SAAU1+B,GACX,OAAO,IAAI2X,GAAUrX,GAAMN,GAAOO,IAEtCy+B, WAAY,SAAUh/B,GAClB,OAAO,IAAl2X,GAA2B,IAAjBrX,GAAMN,GAAO1E,EAAS,MAE/C2jC,UAAW,SAA Uj/B,GACjB,OAAO,IAAI2X,GAA2B,IAAjBrX,GAAMN,GAAOQ,EAAS,MAE/C0+B,OAAQ,SAASl/B,GACb,O AAO,IAAI2X,GAAU5W,GAAMf,GAAOO,IAEtC4+B,cAAe,SAAUn/B,GACrB,OAAO,IAAI2X,GAA2B,IAAjB5 W,GAAMf,GAAO1E,EAAS,MAE/C8jC,SAAU,SAAUp/B,GAChB,OAAO,IAAI2X,GAA2B,IAAjB5W,GAAMf, GAAOd,EAAS,MAE/ChG,IAAK,SAAU8G,GACX,OAAO,IAAI2X,GAAU3X,EAAMxB,IAAI,KAEnCvJ,MAAO, SAAU+K,GACb,OAAO,IAAI2X,GAAU3X,EAAMxB,IAAI,KAEnCrM,KAAM,SAAU6N,GACZ,OAAO,IAAI2X ,GAAU3X,EAAMxB,IAAI,KAEnCO,MAAO,SAAUiB,GACb,OAAO,IAAI2X,GAAUrX,GAAMN,GAAOhC,IAEt C0B,KAAM,SAAUM,GACZ,OAAO,IAAI2X,GAAU3X,EAAMN,OAASM,EAAMjB,MAAQ,IAAK,MAE3DsgC, UAAW,SAAUr/B,GACjB,IAAMq/B,EACD,MAASr/B,EAAMxB,IAAI,GAAK,IACpB,MAASwB,EAAMxB,IAAI ,GAAK,IACxB,MAASwB,EAAMxB,IAAI,GAAK,IAEjC,OAAO,IAAImZ,GAAU0nB,EAAYr/B,EAAMjB,MAA Q,IAAK,MAExDugC,SAAU,SAAUt/B,EAAOu/B,EAAQC,GAG/B,IAAKx/B,EAAMxB,IACP,OAAO,KAEX,IA AM4/B,EAAM99B,GAAMN,GASIB,YAPsB,IAAXw/B,GAA2C,aAAjBA,EAAO5hC,MACxCwgC,EAAI9iC,GA AM8iC,EAAI9iC,EAAIikC,EAAO3hC,MAAQ,IAGjCwgC,EAAI9iC,GAAKikC,EAAO3hC,MAAQ,IAE5BwgC,E AAI9iC,EAAI2D,GAAMm/B,EAAI9iC,GACX4iC,GAAKl+B,EAAOo+B,IAEvBqB,WAAY,SAAUz/B,EAAOu/B ,EAAQC,GACjC,IAAMpB,EAAM99B,GAAMN,GASIB,YAPsB,IAAXw/B,GAA2C,aAAjBA,EAAO5hC,MACxC wgC, EAAI9iC, GAAM8iC, EAAI9iC, EAAIikC, EAAO3hC, MAAQ, IAGjCwgC, EAAI9iC, GAAKikC, EAAO3hC, MAAQ, IAGGCwgC, EAAI9iC, GAAKikC, EAAO3hC, MAAQ, IAGGCwgC, EAAI9iC, GAAKAC, EAAOAAC, EAACAC, EAAOAAC, EAACAC, EAAOAAC, EAACAC, EAACAC,AAQ,IAE5BwgC,EAAI9iC,EAAI2D,GAAMm/B,EAAI9iC,GACX4iC,GAAKI+B,EAAOo+B,IAEvBsB,QAAS,SA AU1/B,EAAOu/B,EAAQC,GAC9B,IAAMpB,EAAM99B,GAAMN,GASIB,YAPsB,IAAXw/B,GAA2C,aAAjBA,E AAO5hC,MACxCwgC,EAAI59B,GAAM49B,EAAI59B,EAAI++B,EAAO3hC,MAAQ,IAGjCwgC,EAAI59B,GA AK++B,EAAO3hC,MAAQ,IAE5BwgC,EAAI59B,EAAIvB,GAAMm/B,EAAI59B,GACX09B,GAAKl+B,EAAOo +B,IAEvBuB,OAAQ,SAAU3/B,EAAOu/B,EAAQC,GAC7B,IAAMpB,EAAM99B,GAAMN,GASIB,YAPsB,IAA Xw/B,GAA2C,aAAjBA,EAAO5hC,MACxCwgC,EAAI59B,GAAM49B,EAAI59B,EAAI++B,EAAO3hC,MAAQ,I AGjCwgC,EAAI59B,GAAK++B,EAAO3hC,MAAQ,IAE5BwgC,EAAI59B,EAAIvB,GAAMm/B,EAAI59B,GAC X09B,GAAKl+B,EAAOo+B,IAEvBwB,OAAQ,SAAU5/B,EAAOu/B,EAAQC,GAC7B,IAAMpB,EAAM99B,GA AMN,GASIB,YAPsB,IAAXw/B,GAA2C,aAAjBA,EAAO5hC,MACxCwgC,EAAIpgC,GAAMogC,EAAIpgC,EA AIuhC,EAAO3hC,MAAQ,IAGjCwgC,EAAIpgC,GAAKuhC,EAAO3hC,MAAQ,IAE5BwgC,EAAIpgC,EAAIiB,G AAMm/B,EAAIpgC,GACXkgC,GAAKI+B,EAAOo+B,IAEvByB,QAAS,SAAU7/B,EAAOu/B,EAAQC,GAC9B,I AAMpB,EAAM99B,GAAMN,GASlB,YAPsB,IAAXw/B,GAA2C,aAAjBA,EAAO5hC,MACxCwgC,EAAIpgC,G AAMogC,EAAIpgC,EAAIuhC,EAAO3hC,MAAQ,IAGjCwgC,EAAIpgC,GAAKuhC,EAAO3hC,MAAQ,IAE5Bw gC,EAAIpgC,EAAIiB,GAAMm/B,EAAIpgC,GACXkgC,GAAKl+B,EAAOo+B,IAEvB0B,KAAM,SAAU9/B,EA AOu/B,GACnB,IAAMnB,EAAM99B,GAAMN,GAIIB,OAFAo+B,EAAIpgC,EAAIuhC,EAAO3hC,MAAQ,IACv BwgC, EAAIpgC, EAAIiB, GAAMm/B, EAAIpgC, GACXkgC, GAAKl+B, EAAOo+B, IAEvB2B, KAAM, SAAU//B, EAAIpgC, CACXkgC, CAAKl+B, CAAOo+B, CAAN, CA

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* /opt/cola/permits/1550489314_1675273249.1374285/0/less-4-1-3-2-tgz/package/dist/less.min.js.map No license file was found, but licenses were detected in source scan.

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SafeString to Number conversion

Examples of SafeString to Number conversions and comparing these to the results from String methods

by Matthew Ford

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Turns an led on for one second, then off for one second, repeatedly.

Most Arduinos have an on-board led you can control. On the UNO, MEGA and ZERO it is attached to digital pin 13, on MKR1000 on pin 6. led is set to the correct led pin independent of which board is used. If you want to know what pin the on-board led is connected to on your Arduino model, check the Technical Specs of your board at: https://www.arduino.cc/en/Main/Products modified 8 May 2014 by Scott Fitzgerald modified 2 Sep 2016 by Arturo Guadalupi modified 8 Sep 2016 by Colby Newman This example code is in the public domain. http://www.arduino.cc/en/Tutorial/Blink */ Found in path(s): */opt/cola/permits/1550499841_1675274436.6722012/0/powerbroker2-safestring-4-1-25-0-gfac1370-targz/PowerBroker2-SafeString-fac1370/examples/loopTimer/LoopTimer_BlinkDelay/LoopTimer_BlinkDelay.ino No license file was found, but licenses were detected in source scan. SafeString replace() Examples of SafeString replace for chars and strings by Matthew Ford Copyright(c)2020 Forward Computing and Control Pty. Ltd. This example code is in the public domain. www.forward.com.au/pfod/ArduinoProgramming/SafeString/index.html */ Found in path(s): */opt/cola/permits/1550499841_1675274436.6722012/0/powerbroker2-safestring-4-1-25-0-gfac1370-tar $gz/PowerBroker 2-Safe String-fac 1370/examples/Safe String_Tests/Safe StringReplace/Safe StringReplace.ino$ No license file was found, but licenses were detected in source scan. SafeStringReader_Assign.ino This example = to SafeStringReader by Matthew Ford Copyright(c)2021 Forward Computing and Control Pty. Ltd.

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...mostly rewritten by Paul Stoffregen...

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/*

SafeString from char* with specified size constructor

Examples of how to create SafeStrings from an existing pointer to a char[]

also see the SafeString_ConstructorAndDebugging, SafeStringFromCharArray and SafeStringFromCharPtr examples

by Matthew Ford

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/*

```
SafeStringReader_flushInput.ino
```

This example flushes any initial input and also starts flushing if "flush" is found in the text stream

by Matthew Ford

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/*

Appending to SafeStrings using the += operator and concat()

Examples of how to append different data types to SafeStrings

Also has examples of using hasError() method

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SafeString charAt() and setCharAt()

Examples of how to get and set characters of a SafeString

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/>

Comparing SafeStrings

Examples of how to compare SafeStrings using the comparison operators

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Tokenizing SafeStrings and converting to numbers

Examples of how to use the nextToken() and toLong() and toDouble() to parse a CSV line

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OBD_Processor.ino for SafeString V4.0.0+

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by Matthew Ford

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SafeString.cpp V2.0.0 static memory SafeString library modified by Matthew Ford

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/* SafeStringInClasses_1.ino
Example of using SafeString for Class char[]s

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/*

SafeString from char* constructor

Examples of how to create SafeStrings from an existing pointer to a char[] also see the SafeString_ConstructorAndDebugging, SafeStringFromCharArray and SafeStringFromCharPtrWithSize examples

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Prefixing to SafeStrings using the -= operator and prefix()

Examples of how to prefix different data types to SafeStrings

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SafeString from char[] constructor

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fac1370/examples/SafeString_Tests/SafeStringFromCharArray/SafeStringFromCharArray.ino No license file was found, but licenses were detected in source scan.

/*

SafeStringReader_GPS.ino

This example reads GPS data from a SafeStringStream continuously using a SafeStringReader

by Matthew Ford

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download and install the SafeString library from Arduino library manager or from www.forward.com.au/pfod/ArduinoProgramming/SafeString/index.html

Found in path(s):

*/opt/cola/permits/1550499841_1675274436.6722012/0/powerbroker2-safestring-4-1-25-0-gfac1370-tar-gz/PowerBroker2-SafeString-fac1370/examples/SafeStringReader_GPS/SafeStringReader_GPS.ino
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/*

Appending to SafeStrings using print()/println()

Examples of how to use the standard print()/println() to append and format different data types to SafeStrings

by Matthew Ford

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Found in path(s):

* /opt/cola/permits/1550499841_1675274436.6722012/0/powerbroker2-safestring-4-1-25-0-gfac1370-targz/PowerBroker2-SafeString-fac1370/examples/SafeString_Tests/SafeStringPrint/SafeStringPrint.ino

1.92 libsepol 3.4-2

1.92.1 Available under license:

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Version 2.1, February 1999

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The

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