

Open Source Used In Automated Fault Management AFM_4.4

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1.338 xml-commons-resolver 1.2
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1.339 tomcat 9.0.83
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1.340 cxf-rt-bindings-soap 3.5.5
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1.342 charset-normalizer 3.3.2
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1.457 python-requests 2.31.0
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1.458 json4s-core 3.5.2
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1.462 spring-boot-starter-data-rest 1.5.8.RELEASE
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1.468 gzip 1.12-1.el9
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1.482 tomcat-dbcp 9.0.83
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1.483 dom 1.0
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1.484 scala-java8-compat_2.12 0.7.0

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1.492 dom4j 2.1.3

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1.493 iptables 1.8.8-6.el9_1

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1.494 spring-aspects 5.3.33

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1.495 tomcat-embed-websocket 8.5.23

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1.496 libnl3 3.7.0-1.el9

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1.497 swagger 1.5.20

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1.498 c3p0 0.9.5.4

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1.499 springfox-swagger-common 2.9.2

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1.500 spring-xml 3.0.9.RELEASE

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1.502 libnftnl 1.2.2-1.el9

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1.503 spring-tx 5.3.33

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1.504 bean-validation-api 1.1.0.Final
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1.505 servlet-api 3.0.1
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1.506 springfox-spring-web 2.9.2
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1.508 tcpdump 4.99.0-7.el9_3.1
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1.510 geronimowsmetadata 1.1.3
1.510.1 Available under license
1.511 commons-logging 1.2
1.511.1 Available under license
1.512 audit 3.0.7-104.el9
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1.513 jackson-jaxrs-base 2.16.0
1.513.1 Available under license
1.514 lz4-java 1.8.0
1.514.1 Available under license
1.515 commons-lang 2.4
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1.1 libjpeg 6b

1.1.1 Notifications :

This software is based in part on the work of the Independent JPEG Group.

1.1.2 Available under license :

The Independent JPEG Group's JPEG software
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README for release 6b of 27-Mar-1998
==========

This distribution contains the sixth public release of the Independent JPEG Group's free JPEG software. You are welcome to redistribute this software and to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

Serious users of this software (particularly those incorporating it into larger programs) should contact IJG at jpeg-info@uunet.uu.net to be added to our electronic mailing list. Mailing list members are notified of updates and have a chance to participate in technical discussions, etc.

This software is the work of Tom Lane, Philip Gladstone, Jim Boucher, Lee Crocker, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Guido Vollbeding, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the official ISO JPEG standards committee.

DOCUMENTATION
ROADMAP
==========

This file contains the following sections:

OVERVIEW General description of JPEG and the IJG software.
LEGAL ISSUES Copyright, lack of warranty, terms of distribution.
REFERENCES Where to learn more about JPEG.
ARCHIVE LOCATIONS Where to find newer versions of this software.
RELATED SOFTWARE Other stuff you should get.
FILE FORMAT WARS Software *not* to get.
TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:
install.doc How to configure and install the IJG software.
usage.doc Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.doc).
wizard.doc Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.
Programmer and internal documentation:
libjpeg.doc How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderules.doc Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW
========

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images.
JPEG is intended for compressing
"real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the
hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments
in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular,

the software is not intended to be read as a tutorial on JPEG. (See the
REFERENCES section for introductory material.) Rather, it is intended to
be reliable, portable, industrial-strength code. We do not claim to have
achieved that goal in every aspect of the software, but we strive for it.

We welcome the use of this software as a component of commercial products.
No royalty is required, but we do ask for an acknowledgement in product
documentation, as described under LEGAL ISSUES.

LEGAL ISSUES
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must acknowledge somewhere in your documentation that
you've used the IJG code.

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must be clearly indicated in accompanying documentation.
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the Independent JPEG Group".
(3) Permission for use of this software is granted only if the user accepts
full responsibility for any undesirable consequences; the authors accept
NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code,
not just to the unmodified library. If you use our work, you ought to
acknowledge us.

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sole proprietor of its copyright holder, Aladdin Enterprises of Menlo Park, CA.
ansi2knr.c is NOT covered by the above copyright and conditions, but instead
by the usual distribution terms of the Free Software Foundation; principally,
that you must include source code if you redistribute it. (See the file
ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part
of any program generated from the IJG code, this does not limit you more than
the foregoing paragraphs do.

The Unix configuration script "configure" was produced with GNU Autoconf.
It is copyright by the Free Software Foundation but is freely distributable.
The same holds for its supporting scripts (config.guess, config.sub,
ltconfig, ltmain.sh). Another support script, install-sh, is copyright
by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by
patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic
 coding cannot
legally be used without obtaining one or more licenses. For this reason,
support for arithmetic coding has been removed from the free JPEG software.
(Since arithmetic coding provides only a marginal gain over the unpatented
Huffman mode, it is unlikely that very many implementations will support it.)
So far as we are aware, there are no patent restrictions on the remaining
code.

The IJG distribution formerly included code to read and write GIF files.
To avoid entanglement with the Unisys LZW patent, GIF reading support has
been removed altogether, and the GIF writer has been simplified to produce
"uncompressed GIFs". This technique does not use the LZW algorithm; the
resulting GIF files are larger than usual, but are readable by all standard
GIF decoders.

We are required to state that

"The Graphics Interchange Format(c) is the Copyright property of
CompuServe Incorporated. GIF(sm) is a Service Mark property of
CompuServe Incorporated."

REFERENCES
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We
highly recommend reading one or more of these references before trying to
understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is
Wallace, Gregory K. "The JPEG Still Picture Compression Standard",
Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44.
(Adjacent articles in that issue discuss MPEG motion picture compression,
applications of JPEG, and related topics.) If you don't have the CACM issue
handy, a PostScript file containing a revised version of Wallace's article is
available at ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz. The file (actually
a preprint for an article that appeared in IEEE Trans. Consumer Electronics)
omits the sample images that appeared in CACM, but it includes corrections
and some added material. Note: the Wallace article is copyright ACM and IEEE,
and it may not be used for commercial purposes.

A somewhat less technical, more
leisurely introduction to JPEG can be found in
"The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by
M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides
good explanations and example C code for a multitude of compression methods
including JPEG. It is an excellent source if you are comfortable reading C
code but don't know much about data compression in general. The book's JPEG
sample code is far from industrial-strength, but when you are ready to look
at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data
Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published
by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US$59.95, 638 pp.
The book includes the complete text of the ISO JPEG standards (DIS 10918-1
and draft DIS 10918-2). This is by far the most complete exposition of JPEG
in existence, and we highly recommend it.

The
JPEG standard itself is not available electronically; you must order a
paper copy through ISO or ITU. (Unless you feel a need to own a certified
official copy, we recommend buying the Pennebaker and Mitchell book instead;
it's much cheaper and includes a great deal of useful explanatory material.)
In the USA, copies of the standard may be ordered from ANSI Sales at (212)
642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI

doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging $95 for Part 1 and $47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still
Images, Part 2: Compliance testing" and has document
numbers ISO/IEC IS 10918-2, ITU-T T.83.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:
Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314
A PostScript version of this document is available by FTP at ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text version at ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation
scheme
found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from ftp.sgi.com or from ftp://ftp.uu.net/graphics/jpeg/. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from ftp://ftp.sgi.com/graphics/tiff/.

ARCHIVE LOCATIONS
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The "official" archive site for this software is ftp.uu.net (Internet address 192.48.96.9). The most recent released version can always be found there in directory graphics/jpeg. This particular version will be archived

as ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz. If you don't have
direct Internet access, UUNET's archives are also available via UUCP; contact
help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only
ftp.uu.net is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from
the SimTel archives (ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/), or
on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12
"JPEG Tools". Again, these versions may sometimes lag behind the ftp.uu.net
release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of
general information about JPEG. It is updated constantly and therefore is
not included in this distribution. The FAQ is posted every two weeks to
Usenet newsgroups comp.graphics.misc, news.answers, and other groups.
It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/
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RELATED SOFTWARE
==========

Numerous viewing and image manipulation programs now support JPEG. (Quite a
few of them use this library to do so.) The JPEG FAQ described above lists
some of the more popular free and shareware viewers, and tells where to
obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free
PBMPLUS software, which provides many useful operations on PPM-format image
files. In particular, it can convert PPM images to and from a wide range of
other formats, thus making cjpeg/djpeg considerably more useful. The latest
version is distributed by the NetPBM group, and is available from numerous
sites,
notably ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/.
Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is;
you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford,
is available from ftp://havefun.stanford.edu/pub/jpeg/. This program

is designed for research and experimentation rather than production use;
it is slower, harder to use, and less portable than the IJG code, but it
is easier to read and modify. Also, the PVRG code supports lossless JPEG,
which we do not. (On the other hand, it doesn't do progressive JPEG.)

FILE FORMAT WARS
==========

Some JPEG programs produce files that are not compatible with our library.
The root of the problem is that the ISO JPEG committee failed to specify a
concrete file format. Some vendors "filled in the blanks" on their own,
creating proprietary formats that no one else could read.
 (For example, none
of the early commercial JPEG implementations for the Macintosh were able to
exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format
has been agreed to by a number of major commercial JPEG vendors, and it has
become the de facto standard. JFIF is a minimal or "low end" representation.
We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF
Technical Note #2) for "high end" applications that need to record a lot of
additional data about an image. TIFF/JPEG is fairly new and not yet widely
supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF.
SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should
be able to read the most common variant of SPIFF. SPIFF has some technical
advantages over JFIF, but its major claim to fame is simply that it is an
official standard rather than an informal one. At this point it is unclear
whether
 SPIFF will supersede JFIF or whether JFIF will remain the de-facto
standard. IJG intends to support SPIFF once the standard is frozen, but we
have not decided whether it should become our default output format or not.
(In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist.
We have little or no sympathy for the existence of these formats. Indeed,
one of the original reasons for developing this free software was to help
force convergence on common, open format standards for JPEG files. Don't
use a proprietary file format!

TO DO
=====

The major thrust for v7 will probably be improvement of visual quality.
The current method for scaling the quantization tables is known not to be

very good at low Q values. We also intend to investigate block boundary
smoothing, "poor man's variable quantization", and other means of improving
quality-vs-file-size performance without
 sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG
Part 3 extensions --- principally, variable quantization and the SPIFF file
format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

1.2 openssl 1.0.2k

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1.3 lzo 2.10

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1.6 cyrus-sasl 2.1.27

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1.8 dc 1.4

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1.10 ncurses 6.2

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1.11 xz 5.2.5

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<one line to give the program's name and a brief idea of what it does.>
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Gnomovision version 69, Copyright (C) year name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute
it
under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate
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`Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989
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is what you want to do, use the GNU Lesser General
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An interactive user interface displays "Appropriate Legal Notices"

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The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

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The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

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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.

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==========

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1.12 coreutils 8.32

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1.14 json-c 0.14

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1.15 libidn 2.3.0

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1.17 shim 14

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. The `grn' preprocessor, written by Barry Roitblat <barry@rentonww.com>

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src/preproc/grn/gprint.h
src/preproc/grn/hdb.cpp
src/preproc/grn/hgraph.cpp
src/preproc/grn/hpoint.cpp
src/preproc/grn/main.cpp

. The `gxditview' output device. It is based on X11's `xditview' program and thus has the X license.

src/devices/xditview/DESC.in
src/devices/xditview/Dvi.c
src/devices/xditview/Dvi.h
src/devices/xditview/DviP.h
src/devices/xditview/FontMap
src/devices/xditview/GXditview.ad
src/devices/xditview/Menu.h
src/devices/xditview/ad2c
src/devices/xditview/device.c
src/devices/xditview/device.h
src/devices/xditview/draw.c
src/devices/xditview/font.c
src/devices/xditview/gray1.bm
src/devices/xditview/gray2.bm
src/devices/xditview/gray3.bm
src/devices/xditview/gray4.bm
src/devices/xditview/gray5.bm
src/devices/xditview/gray6.bm
src/devices/xditview/gray7.bm
src/devices/xditview/gray8.bm
src/devices/xditview/gxditview.man
src/devices/xditview/lex.c
src/devices/xditview/page.c
src/devices/xditview/parse.c
src/devices/xditview/xdit.bm
src/devices/xditview/xdit_mask.bm
src/devices/xditview/xditview.c

src/include/DviChar.h
src/include/XFontName.h

src/libs/libxutil/DviChar.c
src/libs/libxutil/XFontName.c

Macro Packages

. The -mdoc macro set, using the BSD license.

tmac/doc.tmac
tmac/doc-old.tmac
tmac/doc-common
tmac/doc-ditroff
tmac/doc-nroff
tmac/doc-syms
tmac/groff_mdoc.man

. The -me macro set, using the BSD license.

tmac/e.tmac
tmac/groff_me.man
doc/meintro.me
doc/meintro_fr.me
doc/meref.me

Hyphenation Patterns

. The file `tmac/hyphen.us' is identical to the file `hyphen.tex', part of
the TeX system written by Donald E. Knuth; the master file can be found
at

ftp://labrea.stanford.edu/pub/tex/dist/lib/hyphen.tex .

It has been renamed for consistency, i.e., to make patterns available
under the filenames `hyphen.<language>', e.g. `hyphen.de' or
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. The file `tmac/hyphen.fr' contains the
same patterns as the file
`frhyph.tex' (for TeX), which can be found at

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. The file `tmac/hyphen.sv' is identical to the file `svhyph.tex', which
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. The files `tmac/hyphen.det' and `tmac/hyphen.den' contain the same
patterns as the files `dehypht-x-2017-03-31.pat' and
`dehyphn-x-2017-03-31.pat' (for TeX), respectively, which can be found
at

http://ctan.org/tex-archive/language/hyphenation/dehyph-exptl

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. The file `tmac/hyphen.cs' contains the same patterns as the file
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-*- text -*-
AUTHOR

Peter Schaffter (peter@schaffter.ca)
3-355 Lafontaine Ave
Vanier (ON) CANADA
K1L 6X6

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1.19 icu 67

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## Commands to generate dependency files
GEN_DEPS.c= $(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc= $(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE= -Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic

## Shared object suffix
SO = so
## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation
 rules
%.$(STATIC_O): $(srcdir)/%.c
 $(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
 $(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
 $(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
 $(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<


## Dependency rules
%.d: $(srcdir)/%.c
 @echo "generating dependency information for $<"
 @$(SHELL) -ec '$(GEN_DEPS.c) $< \
  | sed '\"s/\($*\)\.o[ :]*/\1.o $@ : /g'\" > $@; \
```

```
  [ -s $@ ] || rm -f $@'

%.d: $(srcdir)/%.cpp
 @echo "generating dependency information for $<"
 @$(SHELL) -ec '$(GEN_DEPS.cc) $< \
  | sed '\"s/\($*\)\.o[ :]*/\1.o $@ : /g'\" > $@; \
  [ -s $@ ] || rm -f $@'

## Versioned libraries rules

%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
 $(RM) $@ && ln -s ${<F} $@
%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
 $(RM) $@ && ln -s ${*F}.$(SO).$(SO_TARGET_VERSION) $@

##  Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR_DEPS=

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

## End BSD-specific setup
```

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1.24 squashfs-tools 4.4

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Upstream Author: Christian Werner <chw@ch-werner.de>

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1.31 gdbm 1.19

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1.32 json-c 0.99.9

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1.33 rsyslog 8.2102.0

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1.34 postgre-sql 12.7

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1.35 procps 3.3.17

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1.37 jansson 2.14

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1.38 libseccomp 2.5.2

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machine-readable source code, which
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uses the
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Section 6 states terms for distribution of such executables.

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linked without the Library, or if the work is itself a library. The
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functions (ten lines or less in length), then the use of the object
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the work with the complete corresponding
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1.41 shared-mime-info 2.1

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1.44 keyutils 1.6.3

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Appendix: How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it

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<one line to give the program's name and a brief idea of what it does.>
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Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

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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
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is invoked, then you must make a good faith effort to ensure that,
in the event an application does not supply such function or
table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

(For example, a function in a library to compute square roots has
a purpose that is entirely well-defined independent of the
application. Therefore, Subsection 2d requires that any
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4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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

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

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

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

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

Otherwise, if the work is a derivative of the Library, you may

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

6. As an exception to the Sections above, you may also combine or
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modification of the work for the customer's own use and reverse
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during execution displays copyright notices, you must include the
copyright notice for the Library among them, as well as a reference
directing the user to the copy of this License. Also, you must do one
of these things:

a) Accompany the work with the complete corresponding
machine-readable source code for the Library including whatever
changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that
uses the Library", as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified
executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

b) 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 Sections above.

b) 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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* This file contains routines to write output images in RLE format.
* The Utah Raster Toolkit library is required (version 3.1 or later).
*
* These routines may need modification for non-Unix environments or
* specialized applications.  As they stand, they assume output to
* an ordinary stdio stream.
*
* Based on code contributed by Mike Lijewski,
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*/
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* This file contains the main buffer controller for decompression.
* The main buffer lies between the JPEG decompressor proper and the
* post-processor; it holds downsampled data in the JPEG colorspace.
*
* Note that this code is bypassed in raw-data mode, since the application
* supplies the equivalent of the main buffer in that case.
*/
```

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```
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* cdjpeg.c
```

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* This file contains common support routines used by the IJG application
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* This file contains master control logic for the JPEG compressor.
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*/
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* This file contains 1-pass color quantization (color mapping) routines.
* These routines provide mapping to a fixed color map using equally spaced
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*/
```

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*
* This file implements djpeg's "-map file" switch.  It reads a source image
* and constructs a colormap to be supplied to the JPEG decompressor.
*
* Currently, these file formats are supported for the map file:
*   GIF: the contents of the GIF's global colormap are used.
*   PPM (either text or raw flavor): the entire file is read and
*      each unique pixel value is entered in the map.
* Note that reading a large PPM file will be horrendously slow.
* Typically, a PPM-format map file should contain just one pixel
* of each desired color.  Such a file can be extracted from an
* ordinary image PPM file with ppmtomap(1).
*
* Rescaling a PPM that has a maxval unequal to MAXJSAMPLE is not
* currently implemented.
 */
/* Portions of this code are based on the PBMPLUS library, which is:
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*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/ckconfig.c

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

```
/*
* rdppm.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2009-2020 by Bill Allombert, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in PPM/PGM format.
* The extended 2-byte-per-sample raw PPM/PGM formats are supported.
* The PBMPLUS library is NOT required to compile this software
* (but it is highly useful as a set of PPM image manipulation programs).
*
* These routines may need modification for non-Unix environments or
* specialized applications.  As they stand, they assume input from
* an ordinary stdio stream.  They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed PPM format).
*/
/* Portions
 of this code are based on the PBMPLUS library, which is:
**
** Copyright (C) 1988 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation.  This software is provided "as is" without express or
** implied warranty.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/rdppm.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdinput.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2002-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains input control logic for the JPEG decompressor.
```

* These routines are concerned with controlling the decompressor's input
* processing (marker reading and coefficient decoding). The actual input
* reading is done in jdmarker.c, jdhuff.c, and jdarith.c.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdinput.c
No license file was found, but licenses were detected in source scan.

/*
* rdrle.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in Utah RLE format.
* The Utah Raster Toolkit library is required (version 3.1 or later).
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed RLE format).
*
* Based on code contributed by Mike Lijewski,
* with updates from Robert Hutchinson.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/rdrle.c
No license file was found, but licenses were detected in source scan.

/*
* jdatasrc.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains decompression data source routines for the case of
* reading JPEG data from memory or from a file (or any stdio stream).
* While these routines are sufficient for most applications,
* some will want to use a different source manager.
* IMPORTANT: we assume that fread() will correctly transcribe an array of

* JOCTETs from 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdatasrc.c
No license file was found, but licenses were detected in source scan.

/*
* jerror.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2012-2015 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains simple error-reporting and trace-message routines.
* These are suitable for Unix-like systems and others where writing to
* stderr is the right thing to do. Many applications will want to replace
* some or all of these routines.
*
* If you define USE_WINDOWS_MESSAGEBOX in jconfig.h or in the makefile,
* you get a Windows-specific hack to display error messages in a dialog box.
* It ain't much, but it beats dropping error messages into the bit bucket,
* which is what happens to output to stderr under most Windows C compilers.
*
* These routines are used by both the compression and decompression code.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jerror.c
No license file was found, but licenses were detected in source scan.

USING THE IJG JPEG LIBRARY

Copyright (C) 1994-2019, Thomas G. Lane, Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

This file describes how to use the IJG JPEG library within an application
program. Read it if you want to write a program that uses the library.

The file example.c provides heavily commented skeleton code for calling the
JPEG library. Also see jpeglib.h (the include file to be used by application
programs) for full details about data structures and function parameter lists.
The library source code, of course, is the ultimate reference.

Note that there have been *major* changes from the application interface
presented by IJG version 4 and earlier versions. The old design had several
inherent limitations, and it had accumulated a lot of cruft as we added
features while trying to
 minimize application-interface changes. We have
sacrificed backward compatibility in the version 5 rewrite, but we think the
improvements justify this.

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You should read at least the overview and basic usage
 sections before trying
to program with the library. The sections on advanced features can be read
if and when you need them.

OVERVIEW
========

Functions provided by the library

The IJG JPEG library provides C code to read and write JPEG-compressed image files. The surrounding application program receives or supplies image data a scanline at a time, using a straightforward uncompressed image format. All details of color conversion and other preprocessing/postprocessing can be handled by the library.

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. The application indirectly selects use of this code by specifying the format in which it wishes to supply or receive image data.
For example, if colormapped output is requested, then the decompression library automatically invokes color quantization.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

A word about functions *not* provided by the library. We handle a subset of the ISO JPEG standard; most baseline, extended-sequential, and progressive JPEG processes are supported. (Our subset includes all features now in common use.) Unsupported ISO options include:
* Hierarchical storage
* Lossless JPEG
* DNL marker
* Nonintegral subsampling ratios

We support 8-bit to 12-bit data precision, but this is a compile-time choice rather than a run-time choice; hence it is difficult to use different precisions in a single application.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, this library is used by the free LIBTIFF library to support JPEG compression in TIFF.)

Outline of typical usage

The rough outline of a JPEG compression operation is:

```
 Allocate and initialize a JPEG compression object
 Specify the destination for the compressed data (eg, a file)
 Set parameters for compression, including image size & colorspace
 jpeg_start_compress(...);
 while (scan
 lines remain to be written)
  jpeg_write_scanlines(...);
 jpeg_finish_compress(...);
 Release the JPEG compression object
```

A JPEG compression object holds parameters and working state for the JPEG library. We make creation/destruction of the object separate from starting or finishing compression of an image; the same object can be re-used for a series of image compression operations. This makes it easy to re-use the same parameter settings for a sequence of images. Re-use of a JPEG object also has important implications for processing abbreviated JPEG datastreams, as discussed later.

The image data to be compressed is supplied to jpeg_write_scanlines() from in-memory buffers. If the application is doing file-to-file compression, reading image data from the source file is the application's responsibility. The library emits compressed data by calling a "data destination manager", which typically will write the data into a file; but the application can provide its
 own destination manager to do something else.

Similarly, the rough outline of a JPEG decompression operation is:

```
 Allocate and initialize a JPEG decompression object
 Specify the source of the compressed data (eg, a file)
 Call jpeg_read_header() to obtain image info
 Set parameters for decompression
 jpeg_start_decompress(...);
 while (scan lines remain to be read)
  jpeg_read_scanlines(...);
 jpeg_finish_decompress(...);
 Release the JPEG decompression object
```

This is comparable to the compression outline except that reading the datastream header is a separate step. This is helpful because information about the image's size, colorspace, etc is available when the application selects decompression parameters. For example, the application can choose an

output scaling ratio that will fit the image into the available screen size.

The decompression library obtains compressed data by calling a data source
manager, which typically will read the data from a file; but
 other behaviors
can be obtained with a custom source manager. Decompressed data is delivered
into in-memory buffers passed to jpeg_read_scanlines().

It is possible to abort an incomplete compression or decompression operation
by calling jpeg_abort(); or, if you do not need to retain the JPEG object,
simply release it by calling jpeg_destroy().

JPEG compression and decompression objects are two separate struct types.
However, they share some common fields, and certain routines such as
jpeg_destroy() can work on either type of object.

The JPEG library has no static variables: all state is in the compression
or decompression object. Therefore it is possible to process multiple
compression and decompression operations concurrently, using multiple JPEG
objects.

Both compression and decompression can be done in an incremental memory-to-
memory fashion, if suitable source/destination managers are used. See the
section on "I/O suspension" for more details.

BASIC
 LIBRARY USAGE
==========

Data formats

Before diving into procedural details, it is helpful to understand the
image data format that the JPEG library expects or returns.

The standard input image format is a rectangular array of pixels, with each
pixel having the same number of "component" or "sample" values (color
channels). You must specify how many components there are and the colorspace
interpretation of the components. Most applications will use RGB data
(three components per pixel) or grayscale data (one component per pixel).
PLEASE NOTE THAT RGB DATA IS THREE SAMPLES PER PIXEL, GRAYSCALE ONLY ONE.
A remarkable number of people manage to miss this, only to find that their
programs don't work with grayscale JPEG files.

There is no provision for colormapped input. JPEG files are always full-color
or full grayscale (or sometimes another colorspace such as CMYK). You can
feed in a colormapped image by expanding it to full-color format.

However
JPEG often doesn't work very well with source data that has been colormapped,
because of dithering noise. This is discussed in more detail in the JPEG FAQ
and the other references mentioned in the README file.

Pixels are stored by scanlines, with each scanline running from left to
right. The component values for each pixel are adjacent in the row; for
example, R,G,B,R,G,B,R,G,B,... for 24-bit RGB color. Each scanline is an
array of data type JSAMPLE --- which is typically "unsigned char", unless
you've changed jmorecfg.h. (You can also change the RGB pixel layout, say
to B,G,R order, by modifying jmorecfg.h. But see the restrictions listed in
that file before doing so.)

A 2-D array of pixels is formed by making a list of pointers to the starts of
scanlines; so the scanlines need not be physically adjacent in memory. Even
if you process just one scanline at a time, you must make a one-element
pointer array to conform to this structure. Pointers to JSAMPLE
rows are of
type JSAMPROW, and the pointer to the pointer array is of type JSAMPARRAY.

The library accepts or supplies one or more complete scanlines per call.
It is not possible to process part of a row at a time. Scanlines are always
processed top-to-bottom. You can process an entire image in one call if you
have it all in memory, but usually it's simplest to process one scanline at
a time.

For best results, source data values should have the precision specified by
BITS_IN_JSAMPLE (normally 8 bits). For instance, if you choose to compress
data that's only 6 bits/channel, you should left-justify each value in a
byte before passing it to the compressor. If you need to compress data
that has more than 8 bits/channel, compile with BITS_IN_JSAMPLE = 9 to 12.
(See "Library compile-time options", later.)

The data format returned by the decompressor is the same in all details,
except that colormapped output is supported. (Again, a JPEG file is never
colormapped.
But you can ask the decompressor to perform on-the-fly color
quantization to deliver colormapped output.) If you request colormapped
output then the returned data array contains a single JSAMPLE per pixel;
its value is an index into a color map. The color map is represented as
a 2-D JSAMPARRAY in which each row holds the values of one color component,
that is, colormap[i][j] is the value of the i'th color component for pixel
value (map index) j. Note that since the colormap indexes are stored in
JSAMPLEs, the maximum number of colors is limited by the size of JSAMPLE
(ie, at most 256 colors for an 8-bit JPEG library).

Compression details

Here we revisit the JPEG compression outline given in the overview.

1. Allocate and initialize a JPEG compression object.

A JPEG compression object is a "struct jpeg_compress_struct". (It also has a bunch of subsidiary structures which are allocated via malloc(), but the application doesn't control
those directly.) This struct can be just a local
variable in the calling routine, if a single routine is going to execute the whole JPEG compression sequence. Otherwise it can be static or allocated from malloc().

You will also need a structure representing a JPEG error handler. The part of this that the library cares about is a "struct jpeg_error_mgr". If you are providing your own error handler, you'll typically want to embed the jpeg_error_mgr struct in a larger structure; this is discussed later under "Error handling". For now we'll assume you are just using the default error handler. The default error handler will print JPEG error/warning messages on stderr, and it will call exit() if a fatal error occurs.

You must initialize the error handler structure, store a pointer to it into the JPEG object's "err" field, and then call jpeg_create_compress() to initialize the rest of the JPEG object.

Typical code for this step, if you are using the default error handler,
is

```
struct jpeg_compress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_compress(&cinfo);
```

jpeg_create_compress allocates a small amount of memory, so it could fail if you are out of memory. In that case it will exit via the error handler; that's why the error handler must be initialized first.

2. Specify the destination for the compressed data (eg, a file).

As previously mentioned, the JPEG library delivers compressed data to a "data destination" module. The library includes one data destination module which knows how to write to a stdio stream. You can use your own destination module if you want to do something else, as discussed later.

If you use the standard destination module, you must open the target stdio stream beforehand. Typical code for this step looks like:

```
FILE * outfile;
...
if ((outfile = fopen(filename, "wb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);

 exit(1);
}
jpeg_stdio_dest(&cinfo, outfile);
```

where the last line invokes the standard destination module.

WARNING: it is critical that the binary compressed data be delivered to the output file unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You can select the data destination after setting other parameters (step 3), if that's more convenient. You may not change the destination between calling jpeg_start_compress() and jpeg_finish_compress().

3. Set parameters for compression, including image size & colorspace.

You must supply information about the source image by setting the following fields in the JPEG object (cinfo structure):

```
image_width  Width
of image, in pixels
image_height  Height of image, in pixels
input_components Number of color channels (samples per pixel)
in_color_space  Color space of source image
```

The image dimensions are, hopefully, obvious. JPEG supports image dimensions of 1 to 64K pixels in either direction. The input color space is typically RGB or grayscale, and input_components is 3 or 1 accordingly. (See "Special color spaces", later, for more info.) The in_color_space field must be assigned one of the J_COLOR_SPACE enum constants, typically JCS_RGB or JCS_GRAYSCALE.

JPEG has a large number of compression parameters that determine how the image is encoded. Most applications don't need or want to know about all these parameters. You can set all the parameters to reasonable defaults by calling jpeg_set_defaults(); then, if there are particular values you want

to change, you can do so after that. The "Compression parameter selection" section tells about all the parameters.

You
 must set in_color_space correctly before calling jpeg_set_defaults(), because the defaults depend on the source image colorspace. However the other three source image parameters need not be valid until you call jpeg_start_compress(). There's no harm in calling jpeg_set_defaults() more than once, if that happens to be convenient.

Typical code for a 24-bit RGB source image is

```
 cinfo.image_width = Width;  /* image width and height, in pixels */
 cinfo.image_height = Height;
 cinfo.input_components = 3; /* # of color components per pixel */
 cinfo.in_color_space = JCS_RGB; /* colorspace of input image */

 jpeg_set_defaults(&cinfo);
 /* Make optional parameter settings here */
```

4. jpeg_start_compress(...);

After you have established the data destination and set all the necessary source image info and other parameters, call jpeg_start_compress() to begin a compression cycle. This will initialize internal state, allocate working storage, and emit the first few
 bytes of the JPEG datastream header.

Typical code:

```
 jpeg_start_compress(&cinfo, TRUE);
```

The "TRUE" parameter ensures that a complete JPEG interchange datastream will be written. This is appropriate in most cases. If you think you might want to use an abbreviated datastream, read the section on abbreviated datastreams, below.

Once you have called jpeg_start_compress(), you may not alter any JPEG parameters or other fields of the JPEG object until you have completed the compression cycle.

5. while (scan lines remain to be written)
 jpeg_write_scanlines(...);

Now write all the required image data by calling jpeg_write_scanlines() one or more times. You can pass one or more scanlines in each call, up

to the total image height. In most applications it is convenient to pass
just one or a few scanlines at a time. The expected format for the passed
data is discussed under "Data formats", above.

Image data should be written in top-to-bottom scanline order.
 The JPEG spec
contains some weasel wording about how top and bottom are application-defined
terms (a curious interpretation of the English language...) but if you want
your files to be compatible with everyone else's, you WILL use top-to-bottom
order. If the source data must be read in bottom-to-top order, you can use
the JPEG library's virtual array mechanism to invert the data efficiently.
Examples of this can be found in the sample application cjpeg.

The library maintains a count of the number of scanlines written so far
in the next_scanline field of the JPEG object. Usually you can just use
this variable as the loop counter, so that the loop test looks like
"while (cinfo.next_scanline < cinfo.image_height)".

Code for this step depends heavily on the way that you store the source data.
example.c shows the following code for the case of a full-size 2-D source
array containing 3-byte RGB pixels:

```
 JSAMPROW row_pointer[1]; /* pointer to a single row */
 int row_stride;   /*
 physical row width in buffer */

 row_stride = image_width * 3; /* JSAMPLEs per row in image_buffer */

 while (cinfo.next_scanline < cinfo.image_height) {
    row_pointer[0] = & image_buffer[cinfo.next_scanline * row_stride];
    jpeg_write_scanlines(&cinfo, row_pointer, 1);
 }
```

jpeg_write_scanlines() returns the number of scanlines actually written.
This will normally be equal to the number passed in, so you can usually
ignore the return value. It is different in just two cases:
 * If you try to write more scanlines than the declared image height,
   the additional scanlines are ignored.
 * If you use a suspending data destination manager, output buffer overrun
   will cause the compressor to return before accepting all the passed lines.
   This feature is discussed under "I/O suspension", below. The normal
   stdio destination manager will NOT cause this to happen.
In any case, the return value is the same as the change in the value of
next_scanline.

6.

jpeg_finish_compress(...);

After all the image data has been written, call jpeg_finish_compress() to
complete the compression cycle. This step is ESSENTIAL to ensure that the
last bufferload of data is written to the data destination.
jpeg_finish_compress() also releases working memory associated with the JPEG
object.

Typical code:

jpeg_finish_compress(&cinfo);

If using the stdio destination manager, don't forget to close the output
stdio stream (if necessary) afterwards.

If you have requested a multi-pass operating mode, such as Huffman code
optimization, jpeg_finish_compress() will perform the additional passes using
data buffered by the first pass. In this case jpeg_finish_compress() may take
quite a while to complete. With the default compression parameters, this will
not happen.

It is an error to call jpeg_finish_compress() before writing the necessary
total number of scanlines. If you wish to abort compression, call
jpeg_abort() as
discussed below.

After completing a compression cycle, you may dispose of the JPEG object
as discussed next, or you may use it to compress another image. In that case
return to step 2, 3, or 4 as appropriate. If you do not change the
destination manager, the new datastream will be written to the same target.
If you do not change any JPEG parameters, the new datastream will be written
with the same parameters as before. Note that you can change the input image
dimensions freely between cycles, but if you change the input colorspace, you
should call jpeg_set_defaults() to adjust for the new colorspace; and then
you'll need to repeat all of step 3.

7. Release the JPEG compression object.

When you are done with a JPEG compression object, destroy it by calling
jpeg_destroy_compress(). This will free all subsidiary memory (regardless of
the previous state of the object). Or you can call jpeg_destroy(), which
works for either compression or decompression objects ---
this may be more
convenient if you are sharing code between compression and decompression
cases. (Actually, these routines are equivalent except for the declared type
of the passed pointer. To avoid gripes from ANSI C compilers, jpeg_destroy()
should be passed a j_common_ptr.)

If you allocated the jpeg_compress_struct structure from malloc(), freeing
it is your responsibility --- jpeg_destroy() won't. Ditto for the error
handler structure.

Typical code:

```
 jpeg_destroy_compress(&cinfo);
```

8. Aborting.

If you decide to abort a compression cycle before finishing, you can clean up
in either of two ways:

* If you don't need the JPEG object any more, just call
 jpeg_destroy_compress() or jpeg_destroy() to release memory. This is
 legitimate at any point after calling jpeg_create_compress() --- in fact,
 it's safe even if jpeg_create_compress() fails.

* If you want to re-use the JPEG object, call jpeg_abort_compress(), or call
 jpeg_abort() which works
 on both compression and decompression objects.
 This will return the object to an idle state, releasing any working memory.
 jpeg_abort() is allowed at any time after successful object creation.

Note that cleaning up the data destination, if required, is your
responsibility; neither of these routines will call term_destination().
(See "Compressed data handling", below, for more about that.)

jpeg_destroy() and jpeg_abort() are the only safe calls to make on a JPEG
object that has reported an error by calling error_exit (see "Error handling"
for more info). The internal state of such an object is likely to be out of
whack. Either of these two routines will return the object to a known state.

Decompression details

Here we revisit the JPEG decompression outline given in the overview.

1. Allocate and initialize a JPEG decompression object.

This is just like initialization for compression, as discussed above,
except that the object is
 a "struct jpeg_decompress_struct" and you
call jpeg_create_decompress(). Error handling is exactly the same.

Typical code:

```
struct jpeg_decompress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_decompress(&cinfo);
```

(Both here and in the IJG code, we usually use variable name "cinfo" for
both compression and decompression objects.)

2. Specify the source of the compressed data (eg, a file).

As previously mentioned, the JPEG library reads compressed data from a "data source" module. The library includes one data source module which knows how to read from a stdio stream. You can use your own source module if you want to do something else, as discussed later.

If you use the standard source module, you must open the source stdio stream beforehand. Typical code for this step looks like:

```
FILE * infile;
...
if ((infile = fopen(filename, "rb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);

   exit(1);
}
jpeg_stdio_src(&cinfo, infile);
```

where the last line invokes the standard source module.

WARNING: it is critical that the binary compressed data be read unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You may not change the data source between calling jpeg_read_header() and jpeg_finish_decompress(). If you wish to read a series of JPEG images from a single source file, you should repeat the jpeg_read_header() to jpeg_finish_decompress() sequence without reinitializing either the JPEG object or the data source module; this prevents buffered input data from being discarded.

3. Call jpeg_read_header() to obtain image info.

Typical code
 for this step is just

 jpeg_read_header(&cinfo, TRUE);

This will read the source datastream header markers, up to the beginning
of the compressed data proper. On return, the image dimensions and other
info have been stored in the JPEG object. The application may wish to
consult this information before selecting decompression parameters.

More complex code is necessary if
 * A suspending data source is used --- in that case jpeg_read_header()
   may return before it has read all the header data. See "I/O suspension",
   below. The normal stdio source manager will NOT cause this to happen.
 * Abbreviated JPEG files are to be processed --- see the section on
   abbreviated datastreams. Standard applications that deal only in
   interchange JPEG files need not be concerned with this case either.

It is permissible to stop at this point if you just wanted to find out the
image dimensions and other header info for a JPEG file. In that case,
call jpeg_destroy()
 when you are done with the JPEG object, or call
jpeg_abort() to return it to an idle state before selecting a new data
source and reading another header.

4. Set parameters for decompression.

jpeg_read_header() sets appropriate default decompression parameters based on
the properties of the image (in particular, its colorspace). However, you
may well want to alter these defaults before beginning the decompression.
For example, the default is to produce full color output from a color file.
If you want colormapped output you must ask for it. Other options allow the
returned image to be scaled and allow various speed/quality tradeoffs to be
selected. "Decompression parameter selection", below, gives details.

If the defaults are appropriate, nothing need be done at this step.

Note that all default values are set by each call to jpeg_read_header().
If you reuse a decompression object, you cannot expect your parameter
settings to be preserved across cycles, as you
 can for compression.
You must set desired parameter values each time.

5. jpeg_start_decompress(...);

Once the parameter values are satisfactory, call jpeg_start_decompress() to
begin decompression. This will initialize internal state, allocate working
memory, and prepare for returning data.

Typical code is just

 jpeg_start_decompress(&cinfo);

If you have requested a multi-pass operating mode, such as 2-pass color
quantization, jpeg_start_decompress() will do everything needed before data
output can begin. In this case jpeg_start_decompress() may take quite a while
to complete. With a single-scan (non progressive) JPEG file and default
decompression parameters, this will not happen; jpeg_start_decompress() will
return quickly.

After this call, the final output image dimensions, including any requested
scaling, are available in the JPEG object; so is the selected colormap, if
colormapped output has been requested. Useful fields include

 output_width image
 width and height, as scaled
 output_height
 out_color_components # of color components in out_color_space
 output_components # of color components returned per pixel
 colormap the selected colormap, if any
 actual_number_of_colors number of entries in colormap

output_components is 1 (a colormap index) when quantizing colors; otherwise it
equals out_color_components. It is the number of JSAMPLE values that will be
emitted per pixel in the output arrays.

Typically you will need to allocate data buffers to hold the incoming image.
You will need output_width * output_components JSAMPLEs per scanline in your
output buffer, and a total of output_height scanlines will be returned.

Note: if you are using the JPEG library's internal memory manager to allocate
data buffers (as djpeg does), then the manager's protocol requires that you
request large buffers *before* calling jpeg_start_decompress(). This is a
little tricky since the output_XXX fields are not normally
 valid then. You
can make them valid by calling jpeg_calc_output_dimensions() after setting the
relevant parameters (scaling, output color space, and quantization flag).

6. while (scan lines remain to be read)
 jpeg_read_scanlines(...);

Now you can read the decompressed image data by calling jpeg_read_scanlines()
one or more times. At each call, you pass in the maximum number of scanlines
to be read (ie, the height of your working buffer); jpeg_read_scanlines()
will return up to that many lines. The return value is the number of lines
actually read. The format of the returned data is discussed under "Data
formats", above. Don't forget that grayscale and color JPEGs will return
different data formats!

Image data is returned in top-to-bottom scanline order. If you must write
out the image in bottom-to-top order, you can use the JPEG library's virtual
array mechanism to invert the data efficiently. Examples of this can be
found in the sample application djpeg.

The
library maintains a count of the number of scanlines returned so far
in the output_scanline field of the JPEG object. Usually you can just use
this variable as the loop counter, so that the loop test looks like
"while (cinfo.output_scanline < cinfo.output_height)". (Note that the test
should NOT be against image_height, unless you never use scaling. The
image_height field is the height of the original unscaled image.)
The return value always equals the change in the value of output_scanline.

If you don't use a suspending data source, it is safe to assume that
jpeg_read_scanlines() reads at least one scanline per call, until the
bottom of the image has been reached.

If you use a buffer larger than one scanline, it is NOT safe to assume that
jpeg_read_scanlines() fills it. (The current implementation returns only a
few scanlines per call, no matter how large a buffer you pass.) So you must
always provide a loop that calls jpeg_read_scanlines() repeatedly until
the
whole image has been read.

7. jpeg_finish_decompress(...);

After all the image data has been read, call jpeg_finish_decompress() to
complete the decompression cycle. This causes working memory associated
with the JPEG object to be released.

Typical code:

```
jpeg_finish_decompress(&cinfo);
```

If using the stdio source manager, don't forget to close the source stdio
stream if necessary.

It is an error to call jpeg_finish_decompress() before reading the correct

total number of scanlines. If you wish to abort decompression, call
jpeg_abort() as discussed below.

After completing a decompression cycle, you may dispose of the JPEG object as
discussed next, or you may use it to decompress another image. In that case
return to step 2 or 3 as appropriate. If you do not change the source
manager, the next image will be read from the same source.

8. Release the JPEG decompression object.

When you are done with a JPEG decompression object, destroy it
 by calling
jpeg_destroy_decompress() or jpeg_destroy(). The previous discussion of
destroying compression objects applies here too.

Typical code:

 jpeg_destroy_decompress(&cinfo);

9. Aborting.

You can abort a decompression cycle by calling jpeg_destroy_decompress() or
jpeg_destroy() if you don't need the JPEG object any more, or
jpeg_abort_decompress() or jpeg_abort() if you want to reuse the object.
The previous discussion of aborting compression cycles applies here too.

Mechanics of usage: include files, linking, etc

Applications using the JPEG library should include the header file jpeglib.h
to obtain declarations of data types and routines. Before including
jpeglib.h, include system headers that define at least the typedefs FILE and
size_t. On ANSI-conforming systems, including <stdio.h> is sufficient; on
older Unix systems, you may need <sys/types.h> to define size_t.

If the application needs to
 refer to individual JPEG library error codes, also
include jerror.h to define those symbols.

jpeglib.h indirectly includes the files jconfig.h and jmorecfg.h. If you are
installing the JPEG header files in a system directory, you will want to
install all four files: jpeglib.h, jerror.h, jconfig.h, jmorecfg.h.

The most convenient way to include the JPEG code into your executable program
is to prepare a library file ("libjpeg.a", or a corresponding name on non-Unix

machines) and reference it at your link step. If you use only half of the
library (only compression or only decompression), only that much code will be
included from the library, unless your linker is hopelessly brain-damaged.
The supplied makefiles build libjpeg.a automatically (see install.txt).

While you can build the JPEG library as a shared library if the whim strikes
you, we don't really recommend it. The trouble with shared libraries is that
at some point you'll probably try to substitute a new version
 of the library
without recompiling the calling applications. That generally doesn't work
because the parameter struct declarations usually change with each new
version. In other words, the library's API is *not* guaranteed binary
compatible across versions; we only try to ensure source-code compatibility.
(In hindsight, it might have been smarter to hide the parameter structs from
applications and introduce a ton of access functions instead. Too late now,
however.)

On some systems your application may need to set up a signal handler to ensure
that temporary files are deleted if the program is interrupted. This is most
critical if you are on MS-DOS and use the jmemdos.c memory manager back end;
it will try to grab extended memory for temp files, and that space will NOT be
freed automatically. See cjpeg.c or djpeg.c for an example signal handler.

It may be worth pointing out that the core JPEG library does not actually
require the stdio library: only the default
 source/destination managers and
error handler need it. You can use the library in a stdio-less environment
if you replace those modules and use jmemnobs.c (or another memory manager of
your own devising). More info about the minimum system library requirements
may be found in jinclude.h.

ADVANCED FEATURES
==========

Compression parameter selection

This section describes all the optional parameters you can set for JPEG
compression, as well as the "helper" routines provided to assist in this
task. Proper setting of some parameters requires detailed understanding
of the JPEG standard; if you don't know what a parameter is for, it's best
not to mess with it! See REFERENCES in the README file for pointers to
more info about JPEG.

It's a good idea to call jpeg_set_defaults() first, even if you plan to set
all the parameters; that way your code is more likely to work with future JPEG
libraries that have additional parameters.

For the same reason, we recommend
you use a helper routine where one is provided, in preference to twiddling
cinfo fields directly.

The helper routines are:

jpeg_set_defaults (j_compress_ptr cinfo)
This routine sets all JPEG parameters to reasonable defaults, using
only the input image's color space (field in_color_space, which must
already be set in cinfo). Many applications will only need to use
this routine and perhaps jpeg_set_quality().

jpeg_set_colorspace (j_compress_ptr cinfo, J_COLOR_SPACE colorspace)
Sets the JPEG file's colorspace (field jpeg_color_space) as specified,
and sets other color-space-dependent parameters appropriately. See
"Special color spaces", below, before using this. A large number of
parameters, including all per-component parameters, are set by this
routine; if you want to twiddle individual parameters you should call
jpeg_set_colorspace() before rather than after.

jpeg_default_colorspace (j_compress_ptr cinfo)
Selects
an appropriate JPEG colorspace based on cinfo->in_color_space,
and calls jpeg_set_colorspace(). This is actually a subroutine of
jpeg_set_defaults(). It's broken out in case you want to change
just the colorspace-dependent JPEG parameters.

jpeg_set_quality (j_compress_ptr cinfo, int quality, boolean force_baseline)
Constructs JPEG quantization tables appropriate for the indicated
quality setting. The quality value is expressed on the 0..100 scale
recommended by IJG (cjpeg's "-quality" switch uses this routine).
Note that the exact mapping from quality values to tables may change
in future IJG releases as more is learned about DCT quantization.
If the force_baseline parameter is TRUE, then the quantization table
entries are constrained to the range 1..255 for full JPEG baseline
compatibility. In the current implementation, this only makes a
difference for quality settings below 25, and it effectively prevents
very small/low quality files from being
generated. The IJG decoder
is capable of reading the non-baseline files generated at low quality
settings when force_baseline is FALSE, but other decoders may not be.

jpeg_set_linear_quality (j_compress_ptr cinfo, int scale_factor,
boolean force_baseline)
Same as jpeg_set_quality() except that the generated tables are the
sample tables given in the JPEC spec section K.1, multiplied by the
specified scale factor (which is expressed as a percentage; thus
scale_factor = 100 reproduces the spec's tables). Note that larger

scale factors give lower quality. This entry point is useful for
conforming to the Adobe PostScript DCT conventions, but we do not
recommend linear scaling as a user-visible quality scale otherwise.
force_baseline again constrains the computed table entries to 1..255.

int jpeg_quality_scaling (int quality)
Converts a value on the IJG-recommended quality scale to a linear
scaling percentage. Note that this routine may change or go
away
in future releases --- IJG may choose to adopt a scaling method that
can't be expressed as a simple scalar multiplier, in which case the
premise of this routine collapses. Caveat user.

jpeg_default_qtables (j_compress_ptr cinfo, boolean force_baseline)
Set default quantization tables with linear q_scale_factor[] values
(see below).

jpeg_add_quant_table (j_compress_ptr cinfo, int which_tbl,
const unsigned int *basic_table,
int scale_factor, boolean force_baseline)
Allows an arbitrary quantization table to be created. which_tbl
indicates which table slot to fill. basic_table points to an array
of 64 unsigned ints given in normal array order. These values are
multiplied by scale_factor/100 and then clamped to the range 1..65535
(or to 1..255 if force_baseline is TRUE).
CAUTION: prior to library version 6a, jpeg_add_quant_table expected
the basic table to be given in JPEG zigzag order. If you need to
write code that works with either
older or newer versions of this
routine, you must check the library version number. Something like
"#if JPEG_LIB_VERSION >= 61" is the right test.

jpeg_simple_progression (j_compress_ptr cinfo)
Generates a default scan script for writing a progressive-JPEG file.
This is the recommended method of creating a progressive file,
unless you want to make a custom scan sequence. You must ensure that
the JPEG color space is set correctly before calling this routine.

Compression parameters (cinfo fields) include:

boolean arith_code
If TRUE, use arithmetic coding.
If FALSE, use Huffman coding.

int block_size
Set DCT block size. All N from 1 to 16 are possible.
Default is 8 (baseline format).

Larger values produce higher compression,
smaller values produce higher quality.
An exact DCT stage is possible with 1 or 2.
With the default quality of 75 and default Luminance qtable
the DCT+Quantization stage is lossless for value 1.
Note that values other
than 8 require a SmartScale capable decoder,
introduced with IJG JPEG 8. Setting the block_size parameter for
compression works with version 8c and later.

J_DCT_METHOD dct_method
Selects the algorithm used for the DCT step. Choices are:
JDCT_ISLOW: slow but accurate integer algorithm
JDCT_IFAST: faster, less accurate integer method
JDCT_FLOAT: floating-point method
JDCT_DEFAULT: default method (normally JDCT_ISLOW)
JDCT_FASTEST: fastest method (normally JDCT_IFAST)
The FLOAT method is very slightly more accurate than the ISLOW method,
but may give different results on different machines due to varying
roundoff behavior. The integer methods should give the same results
on all machines. On machines with sufficiently fast FP hardware, the
floating-point method may also be the fastest. The IFAST method is
considerably less accurate than the other two; its use is not
recommended if high quality is a concern. JDCT_DEFAULT and
JDCT_FASTEST are
macros configurable by each installation.

unsigned int scale_num, scale_denom
Scale the image by the fraction scale_num/scale_denom. Default is
1/1, or no scaling. Currently, the supported scaling ratios are
M/N with all N from 1 to 16, where M is the destination DCT size,
which is 8 by default (see block_size parameter above).
(The library design allows for arbitrary scaling ratios but this
is not likely to be implemented any time soon.)

J_COLOR_SPACE jpeg_color_space
int num_components
The JPEG color space and corresponding number of components; see
"Special color spaces", below, for more info. We recommend using
jpeg_set_colorspace() if you want to change these.

J_COLOR_TRANSFORM color_transform
Internal color transform identifier, writes LSE marker if nonzero
(requires decoder with inverse color transform support, introduced
with IJG JPEG 9).
Two values are currently possible: JCT_NONE and JCT_SUBTRACT_GREEN.
Set this value for lossless RGB

application *before* calling
jpeg_set_colorspace(), because entropy table assignment in
jpeg_set_colorspace() depends on color_transform.

boolean optimize_coding
TRUE causes the compressor to compute optimal Huffman coding tables
for the image. This requires an extra pass over the data and
therefore costs a good deal of space and time. The default is
FALSE, which tells the compressor to use the supplied or default
Huffman tables. In most cases optimal tables save only a few percent
of file size compared to the default tables. Note that when this is
TRUE, you need not supply Huffman tables at all, and any you do
supply will be overwritten.

unsigned int restart_interval
int restart_in_rows
To emit restart markers in the JPEG file, set one of these nonzero.
Set restart_interval to specify the exact interval in MCU blocks.
Set restart_in_rows to specify the interval in MCU rows. (If
restart_in_rows is not 0, then restart_interval is set after the
image
width in MCUs is computed.) Defaults are zero (no restarts).
One restart marker per MCU row is often a good choice.
NOTE: the overhead of restart markers is higher in grayscale JPEG
files than in color files, and MUCH higher in progressive JPEGs.
If you use restarts, you may want to use larger intervals in those
cases.

const jpeg_scan_info * scan_info
int num_scans
By default, scan_info is NULL; this causes the compressor to write a
single-scan sequential JPEG file. If not NULL, scan_info points to
an array of scan definition records of length num_scans. The
compressor will then write a JPEG file having one scan for each scan
definition record. This is used to generate noninterleaved or
progressive JPEG files. The library checks that the scan array
defines a valid JPEG scan sequence. (jpeg_simple_progression creates
a suitable scan definition array for progressive JPEG.) This is
discussed further under "Progressive JPEG support".

boolean do_fancy_downsampling
If
TRUE, use direct DCT scaling with DCT size > 8 for downsampling
of chroma components.
If FALSE, use only DCT size <= 8 and simple separate downsampling.
Default is TRUE.
For better image stability in multiple generation compression cycles
it is preferable that this value matches the corresponding

do_fancy_upsampling value in decompression.

int smoothing_factor
If non-zero, the input image is smoothed; the value should be 1 for
minimal smoothing to 100 for maximum smoothing. Consult jcsample.c
for details of the smoothing algorithm. The default is zero.

boolean write_JFIF_header
If TRUE, a JFIF APP0 marker is emitted. jpeg_set_defaults() and
jpeg_set_colorspace() set this TRUE if a JFIF-legal JPEG color space
(ie, YCbCr or grayscale) is selected, otherwise FALSE.

UINT8 JFIF_major_version
UINT8 JFIF_minor_version
The version number to be written into the JFIF marker.
jpeg_set_defaults() initializes the version to 1.01 (major=minor=1).
You
should set it to 1.02 (major=1, minor=2) if you plan to write
any JFIF 1.02 extension markers.

UINT8 density_unit
UINT16 X_density
UINT16 Y_density
The resolution information to be written into the JFIF marker;
not used otherwise. density_unit may be 0 for unknown,
1 for dots/inch, or 2 for dots/cm. The default values are 0,1,1
indicating square pixels of unknown size.

boolean write_Adobe_marker
If TRUE, an Adobe APP14 marker is emitted. jpeg_set_defaults() and
jpeg_set_colorspace() set this TRUE if JPEG color space RGB, CMYK,
or YCCK is selected, otherwise FALSE. It is generally a bad idea
to set both write_JFIF_header and write_Adobe_marker. In fact,
you probably shouldn't change the default settings at all --- the
default behavior ensures that the JPEG file's color space can be
recognized by the decoder.

JQUANT_TBL * quant_tbl_ptrs[NUM_QUANT_TBLS]
Pointers to coefficient quantization tables, one per table slot,
or NULL
if no table is defined for a slot. Usually these should
be set via one of the above helper routines; jpeg_add_quant_table()
is general enough to define any quantization table. The other
routines will set up table slot 0 for luminance quality and table
slot 1 for chrominance.

int q_scale_factor[NUM_QUANT_TBLS]
Linear quantization scaling factors (percentage, initialized 100)

for use with jpeg_default_qtables().
See rdswitch.c and cjpeg.c for an example of usage.
Note that the q_scale_factor[] fields are the "linear" scales, so you
have to convert from user-defined ratings via jpeg_quality_scaling().
Here is an example code which corresponds to cjpeg -quality 90,70:

```
jpeg_set_defaults(cinfo);

/* Set luminance quality 90. */
cinfo->q_scale_factor[0] = jpeg_quality_scaling(90);
/* Set chrominance quality 70. */
cinfo->q_scale_factor[1] = jpeg_quality_scaling(70);

jpeg_default_qtables(cinfo, force_baseline);
```

CAUTION: You must also set 1x1
subsampling for efficient separate
color quality selection, since the default value used by library
is 2x2:

```
cinfo->comp_info[0].v_samp_factor = 1;
cinfo->comp_info[0].h_samp_factor = 1;
```

JHUFF_TBL * dc_huff_tbl_ptrs[NUM_HUFF_TBLS]
JHUFF_TBL * ac_huff_tbl_ptrs[NUM_HUFF_TBLS]
Pointers to Huffman coding tables, one per table slot, or NULL if
no table is defined for a slot. Slots 0 and 1 are filled with the
JPEG sample tables by jpeg_set_defaults(). If you need to allocate
more table structures, jpeg_alloc_huff_table() may be used.
Note that optimal Huffman tables can be computed for an image
by setting optimize_coding, as discussed above; there's seldom
any need to mess with providing your own Huffman tables.

The actual dimensions of the JPEG image that will be written to the file are
given by the following fields. These are computed from the input image
dimensions and the compression parameters by jpeg_start_compress(). You can
also call jpeg_calc_jpeg_dimensions()
to obtain the values that will result
from the current parameter settings. This can be useful if you are trying
to pick a scaling ratio that will get close to a desired target size.

JDIMENSION jpeg_width Actual dimensions of output image.
JDIMENSION jpeg_height

Per-component parameters are stored in the struct cinfo.comp_info[i] for
component number i. Note that components here refer to components of the

JPEG color space, *not* the source image color space. A suitably large
comp_info[] array is allocated by jpeg_set_defaults(); if you choose not
to use that routine, it's up to you to allocate the array.

int component_id
 The one-byte identifier code to be recorded in the JPEG file for
 this component. For the standard color spaces, we recommend you
 leave the default values alone.

int h_samp_factor
int v_samp_factor
 Horizontal and vertical sampling factors for the component; must
 be 1..4 according to the JPEG standard. Note that larger
 sampling
 factors indicate a higher-resolution component; many people find
 this behavior quite unintuitive. The default values are 2,2 for
 luminance components and 1,1 for chrominance components, except
 for grayscale where 1,1 is used.

int quant_tbl_no
 Quantization table number for component. The default value is
 0 for luminance components and 1 for chrominance components.

int dc_tbl_no
int ac_tbl_no
 DC and AC entropy coding table numbers. The default values are
 0 for luminance components and 1 for chrominance components.

int component_index
 Must equal the component's index in comp_info[]. (Beginning in
 release v6, the compressor library will fill this in automatically;
 you don't have to.)

Decompression parameter selection

Decompression parameter selection is somewhat simpler than compression
parameter selection, since all of the JPEG internal parameters are
recorded in the source file and need not be supplied
 by the application.
(Unless you are working with abbreviated files, in which case see
"Abbreviated datastreams", below.) Decompression parameters control
the postprocessing done on the image to deliver it in a format suitable
for the application's use. Many of the parameters control speed/quality
tradeoffs, in which faster decompression may be obtained at the price of
a poorer-quality image. The defaults select the highest quality (slowest)
processing.

The following fields in the JPEG object are set by jpeg_read_header() and
may be useful to the application in choosing decompression parameters:

JDIMENSION image_width Width and height of image
JDIMENSION image_height
int num_components Number of color components
J_COLOR_SPACE jpeg_color_space Colorspace of image
boolean saw_JFIF_marker TRUE if a JFIF APP0 marker was seen
 UINT8 JFIF_major_version Version information from JFIF marker
 UINT8 JFIF_minor_version
 UINT8 density_unit Resolution data
 from JFIF marker
 UINT16 X_density
 UINT16 Y_density
boolean saw_Adobe_marker TRUE if an Adobe APP14 marker was seen
 UINT8 Adobe_transform Color transform code from Adobe marker

The JPEG color space, unfortunately, is something of a guess since the JPEG
standard proper does not provide a way to record it. In practice most files
adhere to the JFIF or Adobe conventions, and the decoder will recognize these
correctly. See "Special color spaces", below, for more info.

The decompression parameters that determine the basic properties of the
returned image are:

J_COLOR_SPACE out_color_space
 Output color space. jpeg_read_header() sets an appropriate default
 based on jpeg_color_space; typically it will be RGB or grayscale.
 The application can change this field to request output in a different
 colorspace. For example, set it to JCS_GRAYSCALE to get grayscale
 output from a color file. (This is useful for previewing: grayscale
 output is faster than full
 color since the color components need not
 be processed.) Note that not all possible color space transforms are
 currently implemented; you may need to extend jdcolor.c if you want an
 unusual conversion.

unsigned int scale_num, scale_denom
 Scale the image by the fraction scale_num/scale_denom. Currently,
 the supported scaling ratios are M/N with all M from 1 to 16, where
 N is the source DCT size, which is 8 for baseline JPEG. (The library
 design allows for arbitrary scaling ratios but this is not likely
 to be implemented any time soon.) The values are initialized by
 jpeg_read_header() with the source DCT size. For baseline JPEG
 this is 8/8. If you change only the scale_num value while leaving
 the other unchanged, then this specifies the DCT scaled size to be

applied on the given input. For baseline JPEG this is equivalent
to M/8 scaling, since the source DCT size for baseline JPEG is 8.
Smaller scaling ratios permit significantly faster decoding since
fewer
pixels need be processed and a simpler IDCT method can be used.

boolean quantize_colors
If set TRUE, colormapped output will be delivered. Default is FALSE,
meaning that full-color output will be delivered.

The next three parameters are relevant only if quantize_colors is TRUE.

int desired_number_of_colors
Maximum number of colors to use in generating a library-supplied color
map (the actual number of colors is returned in a different field).
Default 256. Ignored when the application supplies its own color map.

boolean two_pass_quantize
If TRUE, an extra pass over the image is made to select a custom color
map for the image. This usually looks a lot better than the one-size-
fits-all colormap that is used otherwise. Default is TRUE. Ignored
when the application supplies its own color map.

J_DITHER_MODE dither_mode
Selects color dithering method. Supported values are:
JDITHER_NONE no dithering: fast, very low quality
JDITHER_ORDERED ordered
dither: moderate speed and quality
JDITHER_FS Floyd-Steinberg dither: slow, high quality
Default is JDITHER_FS. (At present, ordered dither is implemented
only in the single-pass, standard-colormap case. If you ask for
ordered dither when two_pass_quantize is TRUE or when you supply
an external color map, you'll get F-S dithering.)

When quantize_colors is TRUE, the target color map is described by the next
two fields. colormap is set to NULL by jpeg_read_header(). The application
can supply a color map by setting colormap non-NULL and setting
actual_number_of_colors to the map size. Otherwise, jpeg_start_decompress()
selects a suitable color map and sets these two fields itself.
[Implementation restriction: at present, an externally supplied colormap is
only accepted for 3-component output color spaces.]

JSAMPARRAY colormap
The color map, represented as a 2-D pixel array of out_color_components
rows and actual_number_of_colors columns. Ignored
if not quantizing.
CAUTION: if the JPEG library creates its own colormap, the storage
pointed to by this field is released by jpeg_finish_decompress().

Copy the colormap somewhere else first, if you want to save it.

int actual_number_of_colors
The number of colors in the color map.

Additional decompression parameters that the application may set include:

J_DCT_METHOD dct_method
Selects the algorithm used for the DCT step. Choices are the same
as described above for compression.

boolean do_fancy_upsampling
If TRUE, use direct DCT scaling with DCT size > 8 for upsampling
of chroma components.
If FALSE, use only DCT size <= 8 and simple separate upsampling.
Default is TRUE.
For better image stability in multiple generation compression cycles
it is preferable that this value matches the corresponding
do_fancy_downsampling value in compression.

boolean do_block_smoothing
If TRUE, interblock smoothing is applied in early stages of decoding
progressive
JPEG files; if FALSE, not. Default is TRUE. Early
progression stages look "fuzzy" with smoothing, "blocky" without.
In any case, block smoothing ceases to be applied after the first few
AC coefficients are known to full accuracy, so it is relevant only
when using buffered-image mode for progressive images.

boolean enable_1pass_quant
boolean enable_external_quant
boolean enable_2pass_quant
These are significant only in buffered-image mode, which is
described in its own section below.

The output image dimensions are given by the following fields. These are
computed from the source image dimensions and the decompression parameters
by jpeg_start_decompress(). You can also call jpeg_calc_output_dimensions()
to obtain the values that will result from the current parameter settings.
This can be useful if you are trying to pick a scaling ratio that will get
close to a desired target size. It's also important if you are using the
JPEG library's memory manager
to allocate output buffer space, because you
are supposed to request such buffers *before* jpeg_start_decompress().

JDIMENSION output_width Actual dimensions of output image.
JDIMENSION output_height

int out_color_components Number of color components in out_color_space.
int output_components Number of color components returned.
int rec_outbuf_height Recommended height of scanline buffer.

When quantizing colors, output_components is 1, indicating a single color map
index per pixel. Otherwise it equals out_color_components. The output arrays
are required to be output_width * output_components JSAMPLEs wide.

rec_outbuf_height is the recommended minimum height (in scanlines) of the
buffer passed to jpeg_read_scanlines(). If the buffer is smaller, the
library will still work, but time will be wasted due to unnecessary data
copying. In high-quality modes, rec_outbuf_height is always 1, but some
faster, lower-quality modes set it to larger values (typically
 2 to 4).
If you are going to ask for a high-speed processing mode, you may as well
go to the trouble of honoring rec_outbuf_height so as to avoid data copying.
(An output buffer larger than rec_outbuf_height lines is OK, but won't
provide any material speed improvement over that height.)

Special color spaces

The JPEG standard itself is "color blind" and doesn't specify any particular
color space. It is customary to convert color data to a luminance/chrominance
color space before compressing, since this permits greater compression. The
existing JPEG file interchange format standards specify YCbCr or GRAYSCALE
data (JFIF version 1), GRAYSCALE, RGB, YCbCr, CMYK, or YCCK (Adobe), or BG_RGB
or BG_YCC (big gamut color spaces, JFIF version 2). For special applications
such as multispectral images, other color spaces can be used,
but it must be understood that such files will be unportable.

The JPEG library can handle the most common colorspace conversions
 (namely
RGB <=> YCbCr and CMYK <=> YCCK). It can also deal with data of an unknown
color space, passing it through without conversion. If you deal extensively
with an unusual color space, you can easily extend the library to understand
additional color spaces and perform appropriate conversions.

For compression, the source data's color space is specified by field
in_color_space. This is transformed to the JPEG file's color space given
by jpeg_color_space. jpeg_set_defaults() chooses a reasonable JPEG color
space depending on in_color_space, but you can override this by calling
jpeg_set_colorspace(). Of course you must select a supported transformation.
jccolor.c currently supports the following transformations:
 RGB => YCbCr
 RGB => GRAYSCALE
 RGB => BG_YCC

YCbCr => GRAYSCALE
YCbCr => BG_YCC
CMYK => YCCK
plus the null transforms: GRAYSCALE => GRAYSCALE, RGB => RGB,
BG_RGB => BG_RGB, YCbCr => YCbCr, BG_YCC => BG_YCC, CMYK => CMYK,
YCCK => YCCK, and
UNKNOWN => UNKNOWN.

The file interchange format standards (JFIF and Adobe) specify APPn markers
that indicate the color space of the JPEG file. It is important to ensure
that these are written correctly, or omitted if the JPEG file's color space
is not one of the ones supported by the interchange standards.
jpeg_set_colorspace() will set the compression parameters to include or omit
the APPn markers properly, so long as it is told the truth about the JPEG
color space. For example, if you are writing some random 3-component color
space without conversion, don't try to fake out the library by setting
in_color_space and jpeg_color_space to JCS_YCbCr; use JCS_UNKNOWN.
You may want to write an APPn marker of your own devising to identify
the colorspace --- see "Special markers", below.

When told that the color space is UNKNOWN, the library will default to using
luminance-quality compression parameters for all color components. You may
well want to change these parameters.
See the source code for
jpeg_set_colorspace(), in jcparam.c, for details.

For decompression, the JPEG file's color space is given in jpeg_color_space,
and this is transformed to the output color space out_color_space.
jpeg_read_header's setting of jpeg_color_space can be relied on if the file
conforms to JFIF or Adobe conventions, but otherwise it is no better than a
guess. If you know the JPEG file's color space for certain, you can override
jpeg_read_header's guess by setting jpeg_color_space. jpeg_read_header also
selects a default output color space based on (its guess of) jpeg_color_space;
set out_color_space to override this. Again, you must select a supported
transformation. jdcolor.c currently supports
YCbCr => RGB
YCbCr => GRAYSCALE
BG_YCC => RGB
BG_YCC => GRAYSCALE
RGB => GRAYSCALE
GRAYSCALE => RGB
YCCK => CMYK
as well as the null transforms. (Since GRAYSCALE=>RGB is provided, an
application can force grayscale JPEGs to look like color JPEGs
if it only
wants to handle one case.)

The two-pass color quantizer, jquant2.c, is specialized to handle RGB data

(it weights distances appropriately for RGB colors). You'll need to modify
the code if you want to use it for non-RGB output color spaces. Note that
jquant2.c is used to map to an application-supplied colormap as well as for
the normal two-pass colormap selection process.

CAUTION: it appears that Adobe Photoshop writes inverted data in CMYK JPEG
files: 0 represents 100% ink coverage, rather than 0% ink as you'd expect.
This is arguably a bug in Photoshop, but if you need to work with Photoshop
CMYK files, you will have to deal with it in your application. We cannot
"fix" this in the library by inverting the data during the CMYK<=>YCCK
transform, because that would break other applications, notably Ghostscript.
Photoshop versions prior to 3.0 write EPS files containing JPEG-encoded CMYK
data in the same inverted-YCCK representation used in bare JPEG files,
but
the surrounding PostScript code performs an inversion using the PS image
operator. I am told that Photoshop 3.0 will write uninverted YCCK in
EPS/JPEG files, and will omit the PS-level inversion. (But the data
polarity used in bare JPEG files will not change in 3.0.) In either case,
the JPEG library must not invert the data itself, or else Ghostscript would
read these EPS files incorrectly.

Error handling

When the default error handler is used, any error detected inside the JPEG
routines will cause a message to be printed on stderr, followed by exit().
You can supply your own error handling routines to override this behavior
and to control the treatment of nonfatal warnings and trace/debug messages.
The file example.c illustrates the most common case, which is to have the
application regain control after an error rather than exiting.

The JPEG library never writes any message directly; it always goes through
the error handling routines.
Three classes of messages are recognized:
* Fatal errors: the library cannot continue.
* Warnings: the library can continue, but the data is corrupt, and a
damaged output image is likely to result.
* Trace/informational messages. These come with a trace level indicating
the importance of the message; you can control the verbosity of the
program by adjusting the maximum trace level that will be displayed.

You may, if you wish, simply replace the entire JPEG error handling module
(jerror.c) with your own code. However, you can avoid code duplication by
only replacing some of the routines depending on the behavior you need.
This is accomplished by calling jpeg_std_error() as usual, but then overriding
some of the method pointers in the jpeg_error_mgr struct, as illustrated by
example.c.

All of the error handling routines will receive a pointer to the JPEG object
(a j_common_ptr which points to either a jpeg_compress_struct or a
jpeg_decompress_struct;
 if you need to tell which, test the is_decompressor
field). This struct includes a pointer to the error manager struct in its
"err" field. Frequently, custom error handler routines will need to access
additional data which is not known to the JPEG library or the standard error
handler. The most convenient way to do this is to embed either the JPEG
object or the jpeg_error_mgr struct in a larger structure that contains
additional fields; then casting the passed pointer provides access to the
additional fields. Again, see example.c for one way to do it. (Beginning
with IJG version 6b, there is also a void pointer "client_data" in each
JPEG object, which the application can also use to find related data.
The library does not touch client_data at all.)

The individual methods that you might wish to override are:

error_exit (j_common_ptr cinfo)
 Receives control for a fatal error. Information sufficient to
 generate the error message has been stored in cinfo->err;
 call
 output_message to display it. Control must NOT return to the caller;
 generally this routine will exit() or longjmp() somewhere.
 Typically you would override this routine to get rid of the exit()
 default behavior. Note that if you continue processing, you should
 clean up the JPEG object with jpeg_abort() or jpeg_destroy().

output_message (j_common_ptr cinfo)
 Actual output of any JPEG message. Override this to send messages
 somewhere other than stderr. Note that this method does not know
 how to generate a message, only where to send it.

format_message (j_common_ptr cinfo, char * buffer)
 Constructs a readable error message string based on the error info
 stored in cinfo->err. This method is called by output_message. Few
 applications should need to override this method. One possible
 reason for doing so is to implement dynamic switching of error message
 language.

emit_message (j_common_ptr cinfo, int msg_level)
 Decide whether or not to emit
 a warning or trace message; if so,
 calls output_message. The main reason for overriding this method
 would be to abort on warnings. msg_level is -1 for warnings,
 0 and up for trace messages.

Only error_exit() and emit_message() are called from the rest of the JPEG

library; the other two are internal to the error handler.

The actual message texts are stored in an array of strings which is pointed to by the field err->jpeg_message_table. The messages are numbered from 0 to err->last_jpeg_message, and it is these code numbers that are used in the JPEG library code. You could replace the message texts (for instance, with messages in French or German) by changing the message table pointer. See jerror.h for the default texts. CAUTION: this table will almost certainly change or grow from one library version to the next.

It may be useful for an application to add its own message texts that are handled by the same mechanism. The error handler supports a second "add-on" message
table for this purpose. To define an addon table, set the pointer err->addon_message_table and the message numbers err->first_addon_message and err->last_addon_message. If you number the addon messages beginning at 1000 or so, you won't have to worry about conflicts with the library's built-in messages. See the sample applications cjpeg/djpeg for an example of using addon messages (the addon messages are defined in cderror.h).

Actual invocation of the error handler is done via macros defined in jerror.h:
ERREXITn(...) for fatal errors
WARNMSn(...) for corrupt-data warnings
TRACEMSn(...) for trace and informational messages.
These macros store the message code and any additional parameters into the error handler struct, then invoke the error_exit() or emit_message() method. The variants of each macro are for varying numbers of additional parameters. The additional parameters are inserted into the generated message using standard printf() format codes.

See
jerror.h and jerror.c for further details.

Compressed data handling (source and destination managers)

The JPEG compression library sends its compressed data to a "destination manager" module. The default destination manager just writes the data to a memory buffer or to a stdio stream, but you can provide your own manager to do something else. Similarly, the decompression library calls a "source manager" to obtain the compressed data; you can provide your own source manager if you want the data to come from somewhere other than a memory buffer or a stdio stream.

In both cases, compressed data is processed a bufferload at a time: the destination or source manager provides a work buffer, and the library invokes the manager only when the buffer is filled or emptied. (You could define a

one-character buffer to force the manager to be invoked for each byte, but
that would be rather inefficient.) The buffer's
 size and location are
controlled by the manager, not by the library. For example, the memory
source manager just makes the buffer pointer and length point to the original
data in memory. In this case the buffer-reload procedure will be invoked
only if the decompressor ran off the end of the datastream, which would
indicate an erroneous datastream.

The work buffer is defined as an array of datatype JOCTET, which is generally
"char" or "unsigned char". On a machine where char is not exactly 8 bits
wide, you must define JOCTET as a wider data type and then modify the data
source and destination modules to transcribe the work arrays into 8-bit units
on external storage.

A data destination manager struct contains a pointer and count defining the
next byte to write in the work buffer and the remaining free space:

```
 JOCTET * next_output_byte;  /* => next byte to write in buffer */
 size_t free_in_buffer;      /* # of byte spaces remaining in buffer */
```

The library
 increments the pointer and decrements the count until the buffer
is filled. The manager's empty_output_buffer method must reset the pointer
and count. The manager is expected to remember the buffer's starting address
and total size in private fields not visible to the library.

A data destination manager provides three methods:

init_destination (j_compress_ptr cinfo)
 Initialize destination. This is called by jpeg_start_compress()
 before any data is actually written. It must initialize
 next_output_byte and free_in_buffer. free_in_buffer must be
 initialized to a positive value.

empty_output_buffer (j_compress_ptr cinfo)
 This is called whenever the buffer has filled (free_in_buffer
 reaches zero). In typical applications, it should write out the
 entire buffer (use the saved start address and buffer length;
 ignore the current state of next_output_byte and free_in_buffer).
 Then reset the pointer & count to the start of the buffer, and
 return TRUE indicating
 that the buffer has been dumped.
 free_in_buffer must be set to a positive value when TRUE is
 returned. A FALSE return should only be used when I/O suspension is
 desired (this operating mode is discussed in the next section).

term_destination (j_compress_ptr cinfo)

Terminate destination --- called by jpeg_finish_compress() after all
data has been written. In most applications, this must flush any
data remaining in the buffer. Use either next_output_byte or
free_in_buffer to determine how much data is in the buffer.

term_destination() is NOT called by jpeg_abort() or jpeg_destroy(). If you
want the destination manager to be cleaned up during an abort, you must do it
yourself.

You will also need code to create a jpeg_destination_mgr struct, fill in its
method pointers, and insert a pointer to the struct into the "dest" field of
the JPEG compression object. This can be done in-line in your setup code if
you like, but it's probably cleaner to provide
a separate routine similar to
the jpeg_stdio_dest() or jpeg_mem_dest() routines of the supplied destination
managers.

Decompression source managers follow a parallel design, but with some
additional frammishes. The source manager struct contains a pointer and count
defining the next byte to read from the work buffer and the number of bytes
remaining:

```
const JOCTET * next_input_byte; /* => next byte to read from buffer */
size_t bytes_in_buffer;         /* # of bytes remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer
is emptied. The manager's fill_input_buffer method must reset the pointer and
count. In most applications, the manager must remember the buffer's starting
address and total size in private fields not visible to the library.

A data source manager provides five methods:

init_source (j_decompress_ptr cinfo)
Initialize source. This is called by jpeg_read_header() before any
data is actually read.
Unlike init_destination(), it may leave
bytes_in_buffer set to 0 (in which case a fill_input_buffer() call
will occur immediately).

fill_input_buffer (j_decompress_ptr cinfo)
This is called whenever bytes_in_buffer has reached zero and more
data is wanted. In typical applications, it should read fresh data
into the buffer (ignoring the current state of next_input_byte and
bytes_in_buffer), reset the pointer & count to the start of the
buffer, and return TRUE indicating that the buffer has been reloaded.
It is not necessary to fill the buffer entirely, only to obtain at
least one more byte. bytes_in_buffer MUST be set to a positive value
if TRUE is returned. A FALSE return should only be used when I/O

suspension is desired (this mode is discussed in the next section).

skip_input_data (j_decompress_ptr cinfo, long num_bytes)
Skip num_bytes worth of data. The buffer pointer and count should
be advanced over num_bytes input bytes, refilling the buffer
as
needed. This is used to skip over a potentially large amount of
uninteresting data (such as an APPn marker). In some applications
it may be possible to optimize away the reading of the skipped data,
but it's not clear that being smart is worth much trouble; large
skips are uncommon. bytes_in_buffer may be zero on return.
A zero or negative skip count should be treated as a no-op.

resync_to_restart (j_decompress_ptr cinfo, int desired)
This routine is called only when the decompressor has failed to find
a restart (RSTn) marker where one is expected. Its mission is to
find a suitable point for resuming decompression. For most
applications, we recommend that you just use the default resync
procedure, jpeg_resync_to_restart(). However, if you are able to back
up in the input data stream, or if you have a-priori knowledge about
the likely location of restart markers, you may be able to do better.
Read the read_restart_marker() and jpeg_resync_to_restart()
routines
in jdmarker.c if you think you'd like to implement your own resync
procedure.

term_source (j_decompress_ptr cinfo)
Terminate source --- called by jpeg_finish_decompress() after all
data has been read. Often a no-op.

For both fill_input_buffer() and skip_input_data(), there is no such thing
as an EOF return. If the end of the file has been reached, the routine has
a choice of exiting via ERREXIT() or inserting fake data into the buffer.
In most cases, generating a warning message and inserting a fake EOI marker
is the best course of action --- this will allow the decompressor to output
however much of the image is there. In pathological cases, the decompressor
may swallow the EOI and again demand data ... just keep feeding it fake EOIs.
jdatasrc.c illustrates the recommended error recovery behavior.

term_source() is NOT called by jpeg_abort() or jpeg_destroy(). If you want
the source manager to be cleaned up during an abort, you must do it yourself.

You
will also need code to create a jpeg_source_mgr struct, fill in its method
pointers, and insert a pointer to the struct into the "src" field of the JPEG
decompression object. This can be done in-line in your setup code if you
like, but it's probably cleaner to provide a separate routine similar to the
jpeg_stdio_src() or jpeg_mem_src() routines of the supplied source managers.

For more information, consult the memory and stdio source and destination managers in jdatasrc.c and jdatadst.c.

I/O suspension

Some applications need to use the JPEG library as an incremental memory-to-memory filter: when the compressed data buffer is filled or emptied, they want control to return to the outer loop, rather than expecting that the buffer can be emptied or reloaded within the data source/destination manager subroutine. The library supports this need by providing an "I/O suspension" mode, which we describe in this section.

The I/O suspension mode
 is not a panacea: nothing is guaranteed about the
maximum amount of time spent in any one call to the library, so it will not eliminate response-time problems in single-threaded applications. If you need guaranteed response time, we suggest you "bite the bullet" and implement a real multi-tasking capability.

To use I/O suspension, cooperation is needed between the calling application and the data source or destination manager; you will always need a custom source/destination manager. (Please read the previous section if you haven't already.) The basic idea is that the empty_output_buffer() or fill_input_buffer() routine is a no-op, merely returning FALSE to indicate that it has done nothing. Upon seeing this, the JPEG library suspends operation and returns to its caller. The surrounding application is responsible for emptying or refilling the work buffer before calling the JPEG library again.

Compression suspension:

For compression suspension, use an empty_output_buffer()
 routine that returns
FALSE; typically it will not do anything else. This will cause the compressor to return to the caller of jpeg_write_scanlines(), with the return value indicating that not all the supplied scanlines have been accepted. The application must make more room in the output buffer, adjust the output buffer pointer/count appropriately, and then call jpeg_write_scanlines() again, pointing to the first unconsumed scanline.

When forced to suspend, the compressor will backtrack to a convenient stopping point (usually the start of the current MCU); it will regenerate some output data when restarted. Therefore, although empty_output_buffer() is only called when the buffer is filled, you should NOT write out the entire buffer after a suspension. Write only the data up to the current position of

next_output_byte/free_in_buffer. The data beyond that point will be
regenerated after resumption.

Because of the backtracking behavior, a good-size output
 buffer is essential
for efficiency; you don't want the compressor to suspend often. (In fact, an
overly small buffer could lead to infinite looping, if a single MCU required
more data than would fit in the buffer.) We recommend a buffer of at least
several Kbytes. You may want to insert explicit code to ensure that you don't
call jpeg_write_scanlines() unless there is a reasonable amount of space in
the output buffer; in other words, flush the buffer before trying to compress
more data.

The compressor does not allow suspension while it is trying to write JPEG
markers at the beginning and end of the file. This means that:
 * At the beginning of a compression operation, there must be enough free
   space in the output buffer to hold the header markers (typically 600 or
   so bytes). The recommended buffer size is bigger than this anyway, so
   this is not a problem as long as you start with an empty buffer. However,
   this restriction might catch you if
 you insert large special markers, such
   as a JFIF thumbnail image, without flushing the buffer afterwards.
 * When you call jpeg_finish_compress(), there must be enough space in the
   output buffer to emit any buffered data and the final EOI marker. In the
   current implementation, half a dozen bytes should suffice for this, but
   for safety's sake we recommend ensuring that at least 100 bytes are free
   before calling jpeg_finish_compress().

A more significant restriction is that jpeg_finish_compress() cannot suspend.
This means you cannot use suspension with multi-pass operating modes, namely
Huffman code optimization and multiple-scan output. Those modes write the
whole file during jpeg_finish_compress(), which will certainly result in
buffer overrun. (Note that this restriction applies only to compression,
not decompression. The decompressor supports input suspension in all of its
operating modes.)

Decompression suspension:

For decompression suspension,
 use a fill_input_buffer() routine that simply
returns FALSE (except perhaps during error recovery, as discussed below).
This will cause the decompressor to return to its caller with an indication
that suspension has occurred. This can happen at four places:
 * jpeg_read_header(): will return JPEG_SUSPENDED.
 * jpeg_start_decompress(): will return FALSE, rather than its usual TRUE.
 * jpeg_read_scanlines(): will return the number of scanlines already
 completed (possibly 0).
 * jpeg_finish_decompress(): will return FALSE, rather than its usual TRUE.

The surrounding application must recognize these cases, load more data into the input buffer, and repeat the call. In the case of jpeg_read_scanlines(), increment the passed pointers past any scanlines successfully read.

Just as with compression, the decompressor will typically backtrack to a convenient restart point before suspending. When fill_input_buffer() is called, next_input_byte/bytes_in_buffer point to
the current restart point,
which is where the decompressor will backtrack to if FALSE is returned. The data beyond that position must NOT be discarded if you suspend; it needs to be re-read upon resumption. In most implementations, you'll need to shift this data down to the start of your work buffer and then load more data after it. Again, this behavior means that a several-Kbyte work buffer is essential for decent performance; furthermore, you should load a reasonable amount of new data before resuming decompression. (If you loaded, say, only one new byte each time around, you could waste a LOT of cycles.)

The skip_input_data() source manager routine requires special care in a suspension scenario. This routine is NOT granted the ability to suspend the decompressor; it can decrement bytes_in_buffer to zero, but no more. If the requested skip distance exceeds the amount of data currently in the input buffer, then skip_input_data() must set bytes_in_buffer to zero and
record the
additional skip distance somewhere else. The decompressor will immediately call fill_input_buffer(), which should return FALSE, which will cause a suspension return. The surrounding application must then arrange to discard the recorded number of bytes before it resumes loading the input buffer. (Yes, this design is rather baroque, but it avoids complexity in the far more common case where a non-suspending source manager is used.)

If the input data has been exhausted, we recommend that you emit a warning and insert dummy EOI markers just as a non-suspending data source manager would do. This can be handled either in the surrounding application logic or within fill_input_buffer(); the latter is probably more efficient. If fill_input_buffer() knows that no more data is available, it can set the pointer/count to point to a dummy EOI marker and then return TRUE just as though it had read more data in a non-suspending situation.

The decompressor does not attempt
to suspend within standard JPEG markers;
instead it will backtrack to the start of the marker and reprocess the whole marker next time. Hence the input buffer must be large enough to hold the longest standard marker in the file. Standard JPEG markers should normally not exceed a few hundred bytes each (DHT tables are typically the longest). We recommend at least a 2K buffer for performance reasons, which is much larger than any correct marker is likely to be. For robustness against damaged marker length counts, you may wish to insert a test in your application for the case that the input buffer is completely full and yet

the decoder has suspended without consuming any data --- otherwise, if this
situation did occur, it would lead to an endless loop. (The library can't
provide this test since it has no idea whether "the buffer is full", or
even whether there is a fixed-size input buffer.)

The input buffer would need to be 64K to allow for arbitrary COM or APPn
markers,
but these are handled specially: they are either saved into allocated
memory, or skipped over by calling skip_input_data(). In the former case,
suspension is handled correctly, and in the latter case, the problem of
buffer overrun is placed on skip_input_data's shoulders, as explained above.
Note that if you provide your own marker handling routine for large markers,
you should consider how to deal with buffer overflow.

Multiple-buffer management:

In some applications it is desirable to store the compressed data in a linked
list of buffer areas, so as to avoid data copying. This can be handled by
having empty_output_buffer() or fill_input_buffer() set the pointer and count
to reference the next available buffer; FALSE is returned only if no more
buffers are available. Although seemingly straightforward, there is a
pitfall in this approach: the backtrack that occurs when FALSE is returned
could back up into an earlier buffer. For example, when fill_input_buffer()
is
called, the current pointer & count indicate the backtrack restart point.
Since fill_input_buffer() will set the pointer and count to refer to a new
buffer, the restart position must be saved somewhere else. Suppose a second
call to fill_input_buffer() occurs in the same library call, and no
additional input data is available, so fill_input_buffer must return FALSE.
If the JPEG library has not moved the pointer/count forward in the current
buffer, then *the correct restart point is the saved position in the prior
buffer*. Prior buffers may be discarded only after the library establishes
a restart point within a later buffer. Similar remarks apply for output into
a chain of buffers.

The library will never attempt to backtrack over a skip_input_data() call,
so any skipped data can be permanently discarded. You still have to deal
with the case of skipping not-yet-received data, however.

It's much simpler to use only a single buffer; when fill_input_buffer()
is
called, move any unconsumed data (beyond the current pointer/count) down to
the beginning of this buffer and then load new data into the remaining buffer
space. This approach requires a little more data copying but is far easier
to get right.

Progressive JPEG support

Progressive JPEG rearranges the stored data into a series of scans of increasing quality. In situations where a JPEG file is transmitted across a slow communications link, a decoder can generate a low-quality image very quickly from the first scan, then gradually improve the displayed quality as more scans are received. The final image after all scans are complete is identical to that of a regular (sequential) JPEG file of the same quality setting. Progressive JPEG files are often slightly smaller than equivalent sequential JPEG files, but the possibility of incremental display is the main reason for using progressive JPEG.

The IJG encoder library generates progressive
JPEG files when given a
suitable "scan script" defining how to divide the data into scans.
Creation of progressive JPEG files is otherwise transparent to the encoder.
Progressive JPEG files can also be read transparently by the decoder library.
If the decoding application simply uses the library as defined above, it
will receive a final decoded image without any indication that the file was
progressive. Of course, this approach does not allow incremental display.
To perform incremental display, an application needs to use the decoder
library's "buffered-image" mode, in which it receives a decoded image
multiple times.

Each displayed scan requires about as much work to decode as a full JPEG
image of the same size, so the decoder must be fairly fast in relation to the
data transmission rate in order to make incremental display useful. However,
it is possible to skip displaying the image and simply add the incoming bits
to the decoder's coefficient buffer. This is fast
because only Huffman
decoding need be done, not IDCT, upsampling, colorspace conversion, etc.
The IJG decoder library allows the application to switch dynamically between
displaying the image and simply absorbing the incoming bits. A properly
coded application can automatically adapt the number of display passes to
suit the time available as the image is received. Also, a final
higher-quality display cycle can be performed from the buffered data after
the end of the file is reached.

Progressive compression:

To create a progressive JPEG file (or a multiple-scan sequential JPEG file),
set the scan_info cinfo field to point to an array of scan descriptors, and
perform compression as usual. Instead of constructing your own scan list,
you can call the jpeg_simple_progression() helper routine to create a
recommended progression sequence; this method should be used by all
applications that don't want to get involved in the nitty-gritty of
progressive scan sequence design.

(If you want to provide user control of
scan sequences, you may wish to borrow the scan script reading code found
in rdswitch.c, so that you can read scan script files just like cjpeg's.)
When scan_info is not NULL, the compression library will store DCT'd data
into a buffer array as jpeg_write_scanlines() is called, and will emit all
the requested scans during jpeg_finish_compress(). This implies that
multiple-scan output cannot be created with a suspending data destination
manager, since jpeg_finish_compress() does not support suspension. We
should also note that the compressor currently forces Huffman optimization
mode when creating a progressive JPEG file, because the default Huffman
tables are unsuitable for progressive files.

Progressive decompression:

When buffered-image mode is not used, the decoder library will read all of
a multi-scan file during jpeg_start_decompress(), so that it can provide a
final decoded image. (Here "multi-scan" means either
progressive or
multi-scan sequential.) This makes multi-scan files transparent to the
decoding application. However, existing applications that used suspending
input with version 5 of the IJG library will need to be modified to check
for a suspension return from jpeg_start_decompress().

To perform incremental display, an application must use the library's
buffered-image mode. This is described in the next section.

Buffered-image mode

In buffered-image mode, the library stores the partially decoded image in a
coefficient buffer, from which it can be read out as many times as desired.
This mode is typically used for incremental display of progressive JPEG files,
but it can be used with any JPEG file. Each scan of a progressive JPEG file
adds more data (more detail) to the buffered image. The application can
display in lockstep with the source file (one display pass per input scan),
or it can allow input processing to outrun display processing.
By making
input and display processing run independently, it is possible for the
application to adapt progressive display to a wide range of data transmission
rates.

The basic control flow for buffered-image decoding is

jpeg_create_decompress()
set data source
jpeg_read_header()
set overall decompression parameters

```
 cinfo.buffered_image = TRUE; /* select buffered-image mode */
 jpeg_start_decompress()
 for (each output pass) {
    adjust output decompression parameters if required
    jpeg_start_output()  /* start a new output pass */
    for (all scanlines in image) {
       jpeg_read_scanlines()
       display scanlines
    }
    jpeg_finish_output() /* terminate output pass */
 }
 jpeg_finish_decompress()
 jpeg_destroy_decompress()
```

This differs from ordinary unbuffered decoding in that there is an additional level of looping. The application can choose how many output passes to make and how to display each pass.

The simplest approach to displaying progressive images is to do one display pass for each scan appearing in the input file. In this case the outer loop condition is typically

```
 while (! jpeg_input_complete(&cinfo))
```

and the start-output call should read

```
 jpeg_start_output(&cinfo, cinfo.input_scan_number);
```

The second parameter to jpeg_start_output() indicates which scan of the input file is to be displayed; the scans are numbered starting at 1 for this purpose. (You can use a loop counter starting at 1 if you like, but using the library's input scan counter is easier.) The library automatically reads data as necessary to complete each requested scan, and jpeg_finish_output() advances to the next scan or end-of-image marker (hence input_scan_number will be incremented by the time control arrives back at jpeg_start_output()). With this technique, data is read from the input file only as needed, and input and output processing run in lockstep.

After reading the final scan and reaching the end of the input file, the buffered image remains available; it can be read additional times by repeating the jpeg_start_output()/jpeg_read_scanlines()/jpeg_finish_output() sequence. For example, a useful technique is to use fast one-pass color quantization for display passes made while the image is arriving, followed by a final display pass using two-pass quantization for highest quality. This is done by changing the library parameters before the final output pass. Changing parameters between passes is discussed in detail below.

In general the last scan of a progressive file cannot be recognized as such until after it is read, so a post-input display pass is the best approach if you want special processing in the final pass.

When done with the image, be sure to call jpeg_finish_decompress() to release
the buffered image (or just use jpeg_destroy_decompress()).

If input data arrives faster than it can be displayed, the application can
cause the library to decode input
 data in advance of what's needed to produce
output. This is done by calling the routine jpeg_consume_input().
The return value is one of the following:
 JPEG_REACHED_SOS: reached an SOS marker (the start of a new scan)
 JPEG_REACHED_EOI: reached the EOI marker (end of image)
 JPEG_ROW_COMPLETED: completed reading one MCU row of compressed data
 JPEG_SCAN_COMPLETED: completed reading last MCU row of current scan
 JPEG_SUSPENDED: suspended before completing any of the above
(JPEG_SUSPENDED can occur only if a suspending data source is used.) This
routine can be called at any time after initializing the JPEG object. It
reads some additional data and returns when one of the indicated significant
events occurs. (If called after the EOI marker is reached, it will
immediately return JPEG_REACHED_EOI without attempting to read more data.)

The library's output processing will automatically call jpeg_consume_input()
whenever the output processing overtakes the
 input; thus, simple lockstep
display requires no direct calls to jpeg_consume_input(). But by adding
calls to jpeg_consume_input(), you can absorb data in advance of what is
being displayed. This has two benefits:
 * You can limit buildup of unprocessed data in your input buffer.
 * You can eliminate extra display passes by paying attention to the
   state of the library's input processing.

The first of these benefits only requires interspersing calls to
jpeg_consume_input() with your display operations and any other processing
you may be doing. To avoid wasting cycles due to backtracking, it's best to
call jpeg_consume_input() only after a hundred or so new bytes have arrived.
This is discussed further under "I/O suspension", above. (Note: the JPEG
library currently is not thread-safe. You must not call jpeg_consume_input()
from one thread of control if a different library routine is working on the
same JPEG object in another thread.)

When input arrives fast
 enough that more than one new scan is available
before you start a new output pass, you may as well skip the output pass
corresponding to the completed scan. This occurs for free if you pass
cinfo.input_scan_number as the target scan number to jpeg_start_output().
The input_scan_number field is simply the index of the scan currently being
consumed by the input processor. You can ensure that this is up-to-date by
emptying the input buffer just before calling jpeg_start_output(): call
jpeg_consume_input() repeatedly until it returns JPEG_SUSPENDED or

JPEG_REACHED_EOI.

The target scan number passed to jpeg_start_output() is saved in the cinfo.output_scan_number field. The library's output processing calls jpeg_consume_input() whenever the current input scan number and row within that scan is less than or equal to the current output scan number and row. Thus, input processing can "get ahead" of the output processing but is not allowed to "fall behind". You can achieve
several different effects by
manipulating this interlock rule. For example, if you pass a target scan number greater than the current input scan number, the output processor will wait until that scan starts to arrive before producing any output. (To avoid an infinite loop, the target scan number is automatically reset to the last scan number when the end of image is reached. Thus, if you specify a large target scan number, the library will just absorb the entire input file and then perform an output pass. This is effectively the same as what jpeg_start_decompress() does when you don't select buffered-image mode.) When you pass a target scan number equal to the current input scan number, the image is displayed no faster than the current input scan arrives. The final possibility is to pass a target scan number less than the current input scan number; this disables the input/output interlock and causes the output processor to simply display whatever it finds in the image
buffer, without
waiting for input. (However, the library will not accept a target scan number less than one, so you can't avoid waiting for the first scan.)

When data is arriving faster than the output display processing can advance through the image, jpeg_consume_input() will store data into the buffered image beyond the point at which the output processing is reading data out again. If the input arrives fast enough, it may "wrap around" the buffer to the point where the input is more than one whole scan ahead of the output. If the output processing simply proceeds through its display pass without paying attention to the input, the effect seen on-screen is that the lower part of the image is one or more scans better in quality than the upper part. Then, when the next output scan is started, you have a choice of what target scan number to use. The recommended choice is to use the current input scan number at that time, which implies that you've skipped the output scans corresponding
to the input scans that were completed while you processed the
previous output scan. In this way, the decoder automatically adapts its speed to the arriving data, by skipping output scans as necessary to keep up with the arriving data.

When using this strategy, you'll want to be sure that you perform a final output pass after receiving all the data; otherwise your last display may not be full quality across the whole screen. So the right outer loop logic is something like this:
do {

```
    absorb any waiting input by calling jpeg_consume_input()
    final_pass = jpeg_input_complete(&cinfo);
    adjust output decompression parameters if required
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
 } while (! final_pass);
```

rather than quitting as soon as jpeg_input_complete() returns TRUE. This arrangement makes it simple to use higher-quality decoding parameters for the final pass. But if you don't want to use special parameters for the final pass, the right loop logic is like this:

```
 for (;;) {
    absorb any waiting input by calling jpeg_consume_input()
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
    if (jpeg_input_complete(&cinfo) &&
        cinfo.input_scan_number == cinfo.output_scan_number)
      break;
 }
```

In this case you don't need to know in advance whether an output pass is to be the last one, so it's not necessary to have reached EOF before starting the final output pass; rather, what you want to test is whether the output pass was performed in sync with the final input scan. This form of the loop will avoid an extra output pass whenever the decoder is able (or nearly able) to keep up with the incoming data.

When the data transmission speed is high, you might begin a display pass, then find that much or all of the file has arrived before you can complete the pass. (You can detect this by noting the JPEG_REACHED_EOI return code from jpeg_consume_input(), or equivalently by testing jpeg_input_complete().) In this situation you may wish to abort the current display pass and start a new one using the newly arrived information. To do so, just call jpeg_finish_output() and then start a new pass with jpeg_start_output().

A variant strategy is to abort and restart display if more than one complete scan arrives during an output pass; this can be detected by noting JPEG_REACHED_SOS returns and/or examining cinfo.input_scan_number. This idea should be employed with caution, however, since the display process might never get to the bottom of the image before being aborted, resulting in the lower part of the screen being several passes worse than the upper. In most cases it's probably best to abort an output pass only if the whole file has arrived and you want to begin the final output pass immediately.

When receiving data across a communication link, we recommend always using the

current input scan number for the output target scan number; if a
higher-quality final pass is to be done, it should be started (aborting any
incomplete output pass) as soon as the end of file is received. However,
many other strategies are possible. For example, the application can examine
the parameters of the current input scan and decide whether to display it or
not. If the scan contains only chroma data, one might choose not to use it
as the target scan, expecting that the scan will be small and will arrive
quickly. To skip to the next scan, call jpeg_consume_input() until it
returns JPEG_REACHED_SOS or JPEG_REACHED_EOI. Or just use the next higher
number as the target scan for jpeg_start_output(); but that method doesn't
let you inspect the next scan's parameters before deciding to display it.

In buffered-image mode, jpeg_start_decompress() never performs input and
thus never suspends. An application that uses input suspension with
buffered-image mode
must be prepared for suspension returns from these
routines:
* jpeg_start_output() performs input only if you request 2-pass quantization
and the target scan isn't fully read yet. (This is discussed below.)
* jpeg_read_scanlines(), as always, returns the number of scanlines that it
was able to produce before suspending.
* jpeg_finish_output() will read any markers following the target scan,
up to the end of the file or the SOS marker that begins another scan.
(But it reads no input if jpeg_consume_input() has already reached the
end of the file or a SOS marker beyond the target output scan.)
* jpeg_finish_decompress() will read until the end of file, and thus can
suspend if the end hasn't already been reached (as can be tested by
calling jpeg_input_complete()).
jpeg_start_output(), jpeg_finish_output(), and jpeg_finish_decompress()
all return TRUE if they completed their tasks, FALSE if they had to suspend.
In the event of a FALSE return, the application
must load more input data
and repeat the call. Applications that use non-suspending data sources need
not check the return values of these three routines.

It is possible to change decoding parameters between output passes in the
buffered-image mode. The decoder library currently supports only very
limited changes of parameters. ONLY THE FOLLOWING parameter changes are
allowed after jpeg_start_decompress() is called:
* dct_method can be changed before each call to jpeg_start_output().
For example, one could use a fast DCT method for early scans, changing
to a higher quality method for the final scan.
* dither_mode can be changed before each call to jpeg_start_output();
of course this has no impact if not using color quantization. Typically
one would use ordered dither for initial passes, then switch to
Floyd-Steinberg dither for the final pass. Caution: changing dither mode

can cause more memory to be allocated by the library. Although the amount
of
memory involved is not large (a scanline or so), it may cause the
initial max_memory_to_use specification to be exceeded, which in the worst
case would result in an out-of-memory failure.
* do_block_smoothing can be changed before each call to jpeg_start_output().
This setting is relevant only when decoding a progressive JPEG image.
During the first DC-only scan, block smoothing provides a very "fuzzy" look
instead of the very "blocky" look seen without it; which is better seems a
matter of personal taste. But block smoothing is nearly always a win
during later stages, especially when decoding a successive-approximation
image: smoothing helps to hide the slight blockiness that otherwise shows
up on smooth gradients until the lowest coefficient bits are sent.
* Color quantization mode can be changed under the rules described below.
You *cannot* change between full-color and quantized output (because that
would alter the required I/O buffer sizes), but
you can change which
quantization method is used.

When generating color-quantized output, changing quantization method is a
very useful way of switching between high-speed and high-quality display.
The library allows you to change among its three quantization methods:
1. Single-pass quantization to a fixed color cube.
Selected by cinfo.two_pass_quantize = FALSE and cinfo.colormap = NULL.
2. Single-pass quantization to an application-supplied colormap.
Selected by setting cinfo.colormap to point to the colormap (the value of
two_pass_quantize is ignored); also set cinfo.actual_number_of_colors.
3. Two-pass quantization to a colormap chosen specifically for the image.
Selected by cinfo.two_pass_quantize = TRUE and cinfo.colormap = NULL.
(This is the default setting selected by jpeg_read_header, but it is
probably NOT what you want for the first pass of progressive display!)
These methods offer successively better quality and lesser speed. However,
only
the first method is available for quantizing in non-RGB color spaces.

IMPORTANT: because the different quantizer methods have very different
working-storage requirements, the library requires you to indicate which
one(s) you intend to use before you call jpeg_start_decompress(). (If we did
not require this, the max_memory_to_use setting would be a complete fiction.)
You do this by setting one or more of these three cinfo fields to TRUE:
enable_1pass_quant Fixed color cube colormap
enable_external_quant Externally-supplied colormap
enable_2pass_quant Two-pass custom colormap
All three are initialized FALSE by jpeg_read_header(). But
jpeg_start_decompress() automatically sets TRUE the one selected by the
current two_pass_quantize and colormap settings, so you only need to set the
enable flags for any other quantization methods you plan to change to later.

After setting the enable flags correctly at jpeg_start_decompress() time, you
can change to any enabled
 quantization method by setting two_pass_quantize
and colormap properly just before calling jpeg_start_output(). The following
special rules apply:
1. You must explicitly set cinfo.colormap to NULL when switching to 1-pass
  or 2-pass mode from a different mode, or when you want the 2-pass
  quantizer to be re-run to generate a new colormap.
2. To switch to an external colormap, or to change to a different external
  colormap than was used on the prior pass, you must call
  jpeg_new_colormap() after setting cinfo.colormap.
NOTE: if you want to use the same colormap as was used in the prior pass,
you should not do either of these things. This will save some nontrivial
switchover costs.
(These requirements exist because cinfo.colormap will always be non-NULL
after completing a prior output pass, since both the 1-pass and 2-pass
quantizers set it to point to their output colormaps. Thus you have to
do one of these two things to notify the library that something has
 changed.
Yup, it's a bit klugy, but it's necessary to do it this way for backwards
compatibility.)

Note that in buffered-image mode, the library generates any requested colormap
during jpeg_start_output(), not during jpeg_start_decompress().

When using two-pass quantization, jpeg_start_output() makes a pass over the
buffered image to determine the optimum color map; it therefore may take a
significant amount of time, whereas ordinarily it does little work. The
progress monitor hook is called during this pass, if defined. It is also
important to realize that if the specified target scan number is greater than
or equal to the current input scan number, jpeg_start_output() will attempt
to consume input as it makes this pass. If you use a suspending data source,
you need to check for a FALSE return from jpeg_start_output() under these
conditions. The combination of 2-pass quantization and a not-yet-fully-read
target scan is the only case in which jpeg_start_output() will
 consume input.

Application authors who support buffered-image mode may be tempted to use it
for all JPEG images, even single-scan ones. This will work, but it is
inefficient: there is no need to create an image-sized coefficient buffer for
single-scan images. Requesting buffered-image mode for such an image wastes
memory. Worse, it can cost time on large images, since the buffered data has
to be swapped out or written to a temporary file. If you are concerned about
maximum performance on baseline JPEG files, you should use buffered-image
mode only when the incoming file actually has multiple scans. This can be
tested by calling jpeg_has_multiple_scans(), which will return a correct
result at any time after jpeg_read_header() completes.

It is also worth noting that when you use jpeg_consume_input() to let input processing get ahead of output processing, the resulting pattern of access to the coefficient buffer is quite nonsequential. It's best to use the memory manager
jmemnobs.c if you can (ie, if you have enough real or virtual main memory). If not, at least make sure that max_memory_to_use is set as high as possible. If the JPEG memory manager has to use a temporary file, you will probably see a lot of disk traffic and poor performance. (This could be improved with additional work on the memory manager, but we haven't gotten around to it yet.)

In some applications it may be convenient to use jpeg_consume_input() for all input processing, including reading the initial markers; that is, you may wish to call jpeg_consume_input() instead of jpeg_read_header() during startup. This works, but note that you must check for JPEG_REACHED_SOS and JPEG_REACHED_EOI return codes as the equivalent of jpeg_read_header's codes. Once the first SOS marker has been reached, you must call jpeg_start_decompress() before jpeg_consume_input() will consume more input; it'll just keep returning JPEG_REACHED_SOS until you do. If you read a tables-only
file this way, jpeg_consume_input() will return JPEG_REACHED_EOI without ever returning JPEG_REACHED_SOS; be sure to check for this case. If this happens, the decompressor will not read any more input until you call jpeg_abort() to reset it. It is OK to call jpeg_consume_input() even when not using buffered-image mode, but in that case it's basically a no-op after the initial markers have been read: it will just return JPEG_SUSPENDED.

Abbreviated datastreams and multiple images

A JPEG compression or decompression object can be reused to process multiple images. This saves a small amount of time per image by eliminating the "create" and "destroy" operations, but that isn't the real purpose of the feature. Rather, reuse of an object provides support for abbreviated JPEG datastreams. Object reuse can also simplify processing a series of images in a single input or output file. This section explains these features.

A
JPEG file normally contains several hundred bytes worth of quantization and Huffman tables. In a situation where many images will be stored or transmitted with identical tables, this may represent an annoying overhead. The JPEG standard therefore permits tables to be omitted. The standard defines three classes of JPEG datastreams:

* "Interchange" datastreams contain an image and all tables needed to decode the image. These are the usual kind of JPEG file.
* "Abbreviated image" datastreams contain an image, but are missing some or

all of the tables needed to decode that image.
* "Abbreviated table specification" (henceforth "tables-only") datastreams
contain only table specifications.
To decode an abbreviated image, it is necessary to load the missing table(s)
into the decoder beforehand. This can be accomplished by reading a separate
tables-only file. A variant scheme uses a series of images in which the first
image is an interchange (complete)
datastream, while subsequent ones are
abbreviated and rely on the tables loaded by the first image. It is assumed
that once the decoder has read a table, it will remember that table until a
new definition for the same table number is encountered.

It is the application designer's responsibility to figure out how to associate
the correct tables with an abbreviated image. While abbreviated datastreams
can be useful in a closed environment, their use is strongly discouraged in
any situation where data exchange with other applications might be needed.
Caveat designer.

The JPEG library provides support for reading and writing any combination of
tables-only datastreams and abbreviated images. In both compression and
decompression objects, a quantization or Huffman table will be retained for
the lifetime of the object, unless it is overwritten by a new table definition.

To create abbreviated image datastreams, it is only necessary to tell the
compressor not to emit
some or all of the tables it is using. Each
quantization and Huffman table struct contains a boolean field "sent_table",
which normally is initialized to FALSE. For each table used by the image, the
header-writing process emits the table and sets sent_table = TRUE unless it is
already TRUE. (In normal usage, this prevents outputting the same table
definition multiple times, as would otherwise occur because the chroma
components typically share tables.) Thus, setting this field to TRUE before
calling jpeg_start_compress() will prevent the table from being written at
all.

If you want to create a "pure" abbreviated image file containing no tables,
just call "jpeg_suppress_tables(&cinfo, TRUE)" after constructing all the
tables. If you want to emit some but not all tables, you'll need to set the
individual sent_table fields directly.

To create an abbreviated image, you must also call jpeg_start_compress()
with a second parameter of FALSE, not TRUE. Otherwise jpeg_start_compress()
will
force all the sent_table fields to FALSE. (This is a safety feature to
prevent abbreviated images from being created accidentally.)

To create a tables-only file, perform the same parameter setup that you

normally would, but instead of calling jpeg_start_compress() and so on, call
jpeg_write_tables(&cinfo). This will write an abbreviated datastream
containing only SOI, DQT and/or DHT markers, and EOI. All the quantization
and Huffman tables that are currently defined in the compression object will
be emitted unless their sent_tables flag is already TRUE, and then all the
sent_tables flags will be set TRUE.

A sure-fire way to create matching tables-only and abbreviated image files
is to proceed as follows:

```
create JPEG compression object
set JPEG parameters
set destination to tables-only file
jpeg_write_tables(&cinfo);
set destination to image file
jpeg_start_compress(&cinfo, FALSE);
write data...
jpeg_finish_compress(&cinfo);
```

Since
the JPEG parameters are not altered between writing the table file and
the abbreviated image file, the same tables are sure to be used. Of course,
you can repeat the jpeg_start_compress() ... jpeg_finish_compress() sequence
many times to produce many abbreviated image files matching the table file.

You cannot suppress output of the computed Huffman tables when Huffman
optimization is selected. (If you could, there'd be no way to decode the
image...) Generally, you don't want to set optimize_coding = TRUE when
you are trying to produce abbreviated files.

In some cases you might want to compress an image using tables which are
not stored in the application, but are defined in an interchange or
tables-only file readable by the application. This can be done by setting up
a JPEG decompression object to read the specification file, then copying the
tables into your compression object. See jpeg_copy_critical_parameters()
for an example of copying quantization tables.

To
read abbreviated image files, you simply need to load the proper tables
into the decompression object before trying to read the abbreviated image.
If the proper tables are stored in the application program, you can just
allocate the table structs and fill in their contents directly. For example,
to load a fixed quantization table into table slot "n":

```
  if (cinfo.quant_tbl_ptrs[n] == NULL)
    cinfo.quant_tbl_ptrs[n] = jpeg_alloc_quant_table((j_common_ptr) &cinfo);
  quant_ptr = cinfo.quant_tbl_ptrs[n]; /* quant_ptr is JQUANT_TBL* */
```

```
  for (i = 0; i < 64; i++) {
    /* Qtable[] is desired quantization table, in natural array order */
    quant_ptr->quantval[i] = Qtable[i];
  }
```

Code to load a fixed Huffman table is typically (for AC table "n"):

```
  if (cinfo.ac_huff_tbl_ptrs[n] == NULL)
    cinfo.ac_huff_tbl_ptrs[n] = jpeg_alloc_huff_table((j_common_ptr) &cinfo);
  huff_ptr = cinfo.ac_huff_tbl_ptrs[n]; /* huff_ptr is JHUFF_TBL* */

 for (i = 1; i <= 16; i++) {
    /* counts[i] is number of Huffman codes of length i bits, i=1..16 */
    huff_ptr->bits[i] = counts[i];
  }
  for (i = 0; i < 256; i++) {
    /* symbols[] is the list of Huffman symbols, in code-length order */
    huff_ptr->huffval[i] = symbols[i];
  }
```

(Note that trying to set cinfo.quant_tbl_ptrs[n] to point directly at a
constant JQUANT_TBL object is not safe. If the incoming file happened to
contain a quantization table definition, your master table would get
overwritten! Instead allocate a working table copy and copy the master table
into it, as illustrated above. Ditto for Huffman tables, of course.)

You might want to read the tables from a tables-only file, rather than
hard-wiring them into your application. The jpeg_read_header() call is
sufficient to read a tables-only file. You must pass a second parameter of
FALSE to indicate that you do not require an image to be present. Thus, the
typical scenario is

```
 create
 JPEG decompression object
 set source to tables-only file
 jpeg_read_header(&cinfo, FALSE);
 set source to abbreviated image file
 jpeg_read_header(&cinfo, TRUE);
 set decompression parameters
 jpeg_start_decompress(&cinfo);
 read data...
 jpeg_finish_decompress(&cinfo);
```

In some cases, you may want to read a file without knowing whether it contains
an image or just tables. In that case, pass FALSE and check the return value
from jpeg_read_header(): it will be JPEG_HEADER_OK if an image was found,
JPEG_HEADER_TABLES_ONLY if only tables were found. (A third return value,
JPEG_SUSPENDED, is possible when using a suspending data source manager.)

Note that jpeg_read_header() will not complain if you read an abbreviated
image for which you haven't loaded the missing tables; the missing-table check
occurs later, in jpeg_start_decompress().

It is possible to read a series of images from a single source file by
repeating the jpeg_read_header() ... jpeg_finish_decompress()
 sequence,
without releasing/recreating the JPEG object or the data source module.
(If you did reinitialize, any partial bufferload left in the data source
buffer at the end of one image would be discarded, causing you to lose the
start of the next image.) When you use this method, stored tables are
automatically carried forward, so some of the images can be abbreviated images
that depend on tables from earlier images.

If you intend to write a series of images into a single destination file,
you might want to make a specialized data destination module that doesn't
flush the output buffer at term_destination() time. This would speed things
up by some trifling amount. Of course, you'd need to remember to flush the
buffer after the last image. You can make the later images be abbreviated
ones by passing FALSE to jpeg_start_compress().

Special markers

Some applications may need to insert or extract special data in the JPEG
datastream.
  The JPEG standard provides marker types "COM" (comment) and
"APP0" through "APP15" (application) to hold application-specific data.
Unfortunately, the use of these markers is not specified by the standard.
COM markers are fairly widely used to hold user-supplied text. The JFIF file
format spec uses APP0 markers with specified initial strings to hold certain
data. Adobe applications use APP14 markers beginning with the string "Adobe"
for miscellaneous data. Other APPn markers are rarely seen, but might
contain almost anything.

If you wish to store user-supplied text, we recommend you use COM markers
and place readable 7-bit ASCII text in them. Newline conventions are not
standardized --- expect to find LF (Unix style), CR/LF (DOS style), or CR
(Mac style). A robust COM reader should be able to cope with random binary
garbage, including nulls, since some applications generate COM markers
containing non-ASCII junk. (But yours should not be one of them.)

For program-supplied
 data, use an APPn marker, and be sure to begin it with an
identifying string so that you can tell whether the marker is actually yours.
It's probably best to avoid using APP0 or APP14 for any private markers.

(NOTE: the upcoming SPIFF standard will use APP8 markers; we recommend you not use APP8 markers for any private purposes, either.)

Keep in mind that at most 65533 bytes can be put into one marker, but you can have as many markers as you like.

By default, the IJG compression library will write a JFIF APP0 marker if the selected JPEG colorspace is grayscale or YCbCr, or an Adobe APP14 marker if the selected colorspace is RGB, CMYK, or YCCK. You can disable this, but we don't recommend it. The decompression library will recognize JFIF and Adobe markers and will set the JPEG colorspace properly when one is found.

You can write special markers immediately following the datastream header by calling jpeg_write_marker() after jpeg_start_compress() and
before the first
call to jpeg_write_scanlines(). When you do this, the markers appear after the SOI and the JFIF APP0 and Adobe APP14 markers (if written), but before all else. Specify the marker type parameter as "JPEG_COM" for COM or "JPEG_APP0 + n" for APPn. (Actually, jpeg_write_marker will let you write any marker type, but we don't recommend writing any other kinds of marker.) For example, to write a user comment string pointed to by comment_text:
jpeg_write_marker(cinfo, JPEG_COM, comment_text, strlen(comment_text));

If it's not convenient to store all the marker data in memory at once, you can instead call jpeg_write_m_header() followed by multiple calls to jpeg_write_m_byte(). If you do it this way, it's your responsibility to call jpeg_write_m_byte() exactly the number of times given in the length parameter to jpeg_write_m_header(). (This method lets you empty the output buffer partway through a marker, which might be important when using a suspending data
destination module. In any case, if you are using
a suspending destination, you should flush its buffer after inserting any special markers. See "I/O suspension".)

Or, if you prefer to synthesize the marker byte sequence yourself, you can just cram it straight into the data destination module.

If you are writing JFIF 1.02 extension markers (thumbnail images), don't forget to set cinfo.JFIF_minor_version = 2 so that the encoder will write the correct JFIF version number in the JFIF header marker. The library's default is to write version 1.01, but that's wrong if you insert any 1.02 extension markers. (We could probably get away with just defaulting to 1.02, but there used to be broken decoders that would complain about unknown minor version numbers. To reduce compatibility risks it's safest not to write 1.02 unless you are actually using 1.02 extensions.)

When reading, two methods of handling special markers are available:
1. You can ask the library to save
the contents of COM and/or APPn markers
into memory, and then examine them at your leisure afterwards.
2. You can supply your own routine to process COM and/or APPn markers
on-the-fly as they are read.
The first method is simpler to use, especially if you are using a suspending
data source; writing a marker processor that copes with input suspension is
not easy (consider what happens if the marker is longer than your available
input buffer). However, the second method conserves memory since the marker
data need not be kept around after it's been processed.

For either method, you'd normally set up marker handling after creating a
decompression object and before calling jpeg_read_header(), because the
markers of interest will typically be near the head of the file and so will
be scanned by jpeg_read_header. Once you've established a marker handling
method, it will be used for the life of that decompression object
(potentially many datastreams), unless you change it.
Marker handling is
determined separately for COM markers and for each APPn marker code.

To save the contents of special markers in memory, call
jpeg_save_markers(cinfo, marker_code, length_limit)
where marker_code is the marker type to save, JPEG_COM or JPEG_APP0+n.
(To arrange to save all the special marker types, you need to call this
routine 17 times, for COM and APP0-APP15.) If the incoming marker is longer
than length_limit data bytes, only length_limit bytes will be saved; this
parameter allows you to avoid chewing up memory when you only need to see the
first few bytes of a potentially large marker. If you want to save all the
data, set length_limit to 0xFFFF; that is enough since marker lengths are only
16 bits. As a special case, setting length_limit to 0 prevents that marker
type from being saved at all. (That is the default behavior, in fact.)

After jpeg_read_header() completes, you can examine the special markers by
following the cinfo->marker_list
pointer chain. All the special markers in
the file appear in this list, in order of their occurrence in the file (but
omitting any markers of types you didn't ask for). Both the original data
length and the saved data length are recorded for each list entry; the latter
will not exceed length_limit for the particular marker type. Note that these
lengths exclude the marker length word, whereas the stored representation
within the JPEG file includes it. (Hence the maximum data length is really
only 65533.)

It is possible that additional special markers appear in the file beyond the
SOS marker at which jpeg_read_header stops; if so, the marker list will be
extended during reading of the rest of the file. This is not expected to be

common, however. If you are short on memory you may want to reset the length limit to zero for all marker types after finishing jpeg_read_header, to ensure that the max_memory_to_use setting cannot be exceeded due to addition of later markers.

The
 marker list remains stored until you call jpeg_finish_decompress or jpeg_abort, at which point the memory is freed and the list is set to empty. (jpeg_destroy also releases the storage, of course.)

Note that the library is internally interested in APP0 and APP14 markers; if you try to set a small nonzero length limit on these types, the library will silently force the length up to the minimum it wants. (But you can set a zero length limit to prevent them from being saved at all.) Also, in a 16-bit environment, the maximum length limit may be constrained to less than 65533 by malloc() limitations. It is therefore best not to assume that the effective length limit is exactly what you set it to be.

If you want to supply your own marker-reading routine, you do it by calling jpeg_set_marker_processor(). A marker processor routine must have the signature
 boolean jpeg_marker_parser_method (j_decompress_ptr cinfo)
Although the marker code is not explicitly passed,
 the routine can find it
in cinfo->unread_marker. At the time of call, the marker proper has been read from the data source module. The processor routine is responsible for reading the marker length word and the remaining parameter bytes, if any. Return TRUE to indicate success. (FALSE should be returned only if you are using a suspending data source and it tells you to suspend. See the standard marker processors in jdmarker.c for appropriate coding methods if you need to use a suspending data source.)

If you override the default APP0 or APP14 processors, it is up to you to recognize JFIF and Adobe markers if you want colorspace recognition to occur properly. We recommend copying and extending the default processors if you want to do that. (A better idea is to save these marker types for later examination by calling jpeg_save_markers(); that method doesn't interfere with the library's own processing of these markers.)

jpeg_set_marker_processor() and jpeg_save_markers()
 are mutually exclusive
--- if you call one it overrides any previous call to the other, for the particular marker type specified.

A simple example of an external COM processor can be found in djpeg.c. Also, see jpegtran.c for an example of using jpeg_save_markers.

Raw (downsampled) image data

Some applications need to supply already-downsampled image data to the JPEG compressor, or to receive raw downsampled data from the decompressor. The library supports this requirement by allowing the application to write or read raw data, bypassing the normal preprocessing or postprocessing steps. The interface is different from the standard one and is somewhat harder to use. If your interest is merely in bypassing color conversion, we recommend that you use the standard interface and simply set jpeg_color_space = in_color_space (or jpeg_color_space = out_color_space for decompression). The mechanism described in this section is necessary
only to supply or
receive downsampled image data, in which not all components have the same dimensions.

To compress raw data, you must supply the data in the colorspace to be used in the JPEG file (please read the earlier section on Special color spaces) and downsampled to the sampling factors specified in the JPEG parameters. You must supply the data in the format used internally by the JPEG library, namely a JSAMPIMAGE array. This is an array of pointers to two-dimensional arrays, each of type JSAMPARRAY. Each 2-D array holds the values for one color component. This structure is necessary since the components are of different sizes. If the image dimensions are not a multiple of the MCU size, you must also pad the data correctly (usually, this is done by replicating the last column and/or row). The data must be padded to a multiple of a DCT block in each component: that is, each downsampled row must contain a multiple of DCT_h_scaled_size valid samples,
and there must be a multiple of
DCT_v_scaled_size sample rows for each component. (For applications such as conversion of digital TV images, the standard image size is usually a multiple of the DCT block size, so that no padding need actually be done.)

The procedure for compression of raw data is basically the same as normal compression, except that you call jpeg_write_raw_data() in place of jpeg_write_scanlines(). Before calling jpeg_start_compress(), you must do the following:

* Set cinfo->raw_data_in to TRUE. (It is set FALSE by jpeg_set_defaults().) This notifies the library that you will be supplying raw data.
* Ensure jpeg_color_space is correct --- an explicit jpeg_set_colorspace() call is a good idea. Note that since color conversion is bypassed, in_color_space is ignored, except that jpeg_set_defaults() uses it to choose the default jpeg_color_space setting.
* Ensure the sampling factors, cinfo->comp_info[i].h_samp_factor and cinfo->comp_info[i].v_samp_factor,

are correct. Since these indicate the
dimensions of the data you are supplying, it's wise to set them
explicitly, rather than assuming the library's defaults are what you want.

To pass raw data to the library, call jpeg_write_raw_data() in place of
jpeg_write_scanlines(). The two routines work similarly except that
jpeg_write_raw_data takes a JSAMPIMAGE data array rather than JSAMPARRAY.
The scanlines count passed to and returned from jpeg_write_raw_data is
measured in terms of the component with the largest v_samp_factor.

jpeg_write_raw_data() processes one MCU row per call, which is to say
v_samp_factor*min_DCT_v_scaled_size sample rows of each component. The passed
num_lines value must be at least max_v_samp_factor*min_DCT_v_scaled_size, and
the return value will be exactly that amount (or possibly some multiple of
that amount, in future library versions). This is true even on the last call
at the bottom of the image; don't
forget to pad your data as necessary.

The required dimensions of the supplied data can be computed for each
component as
cinfo->comp_info[i].width_in_blocks *
cinfo->comp_info[i].DCT_h_scaled_size samples per row
cinfo->comp_info[i].height_in_blocks *
cinfo->comp_info[i].DCT_v_scaled_size rows in image
after jpeg_start_compress() has initialized those fields. If the valid data
is smaller than this, it must be padded appropriately. For some sampling
factors and image sizes, additional dummy DCT blocks are inserted to make
the image a multiple of the MCU dimensions. The library creates such dummy
blocks itself; it does not read them from your supplied data. Therefore you
need never pad by more than DCT_scaled_size samples.
An example may help here. Assume 2h2v downsampling of YCbCr data, that is
cinfo->comp_info[0].h_samp_factor = 2 for Y
cinfo->comp_info[0].v_samp_factor = 2
cinfo->comp_info[1].h_samp_factor = 1 for Cb
cinfo->comp_info[1].v_samp_factor
= 1
cinfo->comp_info[2].h_samp_factor = 1 for Cr
cinfo->comp_info[2].v_samp_factor = 1
and suppose that the nominal image dimensions (cinfo->image_width and
cinfo->image_height) are 101x101 pixels. Then jpeg_start_compress() will
compute downsampled_width = 101 and width_in_blocks = 13 for Y,
downsampled_width = 51 and width_in_blocks = 7 for Cb and Cr (and the same
for the height fields). You must pad the Y data to at least 13*8 = 104
columns and rows, the Cb/Cr data to at least 7*8 = 56 columns and rows. The
MCU height is max_v_samp_factor = 2 DCT rows so you must pass at least 16
scanlines on each call to jpeg_write_raw_data(), which is to say 16 actual
sample rows of Y and 8 each of Cb and Cr. A total of 7 MCU rows are needed,
so you must pass a total of 7*16 = 112 "scanlines". The last DCT block row

of Y data is dummy, so it doesn't matter what you pass for it in the data
arrays, but the scanlines count must total up to 112 so that all of the Cb
and Cr data
 gets passed.

Output suspension is supported with raw-data compression: if the data
destination module suspends, jpeg_write_raw_data() will return 0.
In this case the same data rows must be passed again on the next call.

Decompression with raw data output implies bypassing all postprocessing:
you cannot ask for color quantization, for instance. More seriously, you
must deal with the color space and sampling factors present in the incoming
file. If your application only handles, say, 2h1v YCbCr data, you must
check for and fail on other color spaces or other sampling factors.
The library will not convert to a different color space for you.

To obtain raw data output, set cinfo->raw_data_out = TRUE before
jpeg_start_decompress() (it is set FALSE by jpeg_read_header()). Be sure to
verify that the color space and sampling factors are ones you can handle.
Then call jpeg_read_raw_data() in place of jpeg_read_scanlines(). The
decompression process is otherwise the same
 as usual.

jpeg_read_raw_data() returns one MCU row per call, and thus you must pass a
buffer of at least max_v_samp_factor*min_DCT_v_scaled_size scanlines (scanline
counting is the same as for raw-data compression). The buffer you pass must
be large enough to hold the actual data plus padding to DCT-block boundaries.
As with compression, any entirely dummy DCT blocks are not processed so you
need not allocate space for them, but the total scanline count includes them.
The above example of computing buffer dimensions for raw-data compression is
equally valid for decompression.

Input suspension is supported with raw-data decompression: if the data source
module suspends, jpeg_read_raw_data() will return 0. You can also use
buffered-image mode to read raw data in multiple passes.

Really raw data: DCT coefficients

It is possible to read or write the contents of a JPEG file as raw DCT
coefficients. This facility is mainly intended
 for use in lossless
transcoding between different JPEG file formats. Other possible applications
include lossless cropping of a JPEG image, lossless reassembly of a
multi-strip or multi-tile TIFF/JPEG file into a single JPEG datastream, etc.

To read the contents of a JPEG file as DCT coefficients, open the file and do
jpeg_read_header() as usual. But instead of calling jpeg_start_decompress()
and jpeg_read_scanlines(), call jpeg_read_coefficients(). This will read the
entire image into a set of virtual coefficient-block arrays, one array per
component. The return value is a pointer to an array of virtual-array
descriptors. Each virtual array can be accessed directly using the JPEG
memory manager's access_virt_barray method (see Memory management, below,
and also read structure.txt's discussion of virtual array handling). Or,
for simple transcoding to a different JPEG file format, the array list can
just be handed directly to jpeg_write_coefficients().

Each
 block in the block arrays contains quantized coefficient values in
normal array order (not JPEG zigzag order). The block arrays contain only
DCT blocks containing real data; any entirely-dummy blocks added to fill out
interleaved MCUs at the right or bottom edges of the image are discarded
during reading and are not stored in the block arrays. (The size of each
block array can be determined from the width_in_blocks and height_in_blocks
fields of the component's comp_info entry.) This is also the data format
expected by jpeg_write_coefficients().

When you are done using the virtual arrays, call jpeg_finish_decompress()
to release the array storage and return the decompression object to an idle
state; or just call jpeg_destroy() if you don't need to reuse the object.

If you use a suspending data source, jpeg_read_coefficients() will return
NULL if it is forced to suspend; a non-NULL return value indicates successful
completion. You need not test for a NULL return value
 when using a
non-suspending data source.

It is also possible to call jpeg_read_coefficients() to obtain access to the
decoder's coefficient arrays during a normal decode cycle in buffered-image
mode. This frammish might be useful for progressively displaying an incoming
image and then re-encoding it without loss. To do this, decode in buffered-
image mode as discussed previously, then call jpeg_read_coefficients() after
the last jpeg_finish_output() call. The arrays will be available for your use
until you call jpeg_finish_decompress().

To write the contents of a JPEG file as DCT coefficients, you must provide
the DCT coefficients stored in virtual block arrays. You can either pass
block arrays read from an input JPEG file by jpeg_read_coefficients(), or
allocate virtual arrays from the JPEG compression object and fill them
yourself. In either case, jpeg_write_coefficients() is substituted for
jpeg_start_compress() and jpeg_write_scanlines(). Thus the sequence
 is
 * Create compression object

 * Set all compression parameters as necessary
 * Request virtual arrays if needed
 * jpeg_write_coefficients()
 * jpeg_finish_compress()
 * Destroy or re-use compression object
jpeg_write_coefficients() is passed a pointer to an array of virtual block
array descriptors; the number of arrays is equal to cinfo.num_components.

The virtual arrays need only have been requested, not realized, before
jpeg_write_coefficients() is called. A side-effect of
jpeg_write_coefficients() is to realize any virtual arrays that have been
requested from the compression object's memory manager. Thus, when obtaining
the virtual arrays from the compression object, you should fill the arrays
after calling jpeg_write_coefficients(). The data is actually written out
when you call jpeg_finish_compress(); jpeg_write_coefficients() only writes
the file header.

When writing raw DCT coefficients, it is crucial that the JPEG quantization
tables and
 sampling factors match the way the data was encoded, or the
resulting file will be invalid. For transcoding from an existing JPEG file,
we recommend using jpeg_copy_critical_parameters(). This routine initializes
all the compression parameters to default values (like jpeg_set_defaults()),
then copies the critical information from a source decompression object.
The decompression object should have just been used to read the entire
JPEG input file --- that is, it should be awaiting jpeg_finish_decompress().

jpeg_write_coefficients() marks all tables stored in the compression object
as needing to be written to the output file (thus, it acts like
jpeg_start_compress(cinfo, TRUE)). This is for safety's sake, to avoid
emitting abbreviated JPEG files by accident. If you really want to emit an
abbreviated JPEG file, call jpeg_suppress_tables(), or set the tables'
individual sent_table flags, between calling jpeg_write_coefficients() and
jpeg_finish_compress().

Progress
 monitoring

Some applications may need to regain control from the JPEG library every so
often. The typical use of this feature is to produce a percent-done bar or
other progress display. (For a simple example, see cjpeg.c or djpeg.c.)
Although you do get control back frequently during the data-transferring pass
(the jpeg_read_scanlines or jpeg_write_scanlines loop), any additional passes
will occur inside jpeg_finish_compress or jpeg_start_decompress; those
routines may take a long time to execute, and you don't get control back
until they are done.

You can define a progress-monitor routine which will be called periodically
by the library. No guarantees are made about how often this call will occur,
so we don't recommend you use it for mouse tracking or anything like that.
At present, a call will occur once per MCU row, scanline, or sample row
group, whichever unit is convenient for the current processing mode; so the
wider the image, the longer
 the time between calls. During the data
transferring pass, only one call occurs per call of jpeg_read_scanlines or
jpeg_write_scanlines, so don't pass a large number of scanlines at once if
you want fine resolution in the progress count. (If you really need to use
the callback mechanism for time-critical tasks like mouse tracking, you could
insert additional calls inside some of the library's inner loops.)

To establish a progress-monitor callback, create a struct jpeg_progress_mgr,
fill in its progress_monitor field with a pointer to your callback routine,
and set cinfo->progress to point to the struct. The callback will be called
whenever cinfo->progress is non-NULL. (This pointer is set to NULL by
jpeg_create_compress or jpeg_create_decompress; the library will not change
it thereafter. So if you allocate dynamic storage for the progress struct,
make sure it will live as long as the JPEG object does. Allocating from the
JPEG memory manager with lifetime JPOOL_PERMANENT
 will work nicely.) You
can use the same callback routine for both compression and decompression.

The jpeg_progress_mgr struct contains four fields which are set by the library:
```
 long pass_counter; /* work units completed in this pass */
 long pass_limit; /* total number of work units in this pass */
 int completed_passes; /* passes completed so far */
 int total_passes; /* total number of passes expected */
```
During any one pass, pass_counter increases from 0 up to (not including)
pass_limit; the step size is usually but not necessarily 1. The pass_limit
value may change from one pass to another. The expected total number of
passes is in total_passes, and the number of passes already completed is in
completed_passes. Thus the fraction of work completed may be estimated as
```
  completed_passes + (pass_counter/pass_limit)
  -----------------------------------------
    total_passes
```
ignoring the fact that the passes may not be equal amounts of work.

When decompressing,
 pass_limit can even change within a pass, because it
depends on the number of scans in the JPEG file, which isn't always known in
advance. The computed fraction-of-work-done may jump suddenly (if the library
discovers it has overestimated the number of scans) or even decrease (in the
opposite case). It is not wise to put great faith in the work estimate.

When using the decompressor's buffered-image mode, the progress monitor work

estimate is likely to be completely unhelpful, because the library has no way
to know how many output passes will be demanded of it. Currently, the library
sets total_passes based on the assumption that there will be one more output
pass if the input file end hasn't yet been read (jpeg_input_complete() isn't
TRUE), but no more output passes if the file end has been reached when the
output pass is started. This means that total_passes will rise as additional
output passes are requested. If you have a way of determining the input file
size,
 estimating progress based on the fraction of the file that's been read
will probably be more useful than using the library's value.

Memory management

This section covers some key facts about the JPEG library's built-in memory
manager. For more info, please read structure.txt's section about the memory
manager, and consult the source code if necessary.

All memory and temporary file allocation within the library is done via the
memory manager. If necessary, you can replace the "back end" of the memory
manager to control allocation yourself (for example, if you don't want the
library to use malloc() and free() for some reason).

Some data is allocated "permanently" and will not be freed until the JPEG
object is destroyed. Most data is allocated "per image" and is freed by
jpeg_finish_compress, jpeg_finish_decompress, or jpeg_abort. You can call the
memory manager yourself to allocate structures that will automatically be
freed at these
 times. Typical code for this is
 ptr = (*cinfo->mem->alloc_small) ((j_common_ptr) cinfo, JPOOL_IMAGE, size);
Use JPOOL_PERMANENT to get storage that lasts as long as the JPEG object.
Use alloc_large instead of alloc_small for anything bigger than a few Kbytes.
There are also alloc_sarray and alloc_barray routines that automatically
build 2-D sample or block arrays.

The library's minimum space requirements to process an image depend on the
image's width, but not on its height, because the library ordinarily works
with "strip" buffers that are as wide as the image but just a few rows high.
Some operating modes (eg, two-pass color quantization) require full-image
buffers. Such buffers are treated as "virtual arrays": only the current strip
need be in memory, and the rest can be swapped out to a temporary file.

If you use the simplest memory manager back end (jmemnobs.c), then no
temporary files are used; virtual arrays are simply malloc()'d. Images bigger
than memory
 can be processed only if your system supports virtual memory.
The other memory manager back ends support temporary files of various flavors

and thus work in machines without virtual memory. They may also be useful on Unix machines if you need to process images that exceed available swap space.

When using temporary files, the library will make the in-memory buffers for its virtual arrays just big enough to stay within a "maximum memory" setting. Your application can set this limit by setting cinfo->mem->max_memory_to_use after creating the JPEG object. (Of course, there is still a minimum size for the buffers, so the max-memory setting is effective only if it is bigger than the minimum space needed.) If you allocate any large structures yourself, you must allocate them before jpeg_start_compress() or jpeg_start_decompress() in order to have them counted against the max memory limit. Also keep in mind that space allocated with alloc_small() is ignored, on the assumption
 that
it's too small to be worth worrying about; so a reasonable safety margin should be left when setting max_memory_to_use.

If you use the jmemname.c or jmemdos.c memory manager back end, it is important to clean up the JPEG object properly to ensure that the temporary files get deleted. (This is especially crucial with jmemdos.c, where the "temporary files" may be extended-memory segments; if they are not freed, DOS will require a reboot to recover the memory.) Thus, with these memory managers, it's a good idea to provide a signal handler that will trap any early exit from your program. The handler should call either jpeg_abort() or jpeg_destroy() for any active JPEG objects. A handler is not needed with jmemnobs.c, and shouldn't be necessary with jmemansi.c or jmemmac.c either, since the C library is supposed to take care of deleting files made with tmpfile().

Memory usage

Working memory requirements while performing compression or decompression depend
 on image dimensions, image characteristics (such as colorspace and JPEG process), and operating mode (application-selected options).

As of v6b, the decompressor requires:
1. About 24K in more-or-less-fixed-size data. This varies a bit depending
   on operating mode and image characteristics (particularly color vs.
   grayscale), but it doesn't depend on image dimensions.
2. Strip buffers (of size proportional to the image width) for IDCT and
   upsampling results. The worst case for commonly used sampling factors
   is about 34 bytes * width in pixels for a color image. A grayscale image
   only needs about 8 bytes per pixel column.
3. A full-image DCT coefficient buffer is needed to decode a multi-scan JPEG
   file (including progressive JPEGs), or whenever you select buffered-image
   mode. This takes 2 bytes/coefficient. At typical 2x2 sampling, that's

3 bytes per pixel for a color image. Worst case (1x1 sampling) requires
6
bytes/pixel. For grayscale, figure 2 bytes/pixel.
4. To perform 2-pass color quantization, the decompressor also needs a
128K color lookup table and a full-image pixel buffer (3 bytes/pixel).
This does not count any memory allocated by the application, such as a
buffer to hold the final output image.

The above figures are valid for 8-bit JPEG data precision and a machine with
32-bit ints. For 9-bit to 12-bit JPEG data, double the size of the strip
buffers and quantization pixel buffer. The "fixed-size" data will be
somewhat smaller with 16-bit ints, larger with 64-bit ints. Also, CMYK
or other unusual color spaces will require different amounts of space.

The full-image coefficient and pixel buffers, if needed at all, do not
have to be fully RAM resident; you can have the library use temporary
files instead when the total memory usage would exceed a limit you set.
(But if your OS supports virtual memory, it's probably better to just use
jmemnobs and let the OS
do the swapping.)

The compressor's memory requirements are similar, except that it has no need
for color quantization. Also, it needs a full-image DCT coefficient buffer
if Huffman-table optimization is asked for, even if progressive mode is not
requested.

If you need more detailed information about memory usage in a particular
situation, you can enable the MEM_STATS code in jmemmgr.c.

Library compile-time options

A number of compile-time options are available by modifying jmorecfg.h.

The IJG code currently supports 8-bit to 12-bit sample data precision by
defining BITS_IN_JSAMPLE as 8, 9, 10, 11, or 12.
Note that a value larger than 8 causes JSAMPLE to be larger than a char,
so it affects the surrounding application's image data.
The sample applications cjpeg and djpeg can support deeper than 8-bit data
only for PPM and GIF file formats; you must disable the other file formats
to compile a 9-bit to 12-bit cjpeg or djpeg. (install.txt
has more
information about that.)
Run-time selection and conversion of data precision are currently not
supported and may be added later.
Exception: The transcoding part (jpegtran) supports all settings in a
single instance, since it operates on the level of DCT coefficients and

not sample values.
(If you need to include an 8-bit library and a 9-bit to 12-bit library for
compression or decompression in a single application, you could probably do
it by defining NEED_SHORT_EXTERNAL_NAMES for just one of the copies. You'd
have to access the 8-bit and the 9-bit to 12-bit copies from separate
application source files. This is untested ... if you try it, we'd like to
hear whether it works!)

Note that the standard Huffman tables are only valid for 8-bit data precision.
If you selected more than 8-bit data precision, cjpeg uses arithmetic coding
by default. The Huffman encoder normally uses entropy optimization to
compute usable tables for higher precision. Otherwise,
you'll have to
supply different default Huffman tables. You may also want to supply your
own DCT quantization tables; the existing quality-scaling code has been
developed for 8-bit use, and probably doesn't generate especially good tables
for 9-bit to 12-bit.

The maximum number of components (color channels) in the image is determined
by MAX_COMPONENTS. The JPEG standard allows up to 255 components, but we
expect that few applications will need more than four or so.

On machines with unusual data type sizes, you may be able to improve
performance or reduce memory space by tweaking the various typedefs in
jmorecfg.h. In particular, on some RISC CPUs, access to arrays of "short"s
is quite slow; consider trading memory for speed by making JCOEF, INT16, and
UINT16 be "int" or "unsigned int". UINT8 is also a candidate to become int.
You probably don't want to make JSAMPLE be int unless you have lots of memory
to burn.

You can reduce the size of the library by
compiling out various optional
functions. To do this, undefine xxx_SUPPORTED symbols as necessary.

You can also save a few K by not having text error messages in the library;
the standard error message table occupies about 5Kb. This is particularly
reasonable for embedded applications where there's no good way to display
a message anyway. To do this, remove the creation of the message table
(jpeg_std_message_table[]) from jerror.c, and alter format_message to do
something reasonable without it. You could output the numeric value of the
message code number, for example. If you do this, you can also save a couple
more K by modifying the TRACEMSn() macros in jerror.h to expand to nothing;
you don't need trace capability anyway, right?

Portability considerations

The JPEG library has been written to be extremely portable; the sample applications cjpeg and djpeg are slightly less so. This section summarizes the design goals in this area.
(If you encounter any bugs that cause the library to be less portable than is claimed here, we'd appreciate hearing about them.)

The code works fine on ANSI C, C++, and pre-ANSI C compilers, using any of the popular system include file setups, and some not-so-popular ones too. See install.txt for configuration procedures.

The code is not dependent on the exact sizes of the C data types. As distributed, we make the assumptions that
char is at least 8 bits wide
short is at least 16 bits wide
int is at least 16 bits wide
long is at least 32 bits wide
(These are the minimum requirements of the ANSI C standard.) Wider types will work fine, although memory may be used inefficiently if char is much larger than 8 bits or short is much bigger than 16 bits. The code should work equally well with 16- or 32-bit ints.

In a system where these assumptions are not met, you may be able to make the code work by modifying the typedefs in jmorecfg.h. However, you will probably have
difficulty if int is less than 16 bits wide, since references to plain int abound in the code.

char can be either signed or unsigned, although the code runs faster if an unsigned char type is available. If char is wider than 8 bits, you will need to redefine JOCTET and/or provide custom data source/destination managers so that JOCTET represents exactly 8 bits of data on external storage.

The JPEG library proper does not assume ASCII representation of characters. But some of the image file I/O modules in cjpeg/djpeg do have ASCII dependencies in file-header manipulation; so does cjpeg's select_file_type() routine.

The JPEG library does not rely heavily on the C library. In particular, C stdio is used only by the data source/destination modules and the error handler, all of which are application-replaceable. (cjpeg/djpeg are more heavily dependent on stdio.) malloc and free are called only from the memory manager "back end" module, so you can use a different memory allocator by replacing that one file.

The code generally assumes that C names must be unique in the first 15 characters. However, global function names can be made unique in the

first 6 characters by defining NEED_SHORT_EXTERNAL_NAMES.

More info about porting the code may be gleaned by reading jconfig.txt,
jmorecfg.h, and jinclude.h.

Notes for MS-DOS implementors

The IJG code is designed to work efficiently in 80x86 "small" or "medium"
memory models (i.e., data pointers are 16 bits unless explicitly declared
"far"; code pointers can be either size). You may be able to use small
model to compile cjpeg or djpeg by itself, but you will probably have to use
medium model for any larger application. This won't make much difference in
performance. You *will* take a noticeable performance hit if you use a
large-data memory model (perhaps 10%-25%), and you should avoid "huge" model
if at all possible.

The JPEG library
typically needs 2Kb-3Kb of stack space. It will also
malloc about 20K-30K of near heap space while executing (and lots of far
heap, but that doesn't count in this calculation). This figure will vary
depending on selected operating mode, and to a lesser extent on image size.
There is also about 5Kb-6Kb of constant data which will be allocated in the
near data segment (about 4Kb of this is the error message table).
Thus you have perhaps 20K available for other modules' static data and near
heap space before you need to go to a larger memory model. The C library's
static data will account for several K of this, but that still leaves a good
deal for your needs. (If you are tight on space, you could reduce the sizes
of the I/O buffers allocated by jdatasrc.c and jdatadst.c, say from 4K to
1K. Another possibility is to move the error message table to far memory;
this should be doable with only localized hacking on jerror.c.)

About 2K of the near heap space is "permanent"
memory that will not be
released until you destroy the JPEG object. This is only an issue if you
save a JPEG object between compression or decompression operations.

Far data space may also be a tight resource when you are dealing with large
images. The most memory-intensive case is decompression with two-pass color
quantization, or single-pass quantization to an externally supplied color
map. This requires a 128Kb color lookup table plus strip buffers amounting
to about 40 bytes per column for typical sampling ratios (eg, about 25600
bytes for a 640-pixel-wide image). You may not be able to process wide
images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model
compiler, such as DJGPP or Watcom C. We highly recommend flat model if you

can use it; the JPEG library is significantly faster in flat model.

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/libjpeg.txt
No license file was found, but licenses were detected in source scan.

/*
* jdcolor.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2011-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains output colorspace conversion routines.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdcolor.c
No license file was found, but licenses were detected in source scan.

/*
* jcparam.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2003-2022 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains optional default-setting code for the JPEG compressor.
* Applications do not have to use this file, but those that don't use it
* must know a lot more about the innards of the JPEG code.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jcparam.c
No license file was found, but licenses were detected in source scan.

/*
* jctrans.c
*
* Copyright (C) 1995-1998, Thomas G. Lane.
* Modified 2000-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains library routines for transcoding compression,
* that is, writing raw DCT coefficient arrays to an output JPEG file.

* The routines in jcapimin.c will also be needed by a transcoder.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jctrans.c
No license file was found, but licenses were detected in source scan.

/*
* jmorecfg.h
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 1997-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains additional configuration options that customize the
* JPEG software for special applications or support machine-dependent
* optimizations. Most users will not need to touch this file.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jmorecfg.h
No license file was found, but licenses were detected in source scan.

/*
* jchuff.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2006-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains Huffman entropy encoding routines.
* Both sequential and progressive modes are supported in this single module.
*
* Much of the complexity here has to do with supporting output suspension.
* If the data destination module demands suspension, we want to be able to
* back up to the start of the current MCU. To do this, we copy state
* variables into local working storage, and update them back to the
* permanent JPEG objects only upon successful completion of an MCU.
*
* We do not support output suspension for the progressive JPEG mode, since
* the library currently does not allow multiple-scan files to be written
* with output suspension.
*/

Found

in path(s):
* /jpegsr9e-zip/jpeg-9e/jchuff.c
No license file was found, but licenses were detected in source scan.

```
/*
* jconfig.txt
*
* Copyright (C) 1991-1994, Thomas G. Lane.
* Modified 2009-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file documents the configuration options that are required to
* customize the JPEG software for a particular system.
*
* The actual configuration options for a particular installation are stored
* in jconfig.h.  On many machines, jconfig.h can be generated automatically
* or copied from one of the "canned" jconfig files that we supply.  But if
* you need to generate a jconfig.h file by hand, this file tells you how.
*
* DO NOT EDIT THIS FILE --- IT WON'T ACCOMPLISH ANYTHING.
* EDIT A COPY NAMED JCONFIG.H.
*/



/*
* These symbols indicate the properties of your machine or compiler.
* #define the symbol if yes, #undef it if no.
 */

/* Does your compiler support function prototypes?
* (If not, you also need to use ansi2knr, see install.txt)
*/
#define HAVE_PROTOTYPES

/* Does your compiler support the declaration "unsigned char" ?
* How about "unsigned short" ?
*/
#define HAVE_UNSIGNED_CHAR
#define HAVE_UNSIGNED_SHORT

/* Define "void" as "char" if your compiler doesn't know about type void.
* NOTE: be sure to define void such that "void *" represents the most general
* pointer type, e.g., that returned by malloc().
*/
/* #define void char */

/* Define "const" as empty if your compiler doesn't know the "const" keyword.
```

```
*/
/* #define const */

/* Define this if an ordinary "char" type is unsigned.
* If you're not sure, leaving it undefined will work at some cost in speed.
* If you defined HAVE_UNSIGNED_CHAR then the speed difference is minimal.
*/
#undef CHAR_IS_UNSIGNED

/* Define this if your system has an ANSI-conforming <stddef.h> file.
*/
#define HAVE_STDDEF_H

/*
 Define this if your system has an ANSI-conforming <stdlib.h> file.
*/
#define HAVE_STDLIB_H

/* Define this if your system does not have an ANSI/SysV <string.h>,
* but does have a BSD-style <strings.h>.
*/
#undef NEED_BSD_STRINGS

/* Define this if your system does not provide typedef size_t in any of the
* ANSI-standard places (stddef.h, stdlib.h, or stdio.h), but places it in
* <sys/types.h> instead.
*/
#undef NEED_SYS_TYPES_H

/* For 80x86 machines, you need to define NEED_FAR_POINTERS,
* unless you are using a large-data memory model or 80386 flat-memory mode.
* On less brain-damaged CPUs this symbol must not be defined.
* (Defining this symbol causes large data structures to be referenced through
* "far" pointers and to be allocated with a special version of malloc.)
*/
#undef NEED_FAR_POINTERS

/* Define this if your linker needs global names to be unique in less
* than the first 15 characters.
*/
#undef NEED_SHORT_EXTERNAL_NAMES

/* Although
 a real ANSI C compiler can deal perfectly well with pointers to
* unspecified structures (see "incomplete types" in the spec), a few pre-ANSI
* and pseudo-ANSI compilers get confused.  To keep one of these bozos happy,
* define INCOMPLETE_TYPES_BROKEN.  This is not recommended unless you
* actually get "missing structure definition" warnings or errors while
```

```
* compiling the JPEG code.
*/
#undef INCOMPLETE_TYPES_BROKEN

/* Define "boolean" as unsigned char, not enum, on Windows systems.
*/
#ifdef _WIN32
#ifndef __RPCNDR_H__  /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#ifndef FALSE   /* in case these macros already exist */
#define FALSE 0  /* values of boolean */
#endif
#ifndef TRUE
#define TRUE 1
#endif
#define HAVE_BOOLEAN  /* prevent jmorecfg.h from redefining it */
#endif


/*
* The following options affect code selection within the JPEG library,
* but they don't need to be visible to applications using
 the library.
* To minimize application namespace pollution, the symbols won't be
* defined unless JPEG_INTERNALS has been defined.
*/

#ifdef JPEG_INTERNALS

/* Define this if your compiler implements ">>" on signed values as a logical
* (unsigned) shift; leave it undefined if ">>" is a signed (arithmetic) shift,
* which is the normal and rational definition.
*/
#undef RIGHT_SHIFT_IS_UNSIGNED


#endif /* JPEG_INTERNALS */


/*
* The remaining options do not affect the JPEG library proper,
* but only the sample applications cjpeg/djpeg (see cjpeg.c, djpeg.c).
* Other applications can ignore these.
*/

#ifdef JPEG_CJPEG_DJPEG
```

```
/* These defines indicate which image (non-JPEG) file formats are allowed. */

#define BMP_SUPPORTED  /* BMP image file format */
#define GIF_SUPPORTED  /* GIF image file format */
#define PPM_SUPPORTED  /* PBMPLUS PPM/PGM image file format */
#undef RLE_SUPPORTED  /* Utah RLE image file format */
#define TARGA_SUPPORTED  /*
 Targa image file format */

/* Define this if you want to name both input and output files on the command
* line, rather than using stdout and optionally stdin.  You MUST do this if
* your system can't cope with binary I/O to stdin/stdout.  See comments at
* head of cjpeg.c or djpeg.c.
*/
#undef TWO_FILE_COMMANDLINE

/* Define this if your system needs explicit cleanup of temporary files.
* This is crucial under MS-DOS, where the temporary "files" may be areas
* of extended memory; on most other systems it's not as important.
*/
#undef NEED_SIGNAL_CATCHER

/* By default, we open image files with fopen(...,"rb") or fopen(...,"wb").
* This is necessary on systems that distinguish text files from binary files,
* and is harmless on most systems that don't.  If you have one of the rare
* systems that complains about the "b" spec, define this symbol.
*/
#undef DONT_USE_B_MODE

/* Define this if you want percent-done progress reports from cjpeg/djpeg.
*/
#undef
 PROGRESS_REPORT


#endif /* JPEG_CJPEG_DJPEG */

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jconfig.txt
No license file was found, but licenses were detected in source scan.

/*
* jdsample.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2002-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
```

```
*
* This file contains upsampling routines.
*
* Upsampling input data is counted in "row groups".  A row group
* is defined to be (v_samp_factor * DCT_v_scaled_size / min_DCT_v_scaled_size)
* sample rows of each component.  Upsampling will normally produce
* max_v_samp_factor pixel rows from each row group (but this could vary
* if the upsampler is applying a scale factor of its own).
*
* An excellent reference for image resampling is
*   Digital Image Warping, George Wolberg, 1990.
*   Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdsample.c
No license file was found, but licenses were detected in source scan.

```
/*
* wrppm.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2009-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write output images in PPM/PGM format.
* The extended 2-byte-per-sample raw PPM/PGM formats are supported.
* The PBMPLUS library is NOT required to compile this software
* (but it is highly useful as a set of PPM image manipulation programs).
*
* These routines may need modification for non-Unix environments or
* specialized applications.  As they stand, they assume output to
* an ordinary stdio stream.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/wrppm.c
No license file was found, but licenses were detected in source scan.

```
/*
* jidctflt.c
*
* Copyright (C) 1994-1998, Thomas G. Lane.
* Modified 2010-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
```

```
* This file contains a floating-point implementation of the
* inverse DCT (Discrete Cosine Transform).  In the IJG code, this routine
* must also perform dequantization of the input coefficients.
*
* This implementation should be more accurate than either of the integer
* IDCT implementations.  However, it may not give the same results on all
* machines because of differences in roundoff behavior.  Speed will depend
* on the hardware's floating point capacity.
*
* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
* on each row (or vice versa, but it's more convenient to emit a row at
* a time).  Direct algorithms are also available, but they
 are much more
* complex and seem not to be any faster when reduced to code.
*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for
* scaled DCT.  Their original paper (Trans. IEICE E-71(11):1095) is in
* Japanese, but the algorithm is described in the Pennebaker & Mitchell
* JPEG textbook (see REFERENCES section in file README).  The following code
* is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs.  These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries.  The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
* The primary disadvantage of this method is that with a fixed-point
* implementation, accuracy is lost due to imprecise representation of the
* scaled quantization values.  However,
 that problem does not arise if
* we use floating point arithmetic.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jidctflt.c
No license file was found, but licenses were detected in source scan.

/*
* jpeglib.h
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2002-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file defines the application interface for the JPEG library.
* Most applications using the library need only include this file,
* and perhaps jerror.h if they want to know the exact error codes.
```

*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jpeglib.h
No license file was found, but licenses were detected in source scan.

/*
* jccoefct.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2003-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the coefficient buffer controller for compression.
* This controller is the top level of the JPEG compressor proper.
* The coefficient buffer lies between forward-DCT and entropy encoding steps.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jccoefct.c
No license file was found, but licenses were detected in source scan.

/*
* jpegint.h
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 1997-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file provides common declarations for the various JPEG modules.
* These declarations are considered internal to the JPEG library; most
* applications using the library shouldn't need to include this file.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jpegint.h
No license file was found, but licenses were detected in source scan.

/*
* jfdctfst.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2003-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*

* This file contains a fast, not so accurate integer implementation of the
* forward DCT (Discrete Cosine Transform).
*
* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
* on each column. Direct algorithms are also available, but they are
* much more complex and seem not to be any faster when reduced to code.
*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for
* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
* Japanese, but the algorithm is described in the Pennebaker & Mitchell
* JPEG textbook (see REFERENCES section in file README). The following code
* is based directly on figure 4-8 in P&M.
 * While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
* The primary disadvantage of this method is that with fixed-point math,
* accuracy is lost due to imprecise representation of the scaled
* quantization values. The smaller the quantization table entry, the less
* precise the scaled value, so this implementation does worse with high-
* quality-setting files than with low-quality ones.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jfdctfst.c
No license file was found, but licenses were detected in source scan.

/*
* wrbmp.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2017-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write output images in Microsoft "BMP"
* format (MS Windows 3.x and OS/2 1.x flavors).
* Either 8-bit colormapped or 24-bit full-color format can be written.
* No compression is supported.
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.
*
* This code contributed by James Arthur Boucher.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/wrbmp.c
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: CODING RULES

Copyright (C) 1991-1996, Thomas G. Lane.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

Since numerous people will be contributing code and bug fixes, it's important
to establish a common coding style. The goal of using similar coding styles
is much more important than the details of just what that style is.

In general we follow the recommendations of "Recommended C Style and Coding
Standards" revision 6.1 (Cannon et al. as modified by Spencer, Keppel and
Brader). This document is available in the IJG FTP archive (see
jpeg/doc/cstyle.ms.tbl.Z, or cstyle.txt.Z for those without nroff/tbl).

Block comments should be laid out thusly:

```
/*
*  Block comments in this style.
*/
```

We indent statements in K&R style, e.g.,
```
 if (test) {
   then-part;
 } else {
   else-part;
 }
```
with
 two spaces per indentation level. (This indentation convention is
handled automatically by GNU Emacs and many other text editors.)

Multi-word names should be written in lower case with underscores, e.g.,
multi_word_name (not multiWordName). Preprocessor symbols and enum constants
are similar but upper case (MULTI_WORD_NAME). Names should be unique within
the first fifteen characters. (On some older systems, global names must be
unique within six characters. We accommodate this without cluttering the
source code by using macros to substitute shorter names.)

We use function prototypes everywhere; we rely on automatic source code
transformation to feed prototype-less C compilers. Transformation is done
by the simple and portable tool 'ansi2knr.c' (courtesy of Ghostscript).
ansi2knr is not very bright, so it imposes a format requirement on function

declarations: the function name MUST BEGIN IN COLUMN 1. Thus all functions
should be written in the following style:

```
LOCAL(int
 *)
function_name (int a, char *b)
{
  code...
}
```

Note that each function definition must begin with GLOBAL(type), LOCAL(type),
or METHODDEF(type). These macros expand to "static type" or just "type" as
appropriate. They provide a readable indication of the routine's usage and
can readily be changed for special needs. (For instance, special linkage
keywords can be inserted for use in Windows DLLs.)

ansi2knr does not transform method declarations (function pointers in
structs). We handle these with a macro JMETHOD, defined as

```
 #ifdef HAVE_PROTOTYPES
 #define JMETHOD(type,methodname,arglist)  type (*methodname) arglist
 #else
 #define JMETHOD(type,methodname,arglist)  type (*methodname) ()
 #endif
```

which is used like this:

```
 struct function_pointers {
   JMETHOD(void, init_entropy_encoder, (int somearg, jparms *jp));
   JMETHOD(void, term_entropy_encoder, (void));
 };
```

Note the set of parentheses surrounding the parameter list.

A similar solution
 is used for forward and external function declarations
(see the EXTERN and JPP macros).

If the code is to work on non-ANSI compilers, we cannot rely on a prototype
declaration to coerce actual parameters into the right types. Therefore, use
explicit casts on actual parameters whenever the actual parameter type is not
identical to the formal parameter. Beware of implicit conversions to "int".

It seems there are some non-ANSI compilers in which the sizeof() operator
is defined to return int, yet size_t is defined as long. Needless to say,
this is brain-damaged. Always use the SIZEOF() macro in place of sizeof(),
so that the result is guaranteed to be of type size_t.

The JPEG library is intended to be used within larger programs. Furthermore,
we want it to be reentrant so that it can be used by applications that process
multiple images concurrently. The following rules support these requirements:

1. Avoid direct use of file I/O, "malloc", error report printouts,
 etc;
pass these through the common routines provided.

2. Minimize global namespace pollution. Functions should be declared static
wherever possible. (Note that our method-based calling conventions help this
a lot: in many modules only the initialization function will ever need to be
called directly, so only that function need be externally visible.) All
global function names should begin with "jpeg_", and should have an
abbreviated name (unique in the first six characters) substituted by macro
when NEED_SHORT_EXTERNAL_NAMES is set.

3. Don't use global variables; anything that must be used in another module
should be in the common data structures.

4. Don't use static variables except for read-only constant tables. Variables
that should be private to a module can be placed into private structures (see
the system architecture document, structure.txt).

5. Source file names should begin with "j" for files that are part of the
library proper; source files that
 are not part of the library, such as cjpeg.c
and djpeg.c, do not begin with "j". Keep source file names to eight
characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. Keep
compression and decompression code in separate source files --- some
applications may want only one half of the library.

Note: these rules (particularly #4) are not followed religiously in the
modules that are used in cjpeg/djpeg but are not part of the JPEG library
proper. Those modules are not really intended to be used in other
applications.

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/coderules.txt
No license file was found, but licenses were detected in source scan.

/*
* jdmaster.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2002-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains master control logic for the JPEG decompressor.
* These routines are concerned with selecting the modules to be executed
* and with determining the number of passes and the work to be done in each

```
* pass.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdmaster.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdapistd.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains application interface code for the decompression half
* of the JPEG library.  These are the "standard" API routines that are
* used in the normal full-decompression case.  They are not used by a
* transcoding-only application.  Note that if an application links in
* jpeg_start_decompress, it will end up linking in the entire decompressor.
* We thus must separate this file from jdapimin.c to avoid linking the
* whole decompression library into a transcoder.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdapistd.c
No license file was found, but licenses were detected in source scan.

```
/*
* jmemmgr.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2011-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the JPEG system-independent memory management
* routines.  This code is usable across a wide variety of machines; most
* of the system dependencies have been isolated in a separate file.
* The major functions provided here are:
*   * pool-based allocation and freeing of memory;
*   * policy decisions about how to divide available memory among the
*     virtual arrays;
*   * control logic for swapping virtual arrays between main memory and
*     backing storage.
* The separate system-dependent file provides the actual backing-storage
* access code, and it contains the policy decision about how much total
* main memory to use.
```

* This file is
 system-dependent in the sense that some of its functions
* are unnecessary in some systems. For example, if there is enough virtual
* memory so that backing storage will never be used, much of the virtual
* array control logic could be removed. (Of course, if you have that much
* memory then you shouldn't care about a little bit of unused code...)
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jmemmgr.c
No license file was found, but licenses were detected in source scan.

/*
* jddctmgr.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the inverse-DCT management logic.
* This code selects a particular IDCT implementation to be used,
* and it performs related housekeeping chores. No code in this file
* is executed per IDCT step, only during output pass setup.
*
* Note that the IDCT routines are responsible for performing coefficient
* dequantization as well as the IDCT proper. This module sets up the
* dequantization multiplier table needed by the IDCT routine.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jddctmgr.c
No license file was found, but licenses were detected in source scan.

/*
* jquant2.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2011-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains 2-pass color quantization (color mapping) routines.
* These routines provide selection of a custom color map for an image,
* followed by mapping of the image to that color map, with optional
* Floyd-Steinberg dithering.
* It is also possible to use just the second pass to map to an arbitrary
* externally-given color map.

*
* Note: ordered dithering is not supported, since there isn't any fast
* way to compute intercolor distances; it's unclear that ordered dither's
* fundamental assumptions even hold with an irregularly spaced color map.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jquant2.c
No license file was found, but licenses were detected in source scan.

/*
* jdtrans.c
*
* Copyright (C) 1995-1997, Thomas G. Lane.
* Modified 2000-2009 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains library routines for transcoding decompression,
* that is, reading raw DCT coefficient arrays from an input JPEG file.
* The routines in jdapimin.c will also be needed by a transcoder.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdtrans.c
No license file was found, but licenses were detected in source scan.

/*
* jmemnobs.c
*
* Copyright (C) 1992-1996, Thomas G. Lane.
* Modified 2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file provides a really simple implementation of the system-
* dependent portion of the JPEG memory manager. This implementation
* assumes that no backing-store files are needed: all required space
* can be obtained from malloc().
* This is very portable in the sense that it'll compile on almost anything,
* but you'd better have lots of main memory (or virtual memory) if you want
* to process big images.
* Note that the max_memory_to_use option is respected by this implementation.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jmemnobs.c

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

```
/*
* jcarith.c
*
* Developed 1997-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains portable arithmetic entropy encoding routines for JPEG
* (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).
*
* Both sequential and progressive modes are supported in this single module.
*
* Suspension is not currently supported in this module.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jcarith.c
No license file was found, but licenses were detected in source scan.

```
/*
* jerror.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 1997-2018 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file defines the error and message codes for the JPEG library.
* Edit this file to add new codes, or to translate the message strings to
* some other language.
* A set of error-reporting macros are defined too.  Some applications using
* the JPEG library may wish to include this file to get the error codes
* and/or the macros.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jerror.h
No license file was found, but licenses were detected in source scan.

```
/*
* cderror.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2009-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
```

*
* This file defines the error and message codes for the cjpeg/djpeg
* applications. These strings are not needed as part of the JPEG library
* proper.
* Edit this file to add new codes, or to translate the message strings to
* some other language.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/cderror.h
No license file was found, but licenses were detected in source scan.

/*
* jcomapi.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains application interface routines that are used for both
* compression and decompression.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jcomapi.c
No license file was found, but licenses were detected in source scan.

/*
* jcsample.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2003-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains downsampling routines.
*
* Downsampling input data is counted in "row groups". A row group
* is defined to be max_v_samp_factor pixel rows of each component,
* from which the downsampler produces v_samp_factor sample rows.
* A single row group is processed in each call to the downsampler module.
*
* The downsampler is responsible for edge-expansion of its output data
* to fill an integral number of DCT blocks horizontally. The source buffer
* may be modified if it is helpful for this purpose (the source buffer is
* allocated wide enough to correspond to the desired output width).
* The caller (the prep controller) is responsible for vertical

```
 padding.
*
* The downsampler may request "context rows" by setting need_context_rows
* during startup.  In this case, the input arrays will contain at least
* one row group's worth of pixels above and below the passed-in data;
* the caller will create dummy rows at image top and bottom by replicating
* the first or last real pixel row.
*
* An excellent reference for image resampling is
*   Digital Image Warping, George Wolberg, 1990.
*   Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.
*
* The downsampling algorithm used here is a simple average of the source
* pixels covered by the output pixel.  The hi-falutin sampling literature
* refers to this as a "box filter".  In general the characteristics of a box
* filter are not very good, but for the specific cases we normally use (1:1
* and 2:1 ratios) the box is equivalent to a "triangle filter" which is not
* nearly so bad.  If you intend to use other sampling ratios, you'd be well
* advised
 to improve this code.
*
* A simple input-smoothing capability is provided.  This is mainly intended
* for cleaning up color-dithered GIF input files (if you find it inadequate,
* we suggest using an external filtering program such as pnmconvol).  When
* enabled, each input pixel P is replaced by a weighted sum of itself and its
* eight neighbors.  P's weight is 1-8*SF and each neighbor's weight is SF,
* where SF = (smoothing_factor / 1024).
* Currently, smoothing is only supported for 2h2v sampling factors.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jcsample.c
No license file was found, but licenses were detected in source scan.

/*
* cjpeg.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2003-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a command-line user interface for the JPEG compressor.
* It should work on any system with Unix- or MS-DOS-style command lines.
*
* Two different command line styles are permitted, depending on the
* compile-time switch TWO_FILE_COMMANDLINE:
* cjpeg [options]  inputfile outputfile
```

* cjpeg [options] [inputfile]
* In the second style, output is always to standard output, which you'd
* normally redirect to a file or pipe to some other program. Input is
* either from a named file or from standard input (typically redirected).
* The second style is convenient on Unix but is unhelpful on systems that
* don't support pipes. Also, you MUST use the
 first style if your system
* doesn't do binary I/O to stdin/stdout.
* To simplify script writing, the "-outfile" switch is provided. The syntax
* cjpeg [options] -outfile outputfile inputfile
* works regardless of which command line style is used.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/cjpeg.c
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: ALTERNATE USER INTERFACE FOR CJPEG/DJPEG

Copyright (C) 2020, Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

There is an alternate command-line user interface for the IJG JPEG software.
It is designed for use under MS-DOS, and may also be useful on other non-Unix
operating systems. (For that matter, this code works fine on Unix, but the
standard command-line syntax is better on Unix because it is pipe-friendly.)

With this user interface, cjpeg and djpeg accept multiple input file names
on the command line; output file names are generated by substituting
appropriate extensions. The user is prompted before any already-existing
file will be overwritten.

Expansion of wild-card file specifications is useful but is not directly
provided by this code. Most DOS C compilers have
 the ability to do wild-card
expansion "behind the scenes", and we rely on that feature. On other systems,
the shell may do it for you, as is done on Unix.

Also, a DOS-specific routine is provided to determine available memory;
this makes the -maxmemory switch unnecessary except in unusual cases.
If you know how to determine available memory on a different system,
you can easily add the necessary code. (And please send it along to
jpeg-info@jpegclub.org so we can include it in future releases!)

INSTALLATION

==========

Rename the standard cjpeg.c file to cjpegstd.c, then rename cjpegalt.c to
cjpeg.c.
Rename the standard djpeg.c file to djpegstd.c, then rename djpegalt.c to
djpeg.c.
Then build the software as described in install.txt, with these exceptions:

* Define PROGRESS_REPORT in jconfig.h if you want the percent-done display.
* Define NO_OVERWRITE_CHECK if you *don't* want overwrite confirmation.
* You may ignore the USE_SETMODE and TWO_FILE_COMMANDLINE
 symbols discussed
 in install.txt; these files do not use them.
* As given, djpegalt.c defaults to BMP output (not PPM output as in the
 standard djpeg.c). If you want something different, modify DEFAULT_FMT.

You may also need to do something special to enable filename wild-card
expansion, assuming your compiler has that capability at all.

Modify the standard usage.txt file as described below. (If you want to use
the Unix-style manual pages cjpeg.1 and djpeg.1, better fix them too.)

To restore the standard user interface:
Rename cjpeg.c to cjpegalt.c, then rename cjpegstd.c to cjpeg.c.
Rename djpeg.c to djpegalt.c, then rename djpegstd.c to djpeg.c.
Then recompile/rebuild.

Here are some specific notes for popular MS-DOS compilers:

Borland C:
 Add "-DMSDOS" to CFLAGS to enable use of the DOS memory determination code.
 Link with the standard library file WILDARGS.OBJ to get wild-card expansion.

Microsoft C:
 Add "-DMSDOS" to CFLAGS to enable use of
 the DOS memory determination code.
 Link with the standard library file SETARGV.OBJ to get wild-card expansion.
 In the versions I've used, you must also add /NOE to the linker switches to
 avoid a duplicate-symbol error from including SETARGV.

DJGPP (we recommend version 2.0 or later):
 Add "-DFREE_MEM_ESTIMATE=0" to CFLAGS. Wild-card expansion is automatic.

USAGE
=====

Most of the standard usage.txt file also applies to the alternate version,
but replace its "GENERAL USAGE" section with the text below. Edit the text
as necessary if you don't support wildcards or overwrite checking. Be sure
to fix the djpeg switch descriptions if you are not defaulting to PPM output.
Also, if you've provided an accurate memory-estimation procedure, you can
probably eliminate the HINTS related to the -maxmemory switch.

GENERAL USAGE

We provide two programs, cjpeg to compress an image file into JPEG format,
and djpeg to decompress a JPEG file back into a conventional
image format.

The basic command line is:
cjpeg [switches] list of image files
or
djpeg [switches] list of jpeg files

Each file named is compressed or decompressed. The input file(s) are not
modified; the output data is written to files which have the same names
except for extension. cjpeg always uses ".jpg" for the output file name's
extension; djpeg uses one of ".bmp", ".gif", ".ppm", ".rle", or ".tga",
depending on what output format is selected by the switches.

For example, to convert xxx.bmp to xxx.jpg and yyy.ppm to yyy.jpg, say:
cjpeg xxx.bmp yyy.ppm

On most systems you can use standard wildcards to specify the list of input
files; for example, on DOS "djpeg *.jpg" decompresses all the JPEG files in
the current directory.

If an intended output file already exists, you'll be asked whether or not to
overwrite it. If you say no, the program skips that input file and goes on
to the next one.

You can intermix switches and file names; for example
djpeg
-gif file1.jpg -targa file2.jpg
decompresses file1.jpg into GIF format (file1.gif) and file2.jpg into Targa
format (file2.tga). Only switches to the left of a given file name affect
processing of that file; when there are conflicting switches, the rightmost
one takes precedence.

You can override the program's choice of output file name by using the
-outfile switch, as in
cjpeg -outfile output.jpg input.ppm
-outfile only affects the first input file name to its right.

The currently supported image file formats are: PPM (PBMPLUS color format),
PGM (PBMPLUS grayscale format), BMP, GIF, Targa, and RLE (Utah Raster Toolkit
format). (RLE is supported only if the URT library is available, which it
isn't on most non-Unix systems.) cjpeg recognizes the input image format
automatically, with the exception of some Targa-format files. You have to
tell djpeg which format to generate.

JPEG files are in the standard JFIF file format. There are other,
less widely used
JPEG-based file formats, but we don't support them.

All switch names may be abbreviated; for example, -grayscale may be written
-gray or -gr. Most of the "basic" switches can be abbreviated to as little as
one letter. Upper and lower case are equivalent (-BMP is the same as -bmp).
British spellings are also accepted (e.g., -greyscale), though for brevity
these are not mentioned below.

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/cdaltui.txt
No license file was found, but licenses were detected in source scan.

```
/*
* jfdctflt.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2003-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a floating-point implementation of the
* forward DCT (Discrete Cosine Transform).
*
* This implementation should be more accurate than either of the integer
* DCT implementations.  However, it may not give the same results on all
* machines because of differences in roundoff behavior.  Speed will depend
* on the hardware's floating point capacity.
*
* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
* on each column.  Direct algorithms are also available, but they are
* much more complex and seem not to be any faster when reduced to code.
*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for
* scaled
 DCT.  Their original paper (Trans. IEICE E-71(11):1095) is in
* Japanese, but the algorithm is described in the Pennebaker & Mitchell
* JPEG textbook (see REFERENCES section in file README).  The following code
* is based directly on figure 4-8 in P&M.
```

* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
* The primary disadvantage of this method is that with a fixed-point
* implementation, accuracy is lost due to imprecise representation of the
* scaled quantization values. However, that problem does not arise if
* we use floating point arithmetic.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jfdctflt.c
No license file was found, but licenses were detected in source scan.

/*
* cdjpeg.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains common declarations for the sample applications
* cjpeg and djpeg. It is NOT used by the core JPEG library.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/cdjpeg.h
No license file was found, but licenses were detected in source scan.

/*
* jidctfst.c
*
* Copyright (C) 1994-1998, Thomas G. Lane.
* Modified 2015-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a fast, not so accurate integer implementation of the
* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
* must also perform dequantization of the input coefficients.
*
* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
* on each row (or vice versa, but it's more convenient to emit a row at
* a time). Direct algorithms are also available, but they are much more
* complex and seem not to be any faster when reduced to code.

*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for
* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
* Japanese, but the algorithm
 is described in the Pennebaker & Mitchell
* JPEG textbook (see REFERENCES section in file README). The following code
* is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
* The primary disadvantage of this method is that with fixed-point math,
* accuracy is lost due to imprecise representation of the scaled
* quantization values. The smaller the quantization table entry, the less
* precise the scaled value, so this implementation does worse with high-
* quality-setting files than with low-quality ones.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jidctfst.c
No license file was found, but licenses were detected in source scan.

/*
* jdapimin.c
*
* Copyright (C) 1994-1998, Thomas G. Lane.
* Modified 2009-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains application interface code for the decompression half
* of the JPEG library. These are the "minimum" API routines that may be
* needed in either the normal full-decompression case or the
* transcoding-only case.
*
* Most of the routines intended to be called directly by an application
* are in this file or in jdapistd.c. But also see jcomapi.c for routines
* shared by compression and decompression, and jdtrans.c for the transcoding
* case.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdapimin.c
No license file was found, but licenses were detected in source scan.

The Independent JPEG Group's JPEG software

==========

README for release 9e of 16-Jan-2022
==========

This distribution contains the ninth public release of the Independent JPEG
Group's free JPEG software. You are welcome to redistribute this software and
to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

This software is the work of Tom Lane, Guido Vollbeding, Philip Gladstone,
Bill Allombert, Jim Boucher, Lee Crocker, Bob Friesenhahn, Ben Jackson,
John Korejwa, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi,
Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the ISO/IEC JTC1/SC29/WG1 standards committee
(previously known as JPEG, together with ITU-T SG16).

DOCUMENTATION ROADMAP
==========

This file contains the following sections:

OVERVIEW
        General description of JPEG and the IJG software.
LEGAL ISSUES   Copyright, lack of warranty, terms of distribution.
REFERENCES   Where to learn more about JPEG.
ARCHIVE LOCATIONS Where to find newer versions of this software.
ACKNOWLEDGMENTS   Special thanks.
FILE FORMAT WARS   Software *not* to get.
TO DO   Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:
 install.txt   How to configure and install the IJG software.
 usage.txt   Usage instructions for cjpeg, djpeg, jpegtran,
                  rdjpgcom, and wrjpgcom.
 *.1   Unix-style man pages for programs (same info as usage.txt).
 wizard.txt   Advanced usage instructions for JPEG wizards only.
 cdaltui.txt   Description of alternate user interface for cjpeg/djpeg.
 change.log   Version-to-version change highlights.
Programmer and internal documentation:
 libjpeg.txt
   How to use the JPEG library in your own programs.
 example.c   Sample code for calling the JPEG library.
 structure.txt   Overview of the JPEG library's internal structure.
 filelist.txt   Road map of IJG files.

coderules.txt Coding style rules --- please read if you contribute code.

Please read at least the files install.txt and usage.txt. Some information
can also be found in the JPEG FAQ (Frequently Asked Questions) article. See
ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or
more of the REFERENCES, then looking at the documentation files (in roughly
the order listed) before diving into the code.

OVERVIEW
========

This package contains C software to implement JPEG image encoding, decoding,
and transcoding. JPEG (pronounced "jay-peg") is a standardized compression
method for full-color and grayscale images.

This software implements JPEG
 baseline, extended-sequential, and progressive
compression processes. Provision is made for supporting all variants of these
processes, although some uncommon parameter settings aren't implemented yet.
We have made no provision for supporting the hierarchical or lossless
processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files,
plus two sample applications "cjpeg" and "djpeg", which use the library to
perform conversion between JPEG and some other popular image file formats.
The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included
considerable functionality beyond the bare JPEG coding/decoding capability;
for example, the color quantization modules are not strictly part of JPEG
decoding, but they are essential for output to colormapped file formats or
colormapped displays. These extra functions can be compiled out of the
library if
 not required for a particular application.

We have also included "jpegtran", a utility for lossless transcoding between
different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple
applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and
flexibility, while also making it fast enough to be useful. In particular,
the software is not intended to be read as a tutorial on JPEG. (See the
REFERENCES section for introductory material.) Rather, it is intended to
be reliable, portable, industrial-strength code. We do not claim to have
achieved that goal in every aspect of the software, but we strive for it.

We welcome the use of this software as a component of commercial products.
No royalty is required, but we do ask for an acknowledgement in product
documentation, as described under LEGAL ISSUES.

LEGAL ISSUES
============

In plain English:

1. We don't promise
 that this software works. (But if you find any bugs,
  please let us know!)
2. You can use this software for whatever you want. You don't have to pay us.
3. You may not pretend that you wrote this software. If you use it in a
  program, you must acknowledge somewhere in your documentation that
  you've used the IJG code.

In legalese:

The authors make NO WARRANTY or representation, either express or implied,
with respect to this software, its quality, accuracy, merchantability, or
fitness for a particular purpose. This software is provided "AS IS", and you,
its user, assume the entire risk as to its quality and accuracy.

This software is copyright (C) 1991-2022, Thomas G. Lane, Guido Vollbeding.
All Rights Reserved except as specified below.

Permission is hereby granted to use, copy, modify, and distribute this
software (or portions thereof) for any purpose, without fee, subject to these
conditions:
(1) If any part of the source code for this software is distributed,
 then this
README file must be included, with this copyright and no-warranty notice
unaltered; and any additions, deletions, or changes to the original files
must be clearly indicated in accompanying documentation.
(2) If only executable code is distributed, then the accompanying
documentation must state that "this software is based in part on the work of
the Independent JPEG Group".
(3) Permission for use of this software is granted only if the user accepts
full responsibility for any undesirable consequences; the authors accept
NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code,
not just to the unmodified library. If you use our work, you ought to
acknowledge us.

Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software".

We
specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltmain.sh). Another support script, install-sh, is copyright by X Consortium but is also freely distributable.

REFERENCES
==========

We recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is
Wallace, Gregory K. "The JPEG Still Picture Compression Standard",
Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44.
(Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG,
and related topics.) If you don't have the CACM issue handy, a PDF file containing a revised version of Wallace's article is available at https://www.ijg.org/files/Wallace.JPEG.pdf. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength,
but when you are ready to look
at a full implementation, you've got one here...

The best currently available description of JPEG is the textbook "JPEG Still

Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2).
Although this is by far the most detailed and comprehensive exposition of JPEG publicly available, we point out that it is still missing an explanation of the most essential properties and algorithms of the underlying DCT technology.
If you think that you know about DCT-based JPEG after reading this book, then you are in delusion. The real fundamentals and corresponding potential of DCT-based JPEG are not publicly known so far, and that is the reason for all the mistaken developments taking place in the image coding domain.

The original JPEG standard
is divided into two parts, Part 1 being the actual
specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.
IJG JPEG 8 introduced an implementation of the JPEG SmartScale extension which is specified in two documents: A contributed document at ITU and ISO with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced Image Coding", April 2006, Geneva, Switzerland. The latest version of this document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N 5799 with title "Evolution of JPEG", June/July 2011, Berlin, Germany.
IJG JPEG 9 introduces a reversible color transform for improved lossless compression
which is described in a contributed document ISO/IEC JTC1/SC29/
WG1 N 6080 with title "JPEG 9 Lossless Coding", June/July 2012, Paris, France.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, version 2. JFIF version 1 has been adopted as Recommendation ITU-T T.871 (05/2011) : Information technology - Digital compression and coding of continuous-tone still images: JPEG File Interchange Format (JFIF). It is available as a free download in PDF file format from https://www.itu.int/rec/T-REC-T.871. A PDF file of the older JFIF document is available at https://www.w3.org/Graphics/JPEG/jfif3.pdf.

The TIFF 6.0 file format specification can be obtained by FTP from ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6).
Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from

https://www.ijg.org/files/. It is expected that the next revision
of the TIFF spec will replace the 6.0 JPEG design with the Note's design.
Although IJG's own code does not support TIFF/JPEG, the free libtiff library
uses our library to implement TIFF/JPEG per the Note.

ARCHIVE LOCATIONS
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The "official" archive site for this software is www.ijg.org.
The most recent released version can always be found there in
directory "files". This particular version will be archived
in Windows-compatible "zip" archive format as
https://www.ijg.org/files/jpegsr9e.zip, and
in Unix-compatible "tar.gz" archive format as
https://www.ijg.org/files/jpegsrc.v9e.tar.gz.

The JPEG FAQ (Frequently Asked Questions) article is a source of some
general information about JPEG.
It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/
and
 other news.answers archive sites, including the official news.answers
archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.
If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu
with body
 send usenet/news.answers/jpeg-faq/part1
 send usenet/news.answers/jpeg-faq/part2

ACKNOWLEDGMENTS
===============

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algorithm article, only to find out that I had come to the same result
in a more direct and comprehensible way with a more generative approach.

Thank to Istvan Sebestyen and Joan L. Mitchell for inviting me to the
ITU JPEG (Study Group 16) meeting in Geneva, Switzerland.

Thank to Thomas Wiegand and Gary Sullivan for inviting me to the
Joint Video Team (MPEG & ITU) meeting in Geneva, Switzerland.

Thank to Thomas Richter and Daniel Lee for inviting me to the
ISO/IEC JTC1/SC29/WG1 (previously known as JPEG, together with
 ITU-T SG16)
meeting in Berlin, Germany.

Thank to John Korejwa and Massimo Ballerini for inviting me to

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equipment for configuration tests.

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Thank to Lars Goehler, Andreas Heinecke, Sebastian Fuss,
Yvonne Roebert, Andrej Werner, Ulf-Dietrich Braumann,
and Nina Ssymank for support and public relations.

FILE FORMAT
WARS
==========

The ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG,
together with ITU-T SG16) currently promotes different formats containing
the name "JPEG" which is misleading because these formats are incompatible
with original DCT-based JPEG and are based on faulty technologies.
IJG therefore does not and will not support such momentary mistakes
(see REFERENCES).
There exist also distributions under the name "OpenJPEG" promoting such
kind of formats which is misleading because they don't support original
JPEG images.
We have no sympathy for the promotion of inferior formats. Indeed, one of
the original reasons for developing this free software was to help force
convergence on common, interoperable format standards for JPEG files.
Don't use an incompatible file format!
(In any case, our decoder will remain capable of reading existing JPEG
image files indefinitely.)

The ISO committee pretends to be "responsible for the popular JPEG" in
their
public reports which is not true because they don't respond to actual
requirements for the maintenance of the original JPEG specification.
Furthermore, the ISO committee pretends to "ensure interoperability" with

their standards which is not true because their "standards" support only
application-specific and proprietary use cases and contain mathematically
incorrect code.

There are currently different distributions in circulation containing the
name "libjpeg" which is misleading because they don't have the features and
are incompatible with formats supported by actual IJG libjpeg distributions.
One of those fakes is released by members of the ISO committee and just uses
the name of libjpeg for misdirection of people, similar to the abuse of the
name JPEG as described above, while having nothing in common with actual IJG
libjpeg distributions and containing mathematically incorrect code.
The other one claims to be a "derivative" or "fork" of the original libjpeg,
but
 violates the license conditions as described under LEGAL ISSUES above
and violates basic C programming properties.
We have no sympathy for the release of misleading, incorrect and illegal
distributions derived from obsolete code bases.
Don't use an obsolete code base!

According to the UCC (Uniform Commercial Code) law, IJG has the lawful and
legal right to foreclose on certain standardization bodies and other
institutions or corporations that knowingly perform substantial and
systematic deceptive acts and practices, fraud, theft, and damaging of the
value of the people of this planet without their knowing, willing and
intentional consent.
The titles, ownership, and rights of these institutions and all their assets
are now duly secured and held in trust for the free people of this planet.
People of the planet, on every country, may have a financial interest in
the assets of these former principals, agents, and beneficiaries of the
foreclosed institutions and corporations.
IJG
 asserts what is: that each man, woman, and child has unalienable value
and rights granted and deposited in them by the Creator and not any one of
the people is subordinate to any artificial principality, corporate fiction
or the special interest of another without their appropriate knowing,
willing and intentional consent made by contract or accommodation agreement.
IJG expresses that which already was.
The people have already determined and demanded that public administration
entities, national governments, and their supporting judicial systems must
be fully transparent, accountable, and liable.
IJG has secured the value for all concerned free people of the planet.

A partial list of foreclosed institutions and corporations ("Hall of Shame")
is currently prepared and will be published later.

TO DO
=====

Version 9 is the second release of a new generation JPEG standard
to overcome the limitations of the original JPEG specification,
and is the first
 true source reference JPEG codec.
More features are being prepared for coming releases...

Please send bug reports, offers of help, etc. to jpeg-info@jpegclub.org.

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/README
No license file was found, but licenses were detected in source scan.

```
/*
* jccolor.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2011-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains input colorspace conversion routines.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jccolor.c
No license file was found, but licenses were detected in source scan.

```
/*
* rdgif.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2019-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in GIF format.
*
* These routines may need modification for non-Unix environments or
* specialized applications.  As they stand, they assume input from
* an ordinary stdio stream.  They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed GIF format).
*/
/*
* This code is loosely based on giftoppm from the PBMPLUS distribution
* of Feb. 1991.  That file contains the following copyright notice:
```

```
* +-------------------------------------------------------------------+
* | Copyright 1990,
 David Koblas.                                  |
* |   Permission to use, copy, modify, and distribute this software   |
* |   and its documentation for any purpose and without fee is hereby |
* |   granted, provided that the above copyright notice appear in all |
* |   copies and that both that copyright notice and this permission  |
* |   notice appear in supporting documentation.  This software is    |
* |   provided "as is" without express or implied warranty.           |
* +-------------------------------------------------------------------+
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/rdgif.c
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: FILE LIST

Copyright (C) 1994-2020, Thomas G. Lane, Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

Here is a road map to the files in the IJG JPEG distribution. The
distribution includes the JPEG library proper, plus two application
programs ("cjpeg" and "djpeg") which use the library to convert JPEG
files to and from some other popular image formats. A third application
"jpegtran" uses the library to do lossless conversion between different
variants of JPEG. There are also two stand-alone applications,
"rdjpgcom" and "wrjpgcom".

THE JPEG LIBRARY
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Include files:

jpeglib.h JPEG library's exported data and function declarations.
jconfig.h Configuration declarations. Note: this file is not present
  in the distribution; it is generated during installation.
jmorecfg.h Additional
 configuration declarations; need not be changed
  for a standard installation.
jerror.h Declares JPEG library's error and trace message codes.
jinclude.h Central include file used by all IJG .c files to reference
  system include files.
jpegint.h JPEG library's internal data structures.
jdct.h Private declarations for forward & reverse DCT subsystems.

jmemsys.h Private declarations for memory management subsystem.
jversion.h Version information.

Applications using the library should include jpeglib.h (which in turn
includes jconfig.h and jmorecfg.h). Optionally, jerror.h may be included
if the application needs to reference individual JPEG error codes. The
other include files are intended for internal use and would not normally
be included by an application program. (cjpeg/djpeg/etc do use jinclude.h,
since its function is to improve portability of the whole IJG distribution.
Most other applications will directly include the system include
files they
want, and hence won't need jinclude.h.)

C source code files:

These files contain most of the functions intended to be called directly by
an application program:

jcapimin.c Application program interface: core routines for compression.
jcapistd.c Application program interface: standard compression.
jdapimin.c Application program interface: core routines for decompression.
jdapistd.c Application program interface: standard decompression.
jcomapi.c Application program interface routines common to compression
and decompression.
jcparam.c Compression parameter setting helper routines.
jctrans.c API and library routines for transcoding compression.
jdtrans.c API and library routines for transcoding decompression.

Compression side of the library:

jcinit.c Initialization: determines which other modules to use.
jcmaster.c Master control: setup and inter-pass sequencing logic.
jcmainct.c Main buffer controller (preprocessor => JPEG compressor).
jcprepct.c Preprocessor
buffer controller.
jccoefct.c Buffer controller for DCT coefficient buffer.
jccolor.c Color space conversion.
jcsample.c Downsampling.
jcdctmgr.c DCT manager (DCT implementation selection & control).
jfdctint.c Forward DCT using slow-but-accurate integer method.
jfdctfst.c Forward DCT using faster, less accurate integer method.
jfdctflt.c Forward DCT using floating-point arithmetic.
jchuff.c Huffman entropy coding.
jcarith.c Arithmetic entropy coding.
jcmarker.c JPEG marker writing.
jdatadst.c Data destination managers for memory and stdio output.

Decompression side of the library:

jdmaster.c Master control: determines which other modules to use.
jdinput.c Input controller: controls input processing modules.
jdmainct.c Main buffer controller (JPEG decompressor => postprocessor).
jdcoefct.c Buffer controller for DCT coefficient buffer.
jdpostct.c Postprocessor buffer controller.
jdmarker.c JPEG marker reading.
jdhuff.c Huffman entropy decoding.
jdarith.c Arithmetic
 entropy decoding.
jddctmgr.c IDCT manager (IDCT implementation selection & control).
jidctint.c Inverse DCT using slow-but-accurate integer method.
jidctfst.c Inverse DCT using faster, less accurate integer method.
jidctflt.c Inverse DCT using floating-point arithmetic.
jdsample.c Upsampling.
jdcolor.c Color space conversion.
jdmerge.c Merged upsampling/color conversion (faster, lower quality).
jquant1.c One-pass color quantization using a fixed-spacing colormap.
jquant2.c Two-pass color quantization using a custom-generated colormap.
  Also handles one-pass quantization to an externally given map.
jdatasrc.c Data source managers for memory and stdio input.

Support files for both compression and decompression:

jaricom.c Tables for common use in arithmetic entropy encoding and
  decoding routines.
jerror.c Standard error handling routines (application replaceable).
jmemmgr.c System-independent (more or less) memory management code.
jutils.c Miscellaneous
 utility routines.

jmemmgr.c relies on a system-dependent memory management module. The IJG
distribution includes the following implementations of the system-dependent
module:

jmemnobs.c "No backing store": assumes adequate virtual memory exists.
jmemansi.c Makes temporary files with ANSI-standard routine tmpfile().
jmemname.c Makes temporary files with program-generated file names.
jmemdos.c Custom implementation for MS-DOS (16-bit environment only):
  can use extended and expanded memory as well as temp files.
jmemmac.c Custom implementation for Apple Macintosh.

Exactly one of the system-dependent modules should be configured into an
installed JPEG library (see install.txt for hints about which one to use).
On unusual systems you may find it worthwhile to make a special
system-dependent memory manager.

Non-C source code files:

jmemdosa.asm 80x86 assembly code support for jmemdos.c; used only in
MS-DOS-specific configurations of the JPEG library.

CJPEG/DJPEG/JPEGTRAN
==========

Include
files:

cdjpeg.h Declarations shared by cjpeg/djpeg/jpegtran modules.
cderror.h Additional error and trace message codes for cjpeg et al.
transupp.h Declarations for jpegtran support routines in transupp.c.

C source code files:

cjpeg.c Main program for cjpeg.
cjpegalt.c Main program for cjpeg with alternate user interface.
djpeg.c Main program for djpeg.
djpegalt.c Main program for djpeg with alternate user interface.
jpegtran.c Main program for jpegtran.
cdjpeg.c Utility routines used by all three programs.
rdcolmap.c Code to read a colormap file for djpeg's "-map" switch.
rdswitch.c Code to process some of cjpeg's more complex switches.
Also used by jpegtran.
transupp.c Support code for jpegtran: lossless image manipulations.

Image file reader modules for cjpeg:

rdbmp.c BMP file input.
rdgif.c GIF file input.
rdppm.c PPM/PGM file input.
rdrle.c Utah RLE file input.
rdtarga.c Targa file
input.

Image file writer modules for djpeg:

wrbmp.c BMP file output.
wrgif.c GIF file output.
wrppm.c PPM/PGM file output.
wrrle.c Utah RLE file output.
wrtarga.c Targa file output.

RDJPGCOM/WRJPGCOM
==========

C source code files:

rdjpgcom.c Stand-alone rdjpgcom application.
wrjpgcom.c Stand-alone wrjpgcom application.

These programs do not depend on the IJG library. They do use
jconfig.h and jinclude.h, only to improve portability.

ADDITIONAL FILES
==========

Documentation (see README for a guide to the documentation files):

README Master documentation file.
*.txt Other documentation files.
*.1 Documentation in Unix man page format.
change.log Version-to-version change highlights.
example.c Sample code for calling JPEG library.

Configuration/installation files and programs (see install.txt for more info):

configure Unix shell script to perform automatic configuration.
configure.ac Source file for use with Autoconf
to generate configure.
ltmain.sh Support scripts for configure (from GNU libtool).
config.guess
config.sub
depcomp
missing
ar-lib
compile
install-sh Install shell script for those Unix systems lacking one.
Makefile.in Makefile input for configure.
Makefile.am Source file for use with Automake to generate Makefile.in.
ckconfig.c Program to generate jconfig.h on non-Unix systems.
jconfig.txt Template for making jconfig.h by hand.
mak*.* Sample makefiles for particular systems.
jconfig.* Sample jconfig.h for particular systems.
libjpeg.map Script to generate shared library with versioned symbols.
libjpeg.pc.in libjpeg.pc pkg-config file input for configure.
aclocal.m4 M4 macro definitions for use with Autoconf.

Test files (see install.txt for test procedure):

test*.* Source and comparison files for confidence test.
  These are binary image files, NOT text files.

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/filelist.txt
No license file was found, but licenses were detected in source scan.

```
/*
* jmemmac.c
*
* Copyright (C) 1992-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* jmemmac.c provides an Apple Macintosh implementation of the system-
* dependent portion of the JPEG memory manager.
*
* If you use jmemmac.c, then you must define USE_MAC_MEMMGR in the
* JPEG_INTERNALS part of jconfig.h.
*
* jmemmac.c uses the Macintosh toolbox routines NewPtr and DisposePtr
* instead of malloc and free.  It accurately determines the amount of
* memory available by using CompactMem.  Notice that if left to its
* own devices, this code can chew up all available space in the
* application's zone, with the exception of the rather small "slop"
* factor computed in jpeg_mem_available().  The application can ensure
* that more space is left over by reducing max_memory_to_use.
*
* Large images
 are swapped to disk using temporary files and System 7.0+'s
* temporary folder functionality.
*
* Note that jmemmac.c depends on two features of MacOS that were first
* introduced in System 7: FindFolder and the FSSpec-based calls.
* If your application uses jmemmac.c and is run under System 6 or earlier,
* and the jpeg library decides it needs a temporary file, it will abort,
* printing error messages about requiring System 7.  (If no temporary files
* are created, it will run fine.)
*
* If you want to use jmemmac.c in an application that might be used with
* System 6 or earlier, then you should remove dependencies on FindFolder
* and the FSSpec calls.  You will need to replace FindFolder with some
* other mechanism for finding a place to put temporary files, and you
* should replace the FSSpec calls with their HFS equivalents:
*
*     FSpDelete     ->  HDelete
*     FSpGetFInfo   ->  HGetFInfo
*     FSpCreate     ->  HCreate
```

```
*     FSpOpenDF     ->  HOpen
  *** Note: not HOpenDF ***
*     FSMakeFSSpec  ->  (fill in spec by hand.)
*
* (Use HOpen instead of HOpenDF.  HOpen is just a glue-interface to PBHOpen,
* which is on all HFS macs.  HOpenDF is a System 7 addition which avoids the
* ages-old problem of names starting with a period.)
*
* Contributed by Sam Bushell (jsam@iagu.on.net) and
* Dan Gildor (gyld@in-touch.com).
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jmemmac.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdcoefct.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2002-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the coefficient buffer controller for decompression.
* This controller is the top level of the JPEG decompressor proper.
* The coefficient buffer lies between entropy decoding and inverse-DCT steps.
*
* In buffered-image mode, this controller is the interface between
* input-oriented processing and output-oriented processing.
* Also, the input side (only) is used when reading a file for transcoding.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdcoefct.c
No license file was found, but licenses were detected in source scan.

```
/*
* jcmainct.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2003-2012 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the main buffer controller for compression.
* The main buffer lies between the pre-processor and the JPEG
* compressor proper; it holds downsampled data in the JPEG colorspace.
```

*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jcmainct.c
No license file was found, but licenses were detected in source scan.

/*
* jfdctint.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modification developed 2003-2018 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a slow-but-accurate integer implementation of the
* forward DCT (Discrete Cosine Transform).
*
* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
* on each column. Direct algorithms are also available, but they are
* much more complex and seem not to be any faster when reduced to code.
*
* This implementation is based on an algorithm described in
*   C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
*   Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
*   Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.
* The primary algorithm described there uses 11 multiplies
 and 29 adds.
* We use their alternate method with 12 multiplies and 32 adds.
* The advantage of this method is that no data path contains more than one
* multiplication; this allows a very simple and accurate implementation in
* scaled fixed-point arithmetic, with a minimal number of shifts.
*
* We also provide FDCT routines with various input sample block sizes for
* direct resolution reduction or enlargement and for direct resolving the
* common 2x1 and 1x2 subsampling cases without additional resampling: NxN
* (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 output DCT block.
*
* For N<8 we fill the remaining block coefficients with zero.
* For N>8 we apply a partial N-point FDCT on the input samples, computing
* just the lower 8 frequency coefficients and discarding the rest.
*
* We must scale the output coefficients of the N-point FDCT appropriately
* to the standard 8-point FDCT level by 8/N per 1-D pass. This scaling
* is folded into the constant multipliers
 (pass 2) and/or final/initial
* shifting.
*
* CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases

* since there would be too many additional constants to pre-calculate.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jfdctint.c
No license file was found, but licenses were detected in source scan.

/*
* transupp.h
*
* Copyright (C) 1997-2019, Thomas G. Lane, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains declarations for image transformation routines and
* other utility code used by the jpegtran sample application. These are
* NOT part of the core JPEG library. But we keep these routines separate
* from jpegtran.c to ease the task of maintaining jpegtran-like programs
* that have other user interfaces.
*
* NOTE: all the routines declared here have very specific requirements
* about when they are to be executed during the reading and writing of the
* source and destination files. See the comments in transupp.c, or see
* jpegtran.c for an example of correct usage.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/transupp.h
No license file was found, but licenses were detected in source scan.

/*
* jcprepct.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2003-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the compression preprocessing controller.
* This controller manages the color conversion, downsampling,
* and edge expansion steps.
*
* Most of the complexity here is associated with buffering input rows
* as required by the downsampler. See the comments at the head of
* jcsample.c for the downsampler's needs.
*/

Found in path(s):

* /jpegsr9e-zip/jpeg-9e/jcprepct.c
No license file was found, but licenses were detected in source scan.

/*
* jutils.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2009-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains tables and miscellaneous utility routines needed
* for both compression and decompression.
* Note we prefix all global names with "j" to minimize conflicts with
* a surrounding application.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jutils.c
No license file was found, but licenses were detected in source scan.

/*
* alternate djpeg.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2009-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains an alternate user interface for the JPEG decompressor.
* One or more input files are named on the command line, and output file
* names are created by substituting an appropriate extension.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/djpegalt.c
No license file was found, but licenses were detected in source scan.

/*
* alternate cjpeg.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2009-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains an alternate user interface for the JPEG compressor.
* One or more input files are named on the command line, and output file

* names are created by substituting ".jpg" for the input file's extension.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/cjpegalt.c
No license file was found, but licenses were detected in source scan.

/*
* jidctint.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modification developed 2002-2018 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a slow-but-accurate integer implementation of the
* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
* must also perform dequantization of the input coefficients.
*
* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
* on each row (or vice versa, but it's more convenient to emit a row at
* a time). Direct algorithms are also available, but they are much more
* complex and seem not to be any faster when reduced to code.
*
* This implementation is based on an algorithm described in
*   C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
*   Algorithms with 11 Multiplications",
 Proc. Int'l. Conf. on Acoustics,
*   Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.
* The primary algorithm described there uses 11 multiplies and 29 adds.
* We use their alternate method with 12 multiplies and 32 adds.
* The advantage of this method is that no data path contains more than one
* multiplication; this allows a very simple and accurate implementation in
* scaled fixed-point arithmetic, with a minimal number of shifts.
*
* We also provide IDCT routines with various output sample block sizes for
* direct resolution reduction or enlargement and for direct resolving the
* common 2x1 and 1x2 subsampling cases without additional resampling: NxN
* (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 input DCT block.
*
* For N<8 we simply take the corresponding low-frequency coefficients of
* the 8x8 input DCT block and apply an NxN point IDCT on the sub-block
* to yield the downscaled outputs.
* This can be seen as direct low-pass downsampling
 from the DCT domain
* point of view rather than the usual spatial domain point of view,
* yielding significant computational savings and results at least
* as good as common bilinear (averaging) spatial downsampling.

```
*
* For N>8 we apply a partial NxN IDCT on the 8 input coefficients as
* lower frequencies and higher frequencies assumed to be zero.
* It turns out that the computational effort is similar to the 8x8 IDCT
* regarding the output size.
* Furthermore, the scaling and descaling is the same for all IDCT sizes.
*
* CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
* since there would be too many additional constants to pre-calculate.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jidctint.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdmerge.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2013-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains code for merged upsampling/color conversion.
*
* This file combines functions from jdsample.c and jdcolor.c;
* read those files first to understand what's going on.
*
* When the chroma components are to be upsampled by simple replication
* (ie, box filtering), we can save some work in color conversion by
* calculating all the output pixels corresponding to a pair of chroma
* samples at one time.  In the conversion equations
* R = Y           + K1 * Cr
* G = Y + K2 * Cb + K3 * Cr
* B = Y + K4 * Cb
* only the Y term varies among the group of pixels corresponding to a pair
* of chroma samples, so the rest of the terms can be calculated just
 once.
* At typical sampling ratios, this eliminates half or three-quarters of the
* multiplications needed for color conversion.
*
* This file currently provides implementations for the following cases:
* YCC => RGB color conversion only (YCbCr or BG_YCC).
* Sampling ratios of 2h1v or 2h2v.
* No scaling needed at upsample time.
* Corner-aligned (non-CCIR601) sampling alignment.
* Other special cases could be added, but in most applications these are
* the only common cases.  (For uncommon cases we fall back on the more
```

* general code in jdsample.c and jdcolor.c.)
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdmerge.c
No license file was found, but licenses were detected in source scan.

/*
* jinclude.h
*
* Copyright (C) 1991-1994, Thomas G. Lane.
* Modified 2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file exists to provide a single place to fix any problems with
* including the wrong system include files. (Common problems are taken
* care of by the standard jconfig symbols, but on really weird systems
* you may have to edit this file.)
*
* NOTE: this file is NOT intended to be included by applications using the
* JPEG library. Most applications need only include jpeglib.h.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jinclude.h
No license file was found, but licenses were detected in source scan.

/*
* jversion.h
*
* Copyright (C) 1991-2022, Thomas G. Lane, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains software version identification.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jversion.h
No license file was found, but licenses were detected in source scan.

/*
* wrjpgcom.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2015-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.

* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a very simple stand-alone application that inserts
* user-supplied text as a COM (comment) marker in a JFIF file.
* This may be useful as an example of the minimum logic needed to parse
* JPEG markers.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/wrjpgcom.c
No license file was found, but licenses were detected in source scan.

/*
* wrtarga.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2015-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write output images in Targa format.
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.
*
* Based on code contributed by Lee Daniel Crocker.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/wrtarga.c
No license file was found, but licenses were detected in source scan.

/*
* jmemname.c
*
* Copyright (C) 1992-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file provides a generic implementation of the system-dependent
* portion of the JPEG memory manager. This implementation assumes that
* you must explicitly construct a name for each temp file.
* Also, the problem of determining the amount of memory available
* is shoved onto the user.
*/

Found in path(s):

* /jpegsr9e-zip/jpeg-9e/jmemname.c
No license file was found, but licenses were detected in source scan.

```
/*
* jcapimin.c
*
* Copyright (C) 1994-1998, Thomas G. Lane.
* Modified 2003-2010 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains application interface code for the compression half
* of the JPEG library.  These are the "minimum" API routines that may be
* needed in either the normal full-compression case or the transcoding-only
* case.
*
* Most of the routines intended to be called directly by an application
* are in this file or in jcapistd.c.  But also see jcparam.c for
* parameter-setup helper routines, jcomapi.c for routines shared by
* compression and decompression, and jctrans.c for the transcoding case.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jcapimin.c
No license file was found, but licenses were detected in source scan.

```
/*
* jmemansi.c
*
* Copyright (C) 1992-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file provides a simple generic implementation of the system-
* dependent portion of the JPEG memory manager.  This implementation
* assumes that you have the ANSI-standard library routine tmpfile().
* Also, the problem of determining the amount of memory available
* is shoved onto the user.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jmemansi.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdhuff.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
```

* Modified 2006-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains Huffman entropy decoding routines.
* Both sequential and progressive modes are supported in this single module.
*
* Much of the complexity here has to do with supporting input suspension.
* If the data source module demands suspension, we want to be able to back
* up to the start of the current MCU. To do this, we copy state variables
* into local working storage, and update them back to the permanent
* storage only upon successful completion of an MCU.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdhuff.c
No license file was found, but licenses were detected in source scan.

/*
* jdatadst.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains compression data destination routines for the case of
* emitting JPEG data to memory or to a file (or any stdio stream).
* While these routines are sufficient for most applications,
* some will want to use a different destination manager.
* IMPORTANT: we assume that fwrite() will correctly transcribe an array of
* JOCTETs into 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdatadst.c
No license file was found, but licenses were detected in source scan.

/*
* jdpostct.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the decompression postprocessing controller.
* This controller manages the upsampling, color conversion, and color

* quantization/reduction steps; specifically, it controls the buffering
* between upsample/color conversion and color quantization/reduction.
*
* If no color quantization/reduction is required, then this module has no
* work to do, and it just hands off to the upsample/color conversion code.
* An integrated upsample/convert/quantize process would replace this module
* entirely.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdpostct.c
No license file was found, but licenses were detected in source scan.

/*
* jdarith.c
*
* Developed 1997-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains portable arithmetic entropy decoding routines for JPEG
* (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).
*
* Both sequential and progressive modes are supported in this single module.
*
* Suspension is not currently supported in this module.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdarith.c
No license file was found, but licenses were detected in source scan.

; For conditions of distribution and use, see the accompanying README file.

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jmemdosa.asm
No license file was found, but licenses were detected in source scan.

INSTALLATION INSTRUCTIONS for the Independent JPEG Group's JPEG software

Copyright (C) 1991-2021, Thomas G. Lane, Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

This file explains how to configure and install the IJG software. We have
tried to make this software extremely portable and flexible, so that it can be
adapted to almost any environment. The downside of this decision is that the

installation process is complicated. We have provided shortcuts to simplify
the task on common systems. But in any case, you will need at least a little
familiarity with C programming and program build procedures for your system.

If you are only using this software as part of a larger program, the larger
program's installation procedure may take care of configuring the IJG code.
For example, Ghostscript's installation
 script will configure the IJG code.
You don't need to read this file if you just want to compile Ghostscript.

If you are on a Unix machine, you may not need to read this file at all.
Try doing
 ./configure
 make
 make test
If that doesn't complain, do
 make install
(better do "make -n install" first to see if the makefile will put the files
where you want them). Read further if you run into snags or want to customize
the code for your system.

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Building the software
Testing the software
Installing the software
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Optimization
Hints for specific systems

BEFORE YOU START
==========

Before installing the software you must unpack the distributed source code.
Since you are reading this file, you have probably already succeeded in this
task.
  However, there is a potential for error if you needed to convert the
files to the local standard text file format (for example, if you are on
MS-DOS you may have converted LF end-of-line to CR/LF). You must apply
such conversion to all the files EXCEPT those whose names begin with "test".

The test files contain binary data; if you change them in any way then the
self-test will give bad results.

Please check the last section of this file to see if there are hints for the
specific machine or compiler you are using.

CONFIGURING THE SOFTWARE
========================

To configure the IJG code for your system, you need to create two files:
 * jconfig.h: contains values for system-dependent #define symbols.
 * Makefile: controls the compilation process.
(On a non-Unix machine, you may create "project files" or some other
substitute for a Makefile. jconfig.h is needed in any environment.)

We provide three different ways to generate these files:
 * On a Unix system,
 you can just run the "configure" script.
 * We provide sample jconfig files and makefiles for popular machines;
   if your machine matches one of the samples, just copy the right sample
   files to jconfig.h and Makefile.
 * If all else fails, read the instructions below and make your own files.

Configuring the software using the automatic "configure" script
----

If you are on a Unix machine, you can just type
 ./configure
and let the configure script construct appropriate configuration files.
If you're using "csh" on an old version of System V, you might need to type
 sh configure
instead to prevent csh from trying to execute configure itself.
Expect configure to run for a few minutes, particularly on slower machines;
it works by compiling a series of test programs.

Configure was created with GNU Autoconf and it follows the usual conventions
for GNU configure scripts. It makes a few assumptions
 that you may want to
override. You can do this by providing optional switches to configure:

* Configure will build both static and shared libraries, if possible.
If you want to build libjpeg only as a static library, say
 ./configure --disable-shared
If you want to build libjpeg only as a shared library, say
 ./configure --disable-static
Configure uses GNU libtool to take care of system-dependent shared library

building methods.

* Configure will use gcc (GNU C compiler) if it's available, otherwise cc.
To force a particular compiler to be selected, use the CC option, for example
 ./configure CC='cc'
The same method can be used to include any unusual compiler switches.
For example, on HP-UX you probably want to say
 ./configure CC='cc -Aa'
to get HP's compiler to run in ANSI mode.

* The default CFLAGS setting is "-g" for non-gcc compilers, "-g -O2" for gcc.
You can override this by saying, for example,
 ./configure CFLAGS='-O2'
if you want to compile without debugging
 support.

* Configure will set up the makefile so that "make install" will install files
into /usr/local/bin, /usr/local/man, etc. You can specify an installation
prefix other than "/usr/local" by giving configure the option "--prefix=PATH".

* If you don't have a lot of swap space, you may need to enable the IJG
software's internal virtual memory mechanism. To do this, give the option
"--enable-maxmem=N" where N is the default maxmemory limit in megabytes.
This is discussed in more detail under "Selecting a memory manager", below.
You probably don't need to worry about this on reasonably-sized Unix machines,
unless you plan to process very large images.

Configure has some other features that are useful if you are cross-compiling
or working in a network of multiple machine types; but if you need those
features, you probably already know how to use them.

Configuring the software using one of the supplied jconfig and makefile files
---

If
 you have one of these systems, you can just use the provided configuration
files:

Makefile jconfig file System and/or compiler

makefile.manx jconfig.manx Amiga, Manx Aztec C
makefile.sas jconfig.sas Amiga, SAS C
makeproj.mac jconfig.mac Apple Macintosh, Metrowerks CodeWarrior
mak*jpeg.st jconfig.st Atari ST/STE/TT, Pure C or Turbo C
makefile.bcc jconfig.bcc MS-DOS or OS/2, Borland C
makefile.dj jconfig.dj MS-DOS, DJGPP (Delorie's port of GNU C)
makefile.mc6 jconfig.mc6 MS-DOS, Microsoft C (16-bit only)

makefile.wat jconfig.wat MS-DOS, OS/2, or Windows NT, Watcom C
makefile.vc jconfig.vc Windows, MS Visual C++
makefile.vs jconfig.vc Windows, MS Visual C++ 6 Developer Studio
make*.vc6
makefile.vs jconfig.vc Windows, Visual Studio 2019 Version 16
make*.v16
makefile.vs jconfig.vc Windows, Visual Studio 2022 Version 17
make*.v16
make*.v17
makefile.b32 jconfig.vc Windows, Borland C++ 32-bit (bcc32)
makefile.mms jconfig.vms Digital
VMS, with MMS software
makefile.vms jconfig.vms Digital VMS, without MMS software

Copy the proper jconfig file to jconfig.h and the makefile to Makefile (or whatever your system uses as the standard makefile name). For more info see the appropriate system-specific hints section near the end of this file.

Configuring the software by hand

First, generate a jconfig.h file. If you are moderately familiar with C, the comments in jconfig.txt should be enough information to do this; just copy jconfig.txt to jconfig.h and edit it appropriately. Otherwise, you may prefer to use the ckconfig.c program. You will need to compile and execute ckconfig.c by hand --- we hope you know at least enough to do that. ckconfig.c may not compile the first try (in fact, the whole idea is for it to fail if anything is going to). If you get compile errors, fix them by editing ckconfig.c according to the directions given in ckconfig.c.
Once
you get it to run, it will write a suitable jconfig.h file, and will also print out some advice about which makefile to use.

You may also want to look at the canned jconfig files, if there is one for a system similar to yours.

Second, select a makefile and copy it to Makefile (or whatever your system uses as the standard makefile name). The most generic makefiles we provide are
makefile.ansi: if your C compiler supports function prototypes
makefile.unix: if not.
(You have function prototypes if ckconfig.c put "#define HAVE_PROTOTYPES" in jconfig.h.) You may want to start from one of the other makefiles if there is one for a system similar to yours.

Look over the selected Makefile and adjust options as needed. In particular you may want to change the CC and CFLAGS definitions. For instance, if you

are using GCC, set CC=gcc. If you had to use any compiler switches to get ckconfig.c to work, make sure the same switches are in CFLAGS.

If you are
on a system that doesn't use makefiles, you'll need to set up
project files (or whatever you do use) to compile all the source files and
link them into executable files cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
See the file lists in any of the makefiles to find out which files go into
each program. Note that the provided makefiles all make a "library" file
libjpeg first, but you don't have to do that if you don't want to; the file
lists identify which source files are actually needed for compression,
decompression, or both. As a last resort, you can make a batch script that
just compiles everything and links it all together; makefile.vms is an example
of this (it's for VMS systems that have no make-like utility).

Here are comments about some specific configuration decisions you'll
need to make:

Command line style

These programs can use a Unix-like command line style which supports
redirection and piping, like this:
cjpeg inputfile >outputfile
cjpeg
<inputfile >outputfile
source program | cjpeg >outputfile
The simpler "two file" command line style is just
cjpeg inputfile outputfile
You may prefer the two-file style, particularly if you don't have pipes.

You MUST use two-file style on any system that doesn't cope well with binary
data fed through stdin/stdout; this is true for some MS-DOS compilers, for
example. If you're not on a Unix system, it's safest to assume you need
two-file style. (But if your compiler provides either the Posix-standard
fdopen() library routine or a Microsoft-compatible setmode() routine, you
can safely use the Unix command line style, by defining USE_FDOPEN or
USE_SETMODE respectively.)

To use the two-file style, make jconfig.h say "#define TWO_FILE_COMMANDLINE".

Selecting a memory manager

The IJG code is capable of working on images that are too big to fit in main
memory; data is swapped out to temporary files as necessary. However, the
code

to do this is rather system-dependent. We provide five different
memory managers:

* jmemansi.c This version uses the ANSI-standard library routine tmpfile(),
  which not all non-ANSI systems have. On some systems
  tmpfile() may put the temporary file in a non-optimal
  location; if you don't like what it does, use jmemname.c.

* jmemname.c This version creates named temporary files. For anything
  except a Unix machine, you'll need to configure the
  select_file_name() routine appropriately; see the comments
  near the head of jmemname.c. If you use this version, define
  NEED_SIGNAL_CATCHER in jconfig.h to make sure the temp files
  are removed if the program is aborted.

* jmemnobs.c (That stands for No Backing Store :-).) This will compile on
  almost any system, but it assumes you have enough main memory
  or virtual memory to hold the biggest images you work with.

* jmemdos.c This should be used with most 16-bit MS-DOS compilers.
  See the system-specific
 notes about MS-DOS for more info.
  IMPORTANT: if you use this, define USE_MSDOS_MEMMGR in
  jconfig.h, and include the assembly file jmemdosa.asm in the
  programs. The supplied makefiles and jconfig files for
  16-bit MS-DOS compilers already do both.

* jmemmac.c Custom version for Apple Macintosh; see the system-specific
  notes for Macintosh for more info.

To use a particular memory manager, change the SYSDEPMEM variable in your
makefile to equal the corresponding object file name (for example, jmemansi.o
or jmemansi.obj for jmemansi.c).

If you have plenty of (real or virtual) main memory, just use jmemnobs.c.
"Plenty" means about ten bytes for every pixel in the largest images
you plan to process, so a lot of systems don't meet this criterion.
If yours doesn't, try jmemansi.c first. If that doesn't compile, you'll have
to use jmemname.c; be sure to adjust select_file_name() for local conditions.
You may also need to change unlink() to remove() in
 close_backing_store().

Except with jmemnobs.c or jmemmac.c, you need to adjust the DEFAULT_MAX_MEM
setting to a reasonable value for your system (either by adding a #define for
DEFAULT_MAX_MEM to jconfig.h, or by adding a -D switch to the Makefile).
This value limits the amount of data space the program will attempt to
allocate. Code and static data space isn't counted, so the actual memory
needs for cjpeg or djpeg are typically 100 to 150Kb more than the max-memory

setting. Larger max-memory settings reduce the amount of I/O needed to process a large image, but too large a value can result in "insufficient memory" failures. On most Unix machines (and other systems with virtual memory), just set DEFAULT_MAX_MEM to several million and forget it. At the other end of the spectrum, for MS-DOS machines you probably can't go much above 300K to 400K. (On MS-DOS the value refers to conventional memory only. Extended/expanded memory is handled separately by jmemdos.c.)

BUILDING THE SOFTWARE

Now you should be able to compile the software. Just say "make" (or whatever's necessary to start the compilation). Have a cup of coffee.

Here are some things that could go wrong:

If your compiler complains about undefined structures, you should be able to shut it up by putting "#define INCOMPLETE_TYPES_BROKEN" in jconfig.h.

If you have trouble with missing system include files or inclusion of the wrong ones, read jinclude.h. This shouldn't happen if you used configure or ckconfig.c to set up jconfig.h.

There are a fair number of routines that do not use all of their parameters; some compilers will issue warnings about this, which you can ignore. There are also a few configuration checks that may give "unreachable code" warnings. Any other warning deserves investigation.

If you don't have a getenv() library routine, define NO_GETENV.

Also see the system-specific hints, below.

TESTING THE SOFTWARE

As a quick test of functionality we've included a small sample image in several forms:

testorig.jpg Starting point for the djpeg tests.
testimg.ppm The output of djpeg testorig.jpg
testimg.gif The output of djpeg -gif testorig.jpg
testimg.bmp The output of djpeg -bmp -colors 256 testorig.jpg
testimg.jpg The output of cjpeg testimg.ppm
testprog.jpg Progressive-mode equivalent of testorig.jpg.
testimgp.jpg The output of cjpeg -progressive -optimize testimg.ppm

(The first- and second-generation .jpg files aren't identical since the
default compression parameters are lossy.) If you can generate duplicates
of the testimg* files then you probably have working programs.

With most of the makefiles, "make test" will perform the necessary
comparisons.

If you're using a makefile that doesn't provide the test option, run djpeg
and cjpeg by hand and compare the output files to testimg* with whatever
binary file comparison tool you have. The files should
 be bit-for-bit
identical.

If the programs complain "MAX_ALLOC_CHUNK is wrong, please fix", then you
need to reduce MAX_ALLOC_CHUNK to a value that fits in type size_t.
Try adding "#define MAX_ALLOC_CHUNK 65520L" to jconfig.h. A less likely
configuration error is "ALIGN_TYPE is wrong, please fix": defining ALIGN_TYPE
as long should take care of that one.

If the cjpeg test run fails with "Missing Huffman code table entry", it's a
good bet that you needed to define RIGHT_SHIFT_IS_UNSIGNED. Go back to the
configuration step and run ckconfig.c. (This is a good plan for any other
test failure, too.)

If you are using Unix (one-file) command line style on a non-Unix system,
it's a good idea to check that binary I/O through stdin/stdout actually
works. You should get the same results from "djpeg <testorig.jpg >out.ppm"
as from "djpeg -outfile out.ppm testorig.jpg". Note that the makefiles all
use the latter style and therefore do not exercise stdin/stdout! If this
check
 fails, try recompiling with USE_SETMODE or USE_FDOPEN defined.
If it still doesn't work, better use two-file style.

If you chose a memory manager other than jmemnobs.c, you should test that
temporary-file usage works. Try "djpeg -bmp -colors 256 -max 0 testorig.jpg"
and make sure its output matches testimg.bmp. If you have any really large
images handy, try compressing them with -optimize and/or decompressing with
-colors 256 to make sure your DEFAULT_MAX_MEM setting is not too large.

NOTE: this is far from an exhaustive test of the JPEG software; some modules,
such as 1-pass color quantization, are not exercised at all. It's just a
quick test to give you some confidence that you haven't missed something
major.

INSTALLING THE SOFTWARE
=======================

Once you're done with the above steps, you can install the software by
copying the executable files (cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom)
to wherever you normally install programs. On Unix
 systems, you'll also want
to put the man pages (cjpeg.1, djpeg.1, jpegtran.1, rdjpgcom.1, wrjpgcom.1)
in the man-page directory. The pre-fab makefiles don't support this step
since there's such a wide variety of installation procedures on different
systems.

If you generated a Makefile with the "configure" script, you can just say
 make install
to install the programs and their man pages into the standard places.
(You'll probably need to be root to do this.) We recommend first saying
 make -n install
to see where configure thought the files should go. You may need to edit
the Makefile, particularly if your system's conventions for man page
filenames don't match what configure expects.

If you want to install the IJG library itself, for use in compiling other
programs besides ours, then you need to put the four include files
 jpeglib.h jerror.h jconfig.h jmorecfg.h
into your include-file directory, and put the library file libjpeg.a
(extension may vary depending
 on system) wherever library files go.
If you generated a Makefile with "configure", it will do what it thinks
is the right thing if you say
 make install-lib

OPTIONAL STUFF
==============

Progress monitor:

If you like, you can #define PROGRESS_REPORT (in jconfig.h) to enable display
of percent-done progress reports. The routine provided in cdjpeg.c merely
prints percentages to stderr, but you can customize it to do something
fancier.

Utah RLE file format support:

We distribute the software with support for RLE image files (Utah Raster
Toolkit format) disabled, because the RLE support won't compile without the
Utah library. If you have URT version 3.1 or later, you can enable RLE
support as follows:

1. #define RLE_SUPPORTED in jconfig.h.
2. Add a -I option to CFLAGS in the Makefile for the directory
   containing the URT .h files (typically the "include"

subdirectory of the URT distribution).
3. Add -L... -lrle to LDLIBS in the Makefile,
where ... specifies
the directory containing the URT "librle.a" file (typically the
"lib" subdirectory of the URT distribution).

Support for 9-bit to 12-bit deep pixel data:

The IJG code currently allows 8, 9, 10, 11, or 12 bits sample data precision.
(For color, this means 8 to 12 bits per channel, of course.) If you need to
work with deeper than 8-bit data, you can compile the IJG code for 9-bit to
12-bit operation.
To do so:
1. In jmorecfg.h, define BITS_IN_JSAMPLE as 9, 10, 11, or 12 rather than 8.
2. In jconfig.h, undefine BMP_SUPPORTED, RLE_SUPPORTED, and TARGA_SUPPORTED,
because the code for those formats doesn't handle deeper than 8-bit data
and won't even compile. (The PPM code does work, as explained below.
The GIF code works too; it scales 8-bit GIF data to and from 12-bit
depth automatically.)
3. Compile. Don't expect "make test" to pass, since the supplied test
files are for 8-bit data.

Currently, 9-bit to
12-bit support does not work on 16-bit-int machines.

Run-time selection and conversion of data precision are currently not
supported and may be added later.
Exception: The transcoding part (jpegtran) supports all settings in a
single instance, since it operates on the level of DCT coefficients and
not sample values.

The PPM reader (rdppm.c) can read deeper than 8-bit data from either
text-format or binary-format PPM and PGM files. Binary-format PPM/PGM files
which have a maxval greater than 255 are assumed to use 2 bytes per sample,
MSB first (big-endian order). As of early 1995, 2-byte binary format is not
officially supported by the PBMPLUS library, but it is expected that a
future release of PBMPLUS will support it. Note that the PPM reader will
read files of any maxval regardless of the BITS_IN_JSAMPLE setting; incoming
data is automatically rescaled to maxval=MAXJSAMPLE as appropriate for the
cjpeg bit depth.

The PPM writer (wrppm.c) will normally write 2-byte
binary PPM or PGM
format, maxval=MAXJSAMPLE, when compiled with BITS_IN_JSAMPLE>8. Since this
format is not yet widely supported, you can disable it by compiling wrppm.c
with PPM_NORAWWORD defined; then the data is scaled down to 8 bits to make a
standard 1-byte/sample PPM or PGM file. (Yes, this means still another copy
of djpeg to keep around. But hopefully you won't need it for very long.

Poskanzer's supposed to get that new PBMPLUS release out Real Soon Now.)

Of course, if you are working with 9-bit to 12-bit data, you probably have
it stored in some other, nonstandard format. In that case you'll probably
want to write your own I/O modules to read and write your format.

Note:
The standard Huffman tables are only valid for 8-bit data precision. If
you selected more than 8-bit data precision, cjpeg uses arithmetic coding
by default. The Huffman encoder normally uses entropy optimization to
compute usable tables for higher precision. Otherwise, you'll have
to
supply different default Huffman tables.

Removing code:

If you need to make a smaller version of the JPEG software, some optional
functions can be removed at compile time. See the xxx_SUPPORTED #defines in
jconfig.h and jmorecfg.h. If at all possible, we recommend that you leave in
decoder support for all valid JPEG files, to ensure that you can read anyone's
output. Taking out support for image file formats that you don't use is the
most painless way to make the programs smaller. Another possibility is to
remove some of the DCT methods: in particular, the "IFAST" method may not be
enough faster than the others to be worth keeping on your machine. (If you
do remove ISLOW or IFAST, be sure to redefine JDCT_DEFAULT or JDCT_FASTEST
to a supported method, by adding a #define in jconfig.h.)

OPTIMIZATION
============

Unless you own a Cray, you'll probably be interested in making the JPEG
software go as fast as possible. This section covers some machine-dependent
optimizations
you may want to try. We suggest that before trying any of
this, you first get the basic installation to pass the self-test step.
Repeat the self-test after any optimization to make sure that you haven't
broken anything.

The integer DCT routines perform a lot of multiplications. These
multiplications must yield 32-bit results, but none of their input values
are more than 16 bits wide. On many machines, notably the 680x0 and 80x86
CPUs, a 16x16=>32 bit multiply instruction is faster than a full 32x32=>32
bit multiply. Unfortunately there is no portable way to specify such a
multiplication in C, but some compilers can generate one when you use the
right combination of casts. See the MULTIPLYxxx macro definitions in
jdct.h. If your compiler makes "int" be 32 bits and "short" be 16 bits,
defining SHORTxSHORT_32 is fairly likely to work. When experimenting with

alternate definitions, be sure to test not only whether the code still works (use the
self-test), but also whether it is actually faster --- on some compilers, alternate definitions may compute the right answer, yet be slower than the default. Timing cjpeg on a large PGM (grayscale) input file is the best way to check this, as the DCT will be the largest fraction of the runtime in that mode. (Note: some of the distributed compiler-specific jconfig files already contain #define switches to select appropriate MULTIPLYxxx definitions.)

If your machine has sufficiently fast floating point hardware, you may find that the float DCT method is faster than the integer DCT methods, even after tweaking the integer multiply macros. In that case you may want to make the float DCT be the default method. (The only objection to this is that float DCT results may vary slightly across machines.) To do that, add "#define JDCT_DEFAULT JDCT_FLOAT" to jconfig.h. Even if you don't change the default, you should redefine JDCT_FASTEST, which is the method selected by djpeg's
-fast switch. Don't forget to update the documentation files (usage.txt and/or cjpeg.1, djpeg.1) to agree with what you've done.

If access to "short" arrays is slow on your machine, it may be a win to define type JCOEF as int rather than short. This will cost a good deal of memory though, particularly in some multi-pass modes, so don't do it unless you have memory to burn and short is REALLY slow.

If your compiler can compile function calls in-line, make sure the INLINE macro in jmorecfg.h is defined as the keyword that marks a function inline-able. Some compilers have a switch that tells the compiler to inline any function it thinks is profitable (e.g., -finline-functions for gcc). Enabling such a switch is likely to make the compiled code bigger but faster.

In general, it's worth trying the maximum optimization level of your compiler, and experimenting with any optional optimizations such as loop unrolling. (Unfortunately, far too many compilers have optimizer
bugs ... be prepared to back off if the code fails self-test.) If you do any experimentation along these lines, please report the optimal settings to jpeg-info@jpegclub.org so we can mention them in future releases. Be sure to specify your machine and compiler version.

HINTS FOR SPECIFIC SYSTEMS
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We welcome reports on changes needed for systems not mentioned here. Submit 'em to jpeg-info@jpegclub.org. Also, if configure or ckconfig.c is wrong about how to configure the JPEG software for your system, please let us know.

Acorn RISC OS:

(Thanks to Simon Middleton for these hints on compiling with Desktop C.)
After renaming the files according to Acorn conventions, take a copy of
makefile.ansi, change all occurrences of 'libjpeg.a' to 'libjpeg.o' and
change these definitions as indicated:

CFLAGS= -throwback -IC: -Wn
LDLIBS=C:o.Stubs
SYSDEPMEM=jmemansi.o
LN=Link
AR=LibFile -c -o

Also add a new line '.c.o:; $(cc) $< $(cflags)
 -c -o $@'. Remove the
lines '$(RM) libjpeg.o' and '$(AR2) libjpeg.o' and the 'jconfig.h'
dependency section.

Copy jconfig.txt to jconfig.h. Edit jconfig.h to define TWO_FILE_COMMANDLINE
and CHAR_IS_UNSIGNED.

Run the makefile using !AMU not !Make. If you want to use the 'clean' and
'test' makefile entries then you will have to fiddle with the syntax a bit
and rename the test files.

Amiga:

SAS C 6.50 reportedly is too buggy to compile the IJG code properly.
A patch to update to 6.51 is available from SAS or AmiNet FTP sites.

The supplied config files are set up to use jmemname.c as the memory
manager, with temporary files being created on the device named by
"JPEGTMP:".

Atari ST/STE/TT:

Copy the project files makcjpeg.st, makdjpeg.st, maktjpeg.st, and makljpeg.st
to cjpeg.prj, djpeg.prj, jpegtran.prj, and libjpeg.prj respectively. The
project files should work as-is with Pure C. For Turbo C, change library
filenames "pc..." to "tc..." in each project
 file. Note that libjpeg.prj
selects jmemansi.c as the recommended memory manager. You'll probably want to
adjust the DEFAULT_MAX_MEM setting --- you want it to be a couple hundred K
less than your normal free memory. Put "#define DEFAULT_MAX_MEM nnnn" into

jconfig.h to do this.

To use the 68881/68882 coprocessor for the floating point DCT, add the
compiler option "-8" to the project files and replace pcfltlib.lib with
pc881lib.lib in cjpeg.prj and djpeg.prj. Or if you don't have a
coprocessor, you may prefer to remove the float DCT code by undefining
DCT_FLOAT_SUPPORTED in jmorecfg.h (since without a coprocessor, the float
code will be too slow to be useful). In that case, you can delete
pcfltlib.lib from the project files.

Note that you must make libjpeg.lib before making cjpeg.ttp, djpeg.ttp,
or jpegtran.ttp. You'll have to perform the self-test by hand.

We haven't bothered to include project files for rdjpgcom and wrjpgcom.
Those source files should
 just be compiled by themselves; they don't
depend on the JPEG library. You can use the default.prj project file
of the Pure C distribution to make the programs.

There is a bug in some older versions of the Turbo C library which causes the
space used by temporary files created with "tmpfile()" not to be freed after
an abnormal program exit. If you check your disk afterwards, you will find
cluster chains that are allocated but not used by a file. This should not
happen in cjpeg/djpeg/jpegtran, since we enable a signal catcher to explicitly
close temp files before exiting. But if you use the JPEG library with your
own code, be sure to supply a signal catcher, or else use a different
system-dependent memory manager.

Cray:

Should you be so fortunate as to be running JPEG on a Cray YMP, there is a
compiler bug in old versions of Cray's Standard C (prior to 3.1). If you
still have an old compiler, you'll need to insert a line reading
"#pragma novector" just before
 the loop
```
   for (i = 1; i <= (int) htbl->bits[l]; i++)
     huffsize[p++] = (char) l;
```
in fix_huff_tbl (in V5beta1, line 204 of jchuff.c and line 176 of jdhuff.c).
[This bug may or may not still occur with the current IJG code, but it's
probably a dead issue anyway...]

HP-UX:

If you have HP-UX 7.05 or later with the "software development" C compiler,
you should run the compiler in ANSI mode. If using the configure script,
say

./configure CC='cc -Aa'
(or -Ae if you prefer). If configuring by hand, use makefile.ansi and add
"-Aa" to the CFLAGS line in the makefile.

If you have a pre-7.05 system, or if you are using the non-ANSI C compiler
delivered with a minimum HP-UX system, then you must use makefile.unix
(and do NOT add -Aa); or just run configure without the CC option.

On HP 9000 series 800 machines, the HP C compiler is buggy in revisions prior
to A.08.07. If you get complaints about "not a typedef name", you'll have to
use makefile.unix, or run configure
without the CC option.

Macintosh, generic comments:

The supplied user-interface files (cjpeg.c, djpeg.c, etc) are set up to
provide a Unix-style command line interface. You can use this interface on
the Mac by means of the ccommand() library routine provided by Metrowerks
CodeWarrior or Think C. This is only appropriate for testing the library,
however; to make a user-friendly equivalent of cjpeg/djpeg you'd really want
to develop a Mac-style user interface. There isn't a complete example
available at the moment, but there are some helpful starting points:
1. Sam Bushell's free "To JPEG" applet provides drag-and-drop conversion to
JPEG under System 7 and later. This only illustrates how to use the
compression half of the library, but it does a very nice job of that part.
The CodeWarrior source code is available from http://www.pobox.com/~jsam.
2. Jim Brunner prepared a Mac-style user interface for both compression and
decompression. Unfortunately, it hasn't
been updated since IJG v4, and
the library's API has changed considerably since then. Still it may be of
some help, particularly as a guide to compiling the IJG code under Think C.
Jim's code is available from the Info-Mac archives, at sumex-aim.stanford.edu
or mirrors thereof; see file /info-mac/dev/src/jpeg-convert-c.hqx.

jmemmac.c is the recommended memory manager back end for Macintosh. It uses
NewPtr/DisposePtr instead of malloc/free, and has a Mac-specific
implementation of jpeg_mem_available(). It also creates temporary files that
follow Mac conventions. (That part of the code relies on System-7-or-later OS
functions. See the comments in jmemmac.c if you need to run it on System 6.)
NOTE that USE_MAC_MEMMGR must be defined in jconfig.h to use jmemmac.c.

You can also use jmemnobs.c, if you don't care about handling images larger
than available memory. If you use any memory manager back end other than
jmemmac.c, we recommend replacing "malloc" and "free"
by "NewPtr" and
"DisposePtr", because Mac C libraries often have peculiar implementations of
malloc/free. (For instance, free() may not return the freed space to the

Mac Memory Manager. This is undesirable for the IJG code because jmemmgr.c
already clumps space requests.)

Macintosh, Metrowerks CodeWarrior:

The Unix-command-line-style interface can be used by defining USE_CCOMMAND.
You'll also need to define TWO_FILE_COMMANDLINE to avoid stdin/stdout.
This means that when using the cjpeg/djpeg programs, you'll have to type the
input and output file names in the "Arguments" text-edit box, rather than
using the file radio buttons. (Perhaps USE_FDOPEN or USE_SETMODE would
eliminate the problem, but I haven't heard from anyone who's tried it.)

On 680x0 Macs, Metrowerks defines type "double" as a 10-byte IEEE extended
float. jmemmgr.c won't like this: it wants sizeof(ALIGN_TYPE) to be a power
of 2. Add "#define ALIGN_TYPE long" to jconfig.h to eliminate the complaint.

The
 supplied configuration file jconfig.mac can be used for your jconfig.h;
it includes all the recommended symbol definitions. If you have AppleScript
installed, you can run the supplied script makeproj.mac to create CodeWarrior
project files for the library and the testbed applications, then build the
library and applications. (Thanks to Dan Sears and Don Agro for this nifty
hack, which saves us from trying to maintain CodeWarrior project files as part
of the IJG distribution...)

Macintosh, Think C:

The documentation in Jim Brunner's "JPEG Convert" source code (see above)
includes detailed build instructions for Think C; it's probably somewhat
out of date for the current release, but may be helpful.

If you want to build the minimal command line version, proceed as follows.
You'll have to prepare project files for the programs; we don't include any
in the distribution since they are not text files. Use the file lists in
any of the supplied makefiles as
 a guide. Also add the ANSI and Unix C
libraries in a separate segment. You may need to divide the JPEG files into
more than one segment; we recommend dividing compression and decompression
modules. Define USE_CCOMMAND in jconfig.h so that the ccommand() routine is
called. You must also define TWO_FILE_COMMANDLINE because stdin/stdout
don't handle binary data correctly.

On 680x0 Macs, Think C defines type "double" as a 12-byte IEEE extended float.
jmemmgr.c won't like this: it wants sizeof(ALIGN_TYPE) to be a power of 2.
Add "#define ALIGN_TYPE long" to jconfig.h to eliminate the complaint.

jconfig.mac should work as a jconfig.h configuration file for Think C,
but the makeproj.mac AppleScript script is specific to CodeWarrior. Sorry.

MIPS R3000:

MIPS's cc version 1.31 has a rather nasty optimization bug. Don't use -O
if you have that compiler version. (Use "cc -V" to check the version.)
Note that the R3000 chip is found in workstations from DEC and others.

MS-DOS,
 generic comments for 16-bit compilers:

The IJG code is designed to work well in 80x86 "small" or "medium" memory
models (i.e., data pointers are 16 bits unless explicitly declared "far";
code pointers can be either size). You may be able to use small model to
compile cjpeg or djpeg by itself, but you will probably have to use medium
model for any larger application. This won't make much difference in
performance. You *will* take a noticeable performance hit if you use a
large-data memory model, and you should avoid "huge" model if at all
possible. Be sure that NEED_FAR_POINTERS is defined in jconfig.h if you use
a small-data memory model; be sure it is NOT defined if you use a large-data
model. (The supplied makefiles and jconfig files for Borland and Microsoft C
compile in medium model and define NEED_FAR_POINTERS.)

The DOS-specific memory manager, jmemdos.c, should be used if possible.
It needs some assembly-code routines which are in jmemdosa.asm;
 make sure
your makefile assembles that file and includes it in the library. If you
don't have a suitable assembler, you can get pre-assembled object files for
jmemdosa by FTP from ftp.uu.net:/graphics/jpeg/jdosaobj.zip. (DOS-oriented
distributions of the IJG source code often include these object files.)

When using jmemdos.c, jconfig.h must define USE_MSDOS_MEMMGR and must set
MAX_ALLOC_CHUNK to less than 64K (65520L is a typical value). If your
C library's far-heap malloc() can't allocate blocks that large, reduce
MAX_ALLOC_CHUNK to whatever it can handle.

If you can't use jmemdos.c for some reason --- for example, because you
don't have an assembler to assemble jmemdosa.asm --- you'll have to fall
back to jmemansi.c or jmemname.c. You'll probably still need to set
MAX_ALLOC_CHUNK in jconfig.h, because most DOS C libraries won't malloc()
more than 64K at a time. IMPORTANT: if you use jmemansi.c or jmemname.c,
you will have to compile in a large-data memory model
 in order to get the
right stdio library. Too bad.

wrjpgcom needs to be compiled in large model, because it malloc()s a 64KB
work area to hold the comment text. If your C library's malloc can't
handle that, reduce MAX_COM_LENGTH as necessary in wrjpgcom.c.

Most MS-DOS compilers treat stdin/stdout as text files, so you must use
two-file command line style. But if your compiler has either fdopen() or
setmode(), you can use one-file style if you like. To do this, define
USE_SETMODE or USE_FDOPEN so that stdin/stdout will be set to binary mode.
(USE_SETMODE seems to work with more DOS compilers than USE_FDOPEN.) You
should test that I/O through stdin/stdout produces the same results as I/O
to explicitly named files... the "make test" procedures in the supplied
makefiles do NOT use stdin/stdout.

MS-DOS, generic comments for 32-bit compilers:

None of the above comments about memory models apply if you are using a
32-bit flat-memory-space environment, such as
 DJGPP or Watcom C. (And you
should use one if you have it, as performance will be much better than
8086-compatible code!) For flat-memory-space compilers, do NOT define
NEED_FAR_POINTERS, and do NOT use jmemdos.c. Use jmemnobs.c if the
environment supplies adequate virtual memory, otherwise use jmemansi.c or
jmemname.c.

You'll still need to be careful about binary I/O through stdin/stdout.
See the last paragraph of the previous section.

MS-DOS, Borland C:

Be sure to convert all the source files to DOS text format (CR/LF newlines).
Although Borland C will often work OK with unmodified Unix (LF newlines)
source files, sometimes it will give bogus compile errors.
"Illegal character '#'" is the most common such error. (This is true with
Borland C 3.1, but perhaps is fixed in newer releases.)

If you want one-file command line style, just undefine TWO_FILE_COMMANDLINE.
jconfig.bcc already includes #define USE_SETMODE to make this work.
(fdopen does not work correctly.)

MS-DOS,
 Microsoft C:

makefile.mc6 works with Microsoft C, DOS Visual C++, etc. It should only
be used if you want to build a 16-bit (small or medium memory model) program.

If you want one-file command line style, just undefine TWO_FILE_COMMANDLINE.
jconfig.mc6 already includes #define USE_SETMODE to make this work.
(fdopen does not work correctly.)

Note that this makefile assumes that the working copy of itself is called
"makefile". If you want to call it something else, say "makefile.mak",
be sure to adjust the dependency line that reads "$(RFILE) : makefile".
Otherwise the make will fail because it doesn't know how to create "makefile".
Worse, some releases of Microsoft's make utilities give an incorrect error
message in this situation.

Old versions of MS C fail with an "out of macro expansion space" error
because they can't cope with the macro TRACEMS8 (defined in jerror.h).
If this happens to you, the easiest solution is to change TRACEMS8 to
expand
to nothing. You'll lose the ability to dump out JPEG coefficient
tables with djpeg -debug -debug, but at least you can compile.

Original MS C 6.0 is very buggy; it compiles incorrect code unless you turn
off optimization entirely (remove -O from CFLAGS). 6.00A is better, but it
still generates bad code if you enable loop optimizations (-Ol or -Ox).

MS C 8.0 crashes when compiling jquant1.c with optimization switch /Oo ...
which is on by default. To work around this bug, compile that one file
with /Oo-.

Microsoft Windows (all versions), generic comments:

Some Windows system include files define typedef boolean as "unsigned char".
The IJG code also defines typedef boolean, but we make it an "enum" by default.
This doesn't affect the IJG programs because we don't import those Windows
include files. But if you use the JPEG library in your own program, and some
of your program's files import one definition of boolean while some import the
other, you can get
all sorts of mysterious problems. A good preventive step
is to make the IJG library use "unsigned char" for boolean. To do that,
add something like this to your jconfig.h file:

```
/* Define "boolean" as unsigned char, not enum, per Windows custom */
#ifndef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#ifndef FALSE  /* in case these macros already exist */
#define FALSE 0 /* values of boolean */
#endif
#ifndef TRUE
#define TRUE 1
#endif
```

#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */
(This is already in jconfig.vc, by the way.)

windef.h contains the declarations
#define far
#define FAR far
Since jmorecfg.h tries to define FAR as empty, you may get a compiler
warning if you include both jpeglib.h and windef.h (which windows.h
includes). To suppress the warning, you can put "#ifndef FAR"/"#endif"
around the line "#define FAR" in jmorecfg.h.
(Something like this is already in jmorecfg.h,
by the way.)

When using the library in a Windows application, you will almost certainly
want to modify or replace the error handler module jerror.c, since our
default error handler does a couple of inappropriate things:
1. it tries to write error and warning messages on stderr;
2. in event of a fatal error, it exits by calling exit().

A simple stopgap solution for problem 1 is to replace the line
fprintf(stderr, "%s\n", buffer);
(in output_message in jerror.c) with
MessageBox(GetActiveWindow(),buffer,"JPEG Error",MB_OK|MB_ICONERROR);
It's highly recommended that you at least do that much, since otherwise
error messages will disappear into nowhere. (Beginning with IJG v6b, this
code is already present in jerror.c; just define USE_WINDOWS_MESSAGEBOX in
jconfig.h to enable it.)

The proper solution for problem 2 is to return control to your calling
application after a library error. This can be done with the setjmp/longjmp
technique discussed in libjpeg.txt
and illustrated in example.c. (NOTE:
some older Windows C compilers provide versions of setjmp/longjmp that
don't actually work under Windows. You may need to use the Windows system
functions Catch and Throw instead.)

The recommended memory manager under Windows is jmemnobs.c; in other words,
let Windows do any virtual memory management needed. You should NOT use
jmemdos.c nor jmemdosa.asm under Windows.

For Windows 3.1, we recommend compiling in medium or large memory model;
for newer Windows versions, use a 32-bit flat memory model. (See the MS-DOS
sections above for more info about memory models.) In the 16-bit memory
models only, you'll need to put
#define MAX_ALLOC_CHUNK 65520L /* Maximum request to malloc() */
into jconfig.h to limit allocation chunks to 64Kb. (Without that, you'd
have to use huge memory model, which slows things down unnecessarily.)
jmemnobs.c works without modification in large or flat memory models, but to

use medium model, you need
to modify its jpeg_get_large and jpeg_free_large
routines to allocate far memory. In any case, you might like to replace
its calls to malloc and free with direct calls on Windows memory allocation
functions.

You may also want to modify jdatasrc.c and jdatadst.c to use Windows file
operations rather than fread/fwrite. This is only necessary if your C
compiler doesn't provide a competent implementation of C stdio functions.

You might want to tweak the RGB_xxx macros in jmorecfg.h so that the library
will accept or deliver color pixels in BGR sample order, not RGB; BGR order
is usually more convenient under Windows. Note that this change will break
the sample applications cjpeg/djpeg, but the library itself works fine.

Many people want to convert the IJG library into a DLL. This is reasonably
straightforward, but watch out for the following:

1. Don't try to compile as a DLL in small or medium memory model; use
large model, or even better, 32-bit flat model.
Many places in the IJG code
assume the address of a local variable is an ordinary (not FAR) pointer;
that isn't true in a medium-model DLL.

2. Microsoft C cannot pass file pointers between applications and DLLs.
(See Microsoft Knowledge Base, PSS ID Number Q50336.) So jdatasrc.c and
jdatadst.c don't work if you open a file in your application and then pass
the pointer to the DLL. One workaround is to make jdatasrc.c/jdatadst.c
part of your main application rather than part of the DLL.

3. You'll probably need to modify the macros GLOBAL() and EXTERN() to
attach suitable linkage keywords to the exported routine names. Similarly,
you'll want to modify METHODDEF() and JMETHOD() to ensure function pointers
are declared in a way that lets application routines be called back through
the function pointers. These macros are in jmorecfg.h. Typical definitions
for a 16-bit DLL are:

```
#define GLOBAL(type)  type _far _pascal _loadds _export
#define EXTERN(type)  extern
type _far _pascal _loadds
#define METHODDEF(type)  static type _far _pascal
#define JMETHOD(type,methodname,arglist)  \
 type (_far _pascal *methodname) arglist
```

For a 32-bit DLL you may want something like

```
#define GLOBAL(type)  __declspec(dllexport) type
#define EXTERN(type)  extern __declspec(dllexport) type
```

Although not all the GLOBAL routines are actually intended to be called by
the application, the performance cost of making them all DLL entry points is

negligible.

The unmodified IJG library presents a very C-specific application interface,
so the resulting DLL is only usable from C or C++ applications. There has
been some talk of writing wrapper code that would present a simpler interface
usable from other languages, such as Visual Basic. This is on our to-do list
but hasn't been very high priority --- any volunteers out there?

Microsoft Windows, Borland C:

The provided jconfig.bcc should work OK in a 32-bit Windows environment,
but you'll need to
tweak it in a 16-bit environment (you'd need to define
NEED_FAR_POINTERS and MAX_ALLOC_CHUNK). Beware that makefile.bcc will need
alteration if you want to use it for Windows --- in particular, you should
use jmemnobs.c not jmemdos.c under Windows.

Borland C++ 4.5 fails with an internal compiler error when trying to compile
jdmerge.c in 32-bit mode. If enough people complain, perhaps Borland will fix
it. In the meantime, the simplest known workaround is to add a redundant
definition of the variable range_limit in h2v1_merged_upsample(), at the head
of the block that handles odd image width (about line 268 in v6 jdmerge.c):

```
 /* If image width is odd, do the last output column separately */
 if (cinfo->output_width & 1) {
   register JSAMPLE * range_limit = cinfo->sample_range_limit; /* ADD THIS */
   cb = GETJSAMPLE(*inptr1);
```

Pretty bizarre, especially since the very similar routine h2v2_merged_upsample
doesn't trigger the bug.
Recent reports suggest that this bug
does not occur with "bcc32a" (the
Pentium-optimized version of the compiler).

Another report from a user of Borland C 4.5 was that incorrect code (leading
to a color shift in processed images) was produced if any of the following
optimization switch combinations were used:

```
 -Ot -Og
 -Ot -Op
 -Ot -Om
```

So try backing off on optimization if you see such a problem. (Are there
several different releases all numbered "4.5"??)

Microsoft Windows, Microsoft Visual C++:

jconfig.vc should work OK with any Microsoft compiler for a 32-bit memory
model. makefile.vc is intended for command-line use. (If you are using
the Developer Studio environment, you may prefer the DevStudio project

files; see below.)

IJG JPEG 7 adds extern "C" to jpeglib.h. This avoids the need to put
extern "C" { ... } around #include "jpeglib.h" in your C++ application.
You can also force VC++ to treat the library as C++ code by renaming
all the *.c files to *.cpp (and adjusting the makefile
 to match).
In this case you also need to define the symbol DONT_USE_EXTERN_C in
the configuration to prevent jpeglib.h from using extern "C".

Microsoft Windows, Microsoft Visual C++ 6 Developer Studio:

We include makefiles that should work as project files in Developer Studio
6.0 or later. There is a library makefile that builds the IJG library as
a static Win32 library, and application makefiles that build the sample
applications as Win32 console applications. (Even if you only want the
library, we recommend building the applications so that you can run the
self-test.)

To use:
1. Open the Windows Command Prompt, change to the source directory and
  execute the command line
 nmake /f makefile.vs setup-vc6
  If you get an error message saying that the "nmake" command could
  not be found, execute the command
 "%ProgramFiles%\Microsoft Visual Studio\VC98\Bin\VCVARS32"
  to set the environment for using Microsoft Visual C++ tools,
  and repeat the nmake call.
   This will move jconfig.vc to jconfig.h and makefiles to project files.
  (Note that the renaming is critical!)
  Alternatively you can use
 nmake /f makefile.vs setupcopy-vc6
  This will create renamed copies of the files, which allows to repeat
  the setup later.
2. Open the workspace file jpeg.dsw, build the library project.
  (If you are using Developer Studio more recent than 6.0, you'll
  probably get a message saying that the project files are being updated.)
3. Open the workspace file apps.dsw, build the application projects.
4. To perform the self-test, execute the command line
 nmake /f makefile.vs test-build
5. Move the application .exe files from the Release folder to an
  appropriate location on your path.

Microsoft Windows, Visual Studio 2019 Version 16:

We include makefiles that should work as project files in Visual Studio

2019 Version 16 or later. There is a library makefile that builds the
IJG library as a static Win32/x64/ARM/ARM64
 library, and application
makefiles that build the sample applications as Win32/x64/ARM/ARM64
console applications. (Even if you only want the library, we recommend
building the applications so that you can run the self-test.)

To use:
1. Ensure youve checked the item "Desktop development with C++" in the
  Workloads tab of Visual Studio Installer.
  Open the Developer Command Prompt for VS 2019, change to the source
  directory and execute the command line
 nmake /f makefile.vs setup-v16
  This will move jconfig.vc to jconfig.h and makefiles to project files.
  (Note that the renaming is critical!)
  Alternatively you can use
 nmake /f makefile.vs setupcopy-v16
  This will create renamed copies of the files, which allows to repeat
  the setup later.
2. Open the solution file jpeg.sln, build the library project.
    a) If you are using Visual Studio more recent than
 2019 Version 16, you'll probably get a message
 saying that the project files are being
 updated.
    b) If necessary, open the project properties and
 adapt the Windows Target Platform Version in
 the Configuration Properties, General section;
 we support the latest version at the time of release.
    c) If you get a warning saying that a platform cannot be found,
 you can either
   * forgo the platform and ignore the warning, or
   * remove the platform in the Configuration Manager, or
   * install the corresponding platform Buildtools in
     Visual Studio Installer (Workloads tab Optional components
     or Individual components tab).
    d) If you want to build x64 code, change the platform setting from
 Win32 to x64. You can build Win32 and x64 versions side by side.
    e) If you want to build ARM/ARM64 code, change the platform setting
 to ARM/ARM64. Ensure you've installed the ARM/ARM64-Buildtools
 in Visual Studio Installer (Workloads tab Optional components
 or Individual components tab).
 You can build Win32/x64/ARM/ARM64 versions side
 by side.
3. Open the solution file apps.sln, build the application projects.
4. To perform the self-test, execute the command line
 nmake /f makefile.vs test-32
  for the Win32 build, or on a 64-bit system
 nmake /f makefile.vs test-64

for the x64 build.
5. Move the application .exe files from the Release folder to an
appropriate location on your path.

Microsoft Windows, Visual Studio 2022 Version 17:

We include makefiles that should work as project files in Visual Studio
2022 Version 17 or later. There is a library makefile that builds the
IJG library as a static Win32/x64/ARM/ARM64 library, and application
makefiles that build the sample applications as Win32/x64/ARM/ARM64
console applications. (Even if you only want the library, we recommend
building the applications so that you can run the self-test.)

To use:
1. Ensure youve checked the item "Desktop development with C++" in the
Workloads tab of Visual Studio Installer.
Open the Developer
Command Prompt for VS 2022, change to the source
directory and execute the command line
nmake /f makefile.vs setup-v17
This will move jconfig.vc to jconfig.h and makefiles to project files.
(Note that the renaming is critical!)
Alternatively you can use
nmake /f makefile.vs setupcopy-v17
This will create renamed copies of the files, which allows to repeat
the setup later.
2. Open the solution file jpeg.sln, build the library project.
a) If you are using Visual Studio more recent than
2022 Version 17, you'll probably get a message
saying that the project files are being updated.
b) If necessary, open the project properties and
adapt the Windows Target Platform Version in
the Configuration Properties, General section;
we support the latest version at the time of release.
c) If you get a warning saying that a platform cannot be found,
you can either
* forgo the platform and ignore the warning, or
* remove the platform
in the Configuration Manager, or
* install the corresponding platform Buildtools in
Visual Studio Installer (Workloads tab Optional components
or Individual components tab).
d) If you want to build x64 code, change the platform setting from
Win32 to x64. You can build Win32 and x64 versions side by side.
e) If you want to build ARM/ARM64 code, change the platform setting
to ARM/ARM64. Ensure you've installed the ARM/ARM64-Buildtools
in Visual Studio Installer (Workloads tab Optional components

or Individual components tab).
You can build Win32/x64/ARM/ARM64 versions side by side.
3. Open the solution file apps.sln, build the application projects.
4. To perform the self-test, execute the command line
nmake /f makefile.vs test-32
for the Win32 build, or on a 64-bit system
nmake /f makefile.vs test-64
for the x64 build.
5. Move the application .exe files from the Release folder to an
appropriate location on your path.

OS/2, Borland
C++:

Watch out for optimization bugs in older Borland compilers; you may need
to back off the optimization switch settings. See the comments in
makefile.bcc.

SGI:

On some SGI systems, you may need to set "AR2= ar -ts" in the Makefile.
If you are using configure, you can do this by saying
./configure RANLIB='ar -ts'
This change is not needed on all SGIs. Use it only if the make fails at the
stage of linking the completed programs.

On the MIPS R4000 architecture (Indy, etc.), the compiler option "-mips2"
reportedly speeds up the float DCT method substantially, enough to make it
faster than the default int method (but still slower than the fast int
method). If you use -mips2, you may want to alter the default DCT method to
be float. To do this, put "#define JDCT_DEFAULT JDCT_FLOAT" in jconfig.h.

VMS:

On an Alpha/VMS system with MMS, be sure to use the "/Marco=Alpha=1"
qualifier with MMS when building the JPEG package.

VAX/VMS v5.5-1 may have
problems with the test step of the build procedure
reporting differences when it compares the original and test images. If the
error points to the last block of the files, it is most likely bogus and may
be safely ignored. It seems to be because the files are Stream_LF and
Backup/Compare has difficulty with the (presumably) null padded files.
This problem was not observed on VAX/VMS v6.1 or AXP/VMS v6.1.

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/install.txt
No license file was found, but licenses were detected in source scan.

/*
* wrgif.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2015-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write output images in GIF format.
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.
*/
/*
* This code is loosely based on ppmtogif from the PBMPLUS distribution
* of Feb. 1991. That file contains the following copyright notice:
*   Based on GIFENCODE by David Rowley <mgardi@watdscu.waterloo.edu>.
*   Lempel-Ziv compression based on "compress" by Spencer W. Thomas et al.
*   Copyright (C) 1989 by Jef Poskanzer.
*   Permission to use, copy, modify, and distribute this software and its
*   documentation for any purpose
 and without fee is hereby granted, provided
*   that the above copyright notice appear in all copies and that both that
*   copyright notice and this permission notice appear in supporting
*   documentation. This software is provided "as is" without express or
*   implied warranty.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/wrgif.c
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

Copyright (C) 1991-2013, Thomas G. Lane, Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

This file provides an overview of the architecture of the IJG JPEG software;
that is, the functions of the various modules in the system and the interfaces
between modules. For more precise details about any data structure or calling
convention, see the include files and comments in the source code.

We assume that the reader is already somewhat familiar with the JPEG standard.
The README file includes references for learning about JPEG. The file
libjpeg.txt describes the library from the viewpoint of an application
programmer using the library; it's best to read that file before this one.
Also, the file coderules.txt describes the coding style conventions we use.

In
this document, JPEG-specific terminology follows the JPEG standard:
A "component" means a color channel, e.g., Red or Luminance.
A "sample" is a single component value (i.e., one number in the image data).
A "coefficient" is a frequency coefficient (a DCT transform output number).
A "block" is an array of samples or coefficients.
An "MCU" (minimum coded unit) is an interleaved set of blocks of size
determined by the sampling factors, or a single block in a
noninterleaved scan.
We do not use the terms "pixel" and "sample" interchangeably. When we say
pixel, we mean an element of the full-size image, while a sample is an element
of the downsampled image. Thus the number of samples may vary across
components while the number of pixels does not. (This terminology is not used
rigorously throughout the code, but it is used in places where confusion would
otherwise result.)

*** System features ***

The IJG distribution contains two parts:
* A subroutine
library for JPEG compression and decompression.
* cjpeg/djpeg, two sample applications that use the library to transform
JFIF JPEG files to and from several other image formats.
cjpeg/djpeg are of no great intellectual complexity: they merely add a simple
command-line user interface and I/O routines for several uncompressed image
formats. This document concentrates on the library itself.

We desire the library to be capable of supporting all JPEG baseline, extended
sequential, and progressive DCT processes. The library does not support the
hierarchical or lossless processes defined in the standard.

Within these limits, any set of compression parameters allowed by the JPEG
spec should be readable for decompression. (We can be more restrictive about
what formats we can generate.) Although the system design allows for all
parameter values, some uncommon settings are not yet implemented and may
never be; nonintegral sampling ratios are the prime example. Furthermore,
we
treat 8-bit vs. 12-bit data precision as a compile-time switch, not a
run-time option, because most machines can store 8-bit pixels much more
compactly than 12-bit.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, libtiff uses this library to implement JPEG compression within the TIFF file format.)

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. This code can be omitted if not needed.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and
even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

*** Portability issues ***

Portability is an essential requirement for the library. The key portability issues that show up at the level of system architecture are:

1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary
files.

2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines, and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.

3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed datastream must ultimately appear on external storage as a sequence of 8-bit bytes if it is to conform to the standard. This may pose a

problem on machines where char is wider than 8 bits. The library represents compressed data as an array of values of typedef JOCTET. If no data type exactly 8 bits wide is available, custom data
source and data destination
modules must be written to unpack and pack the chosen JOCTET datatype into 8-bit external representation.

*** System overview ***

The compressor and decompressor are each divided into two main sections: the JPEG compressor or decompressor proper, and the preprocessing or postprocessing functions. The interface between these two sections is the image data that the official JPEG spec regards as its input or output: this data is in the colorspace to be used for compression, and it is downsampled to the sampling factors to be used. The preprocessing and postprocessing steps are responsible for converting a normal image representation to or from this form. (Those few applications that want to deal with YCbCr downsampled data can skip the preprocessing or postprocessing step.)

Looking more closely, the compressor library contains the following main elements:

Preprocessing:
* Color space conversion (e.g., RGB to YCbCr).
*
Edge expansion and downsampling. Optionally, this step can do simple smoothing --- this is often helpful for low-quality source data.
JPEG proper:
* MCU assembly, DCT, quantization.
* Entropy coding (sequential or progressive, Huffman or arithmetic).

In addition to these modules we need overall control, marker generation, and support code (memory management & error handling). There is also a module responsible for physically writing the output data --- typically this is just an interface to fwrite(), but some applications may need to do something else with the data.

The decompressor library contains the following main elements:

JPEG proper:
* Entropy decoding (sequential or progressive, Huffman or arithmetic).
* Dequantization, inverse DCT, MCU disassembly.
Postprocessing:
* Upsampling. Optionally, this step may be able to do more general rescaling of the image.
* Color space conversion (e.g., YCbCr to RGB). This step

may also
    provide gamma adjustment [currently it does not].
  * Optional color quantization (e.g., reduction to 256 colors).
  * Optional color precision reduction (e.g., 24-bit to 15-bit color).
    [This feature is not currently implemented.]

We also need overall control, marker parsing, and a data source module.
The support code (memory management & error handling) can be shared with
the compression half of the library.

There may be several implementations of each of these elements, particularly
in the decompressor, where a wide range of speed/quality tradeoffs is very
useful. It must be understood that some of the best speedups involve
merging adjacent steps in the pipeline. For example, upsampling, color space
conversion, and color quantization might all be done at once when using a
low-quality ordered-dither technique. The system architecture is designed to
allow such merging where appropriate.

Note: it is convenient to regard edge expansion
 (padding to block boundaries)
as a preprocessing/postprocessing function, even though the JPEG spec includes
it in compression/decompression. We do this because downsampling/upsampling
can be simplified a little if they work on padded data: it's not necessary to
have special cases at the right and bottom edges. Therefore the interface
buffer is always an integral number of blocks wide and high, and we expect
compression preprocessing to pad the source data properly. Padding will occur
only to the next block (block_size-sample) boundary. In an interleaved-scan
situation, additional dummy blocks may be used to fill out MCUs, but the MCU
assembly and disassembly logic will create or discard these blocks internally.
(This is advantageous for speed reasons, since we avoid DCTing the dummy
blocks. It also permits a small reduction in file size, because the
compressor can choose dummy block contents so as to minimize their size
in compressed form. Finally, it makes the interface
 buffer specification
independent of whether the file is actually interleaved or not.)
Applications that wish to deal directly with the downsampled data must
provide similar buffering and padding for odd-sized images.

*** Poor man's object-oriented programming ***

It should be clear by now that we have a lot of quasi-independent processing
steps, many of which have several possible behaviors. To avoid cluttering the
code with lots of switch statements, we use a simple form of object-style
programming to separate out the different possibilities.

For example, two different color quantization algorithms could be implemented

as two separate modules that present the same external interface; at runtime, the calling code will access the proper module indirectly through an "object".

We can get the limited features we need while staying within portable C. The basic tool is a function pointer. An "object" is just a struct containing one or more function pointer fields, each of which corresponds to a method name in real object-oriented languages. During initialization we fill in the function pointers with references to whichever module we have determined we need to use in this run. Then invocation of the module is done by indirecting through a function pointer; on most machines this is no more expensive than a switch statement, which would be the only other way of making the required run-time choice. The really significant benefit, of course, is keeping the source code clean and well structured.

We can also arrange to have private storage that varies between different implementations of the same kind of object. We do this by making all the module-specific object structs be separately allocated entities, which will be accessed via pointers in the master compression or decompression struct. The "public" fields or methods for a given kind of object are specified by a commonly known struct. But a module's initialization code can allocate a larger struct that contains the common struct as its first member, plus additional private fields. With appropriate pointer casting, the module's internal functions can access these private fields. (For a simple example, see jdatadst.c, which implements the external interface specified by struct jpeg_destination_mgr, but adds extra fields.)

(Of course this would all be a lot easier if we were using C++, but we are not yet prepared to assume that everyone has a C++ compiler.)

An important benefit of this scheme is that it is easy to provide multiple versions of any method, each tuned to a particular case. While a lot of precalculation might be done to select an optimal implementation of a method, the cost per invocation is constant. For example, the upsampling step might have a "generic" method, plus one or more "hardwired" methods for the most popular sampling factors; the hardwired methods would be faster because they'd use straight-line code instead of for-loops. The cost to determine which method to use is paid only once, at startup, and the selection criteria are hidden from the callers of the method.

This plan differs a little bit from usual object-oriented structures, in that only one instance of each object class will exist during execution. The reason for having the class structure is that on different runs we may create different instances (choose to execute different modules). You can think of the term "method" as denoting the common interface presented by a particular set of interchangeable functions, and "object" as denoting a group of related

methods, or the total shared interface behavior of a group of modules.

*** Overall control structure ***

We previously mentioned the need for overall control logic in the compression and decompression libraries. In IJG implementations prior to v5, overall control was mostly provided by "pipeline control" modules, which proved to be large, unwieldy, and hard
to understand. To improve the situation, the
control logic has been subdivided into multiple modules. The control modules consist of:

1. Master control for module selection and initialization. This has two responsibilities:

1A. Startup initialization at the beginning of image processing.
The individual processing modules to be used in this run are selected
and given initialization calls.

1B. Per-pass control. This determines how many passes will be performed
and calls each active processing module to configure itself
appropriately at the beginning of each pass. End-of-pass processing,
where necessary, is also invoked from the master control module.

Method selection is partially distributed, in that a particular processing
module may contain several possible implementations of a particular method,
which it will select among when given its initialization call. The master
control code need only be concerned
with decisions that affect more than
one module.

2. Data buffering control. A separate control module exists for each
inter-processing-step data buffer. This module is responsible for
invoking the processing steps that write or read that data buffer.

Each buffer controller sees the world as follows:

```
input data => processing step A => buffer => processing step B => output data
                |           |           |
          ------------------ controller ------------------
```

The controller knows the dataflow requirements of steps A and B: how much data they want to accept in one chunk and how much they output in one chunk. Its function is to manage its buffer and call A and B at the proper times.

A data buffer control module may itself be viewed as a processing step by a higher-level control module; thus the control modules form a binary tree with

elementary processing steps at the leaves of the tree.

The control modules are objects.
A considerable amount of flexibility can
be had by replacing implementations of a control module. For example:
* Merging of adjacent steps in the pipeline is done by replacing a control
module and its pair of processing-step modules with a single processing-
step module. (Hence the possible merges are determined by the tree of
control modules.)
* In some processing modes, a given interstep buffer need only be a "strip"
buffer large enough to accommodate the desired data chunk sizes. In other
modes, a full-image buffer is needed and several passes are required.
The control module determines which kind of buffer is used and manipulates
virtual array buffers as needed. One or both processing steps may be
unaware of the multi-pass behavior.

In theory, we might be able to make all of the data buffer controllers
interchangeable and provide just one set of implementations for all. In
practice, each one contains considerable special-case processing
for its
particular job. The buffer controller concept should be regarded as an
overall system structuring principle, not as a complete description of the
task performed by any one controller.

*** Compression object structure ***

Here is a sketch of the logical structure of the JPEG compression library:

```
                                |-- Colorspace conversion
            |-- Preprocessing controller --|
            |                   |-- Downsampling
Main controller --|
            |                   |-- Forward DCT, quantize
            |-- Coefficient controller --|
                                |-- Entropy encoding
```

This sketch also describes the flow of control (subroutine calls) during
typical image data processing. Each of the components shown in the diagram is
an "object" which may have several different implementations available. One
or more source code files contain the
actual implementation(s) of each object.

The objects shown above are:

* Main controller: buffer controller for the subsampled-data buffer, which
holds the preprocessed input data. This controller invokes preprocessing to
fill the subsampled-data buffer, and JPEG compression to empty it. There is

usually no need for a full-image buffer here; a strip buffer is adequate.

* Preprocessing controller: buffer controller for the downsampling input data
buffer, which lies between colorspace conversion and downsampling. Note
that a unified conversion/downsampling module would probably replace this
controller entirely.

* Colorspace conversion: converts application image data into the desired
JPEG color space; also changes the data from pixel-interleaved layout to
separate component planes. Processes one pixel row at a time.

* Downsampling: performs reduction of chroma components as required.
Optionally may perform pixel-level smoothing as well. Processes
a "row
group" at a time, where a row group is defined as Vmax pixel rows of each
component before downsampling, and Vk sample rows afterwards (remember Vk
differs across components). Some downsampling or smoothing algorithms may
require context rows above and below the current row group; the
preprocessing controller is responsible for supplying these rows via proper
buffering. The downsampler is responsible for edge expansion at the right
edge (i.e., extending each sample row to a multiple of block_size samples);
but the preprocessing controller is responsible for vertical edge expansion
(i.e., duplicating the bottom sample row as needed to make a multiple of
block_size rows).

* Coefficient controller: buffer controller for the DCT-coefficient data.
This controller handles MCU assembly, including insertion of dummy DCT
blocks when needed at the right or bottom edge. When performing
Huffman-code optimization or emitting a multiscan JPEG
file, this
controller is responsible for buffering the full image. The equivalent of
one fully interleaved MCU row of subsampled data is processed per call,
even when the JPEG file is noninterleaved.

* Forward DCT and quantization: Perform DCT, quantize, and emit coefficients.
Works on one or more DCT blocks at a time. (Note: the coefficients are now
emitted in normal array order, which the entropy encoder is expected to
convert to zigzag order as necessary. Prior versions of the IJG code did
the conversion to zigzag order within the quantization step.)

* Entropy encoding: Perform Huffman or arithmetic entropy coding and emit the
coded data to the data destination module. Works on one MCU per call.
For progressive JPEG, the same DCT blocks are fed to the entropy coder
during each pass, and the coder must emit the appropriate subset of
coefficients.

In addition to the above objects, the compression library includes these
objects:

* Master
 control: determines the number of passes required, controls overall
 and per-pass initialization of the other modules.

* Marker writing: generates JPEG markers (except for RSTn, which is emitted
 by the entropy encoder when needed).

* Data destination manager: writes the output JPEG datastream to its final
 destination (e.g., a file). The destination manager supplied with the
 library knows how to write to a stdio stream or to a memory buffer;
 for other behaviors, the surrounding application may provide its own
 destination manager.

* Memory manager: allocates and releases memory, controls virtual arrays
 (with backing store management, where required).

* Error handler: performs formatting and output of error and trace messages;
 determines handling of nonfatal errors. The surrounding application may
 override some or all of this object's methods to change error handling.

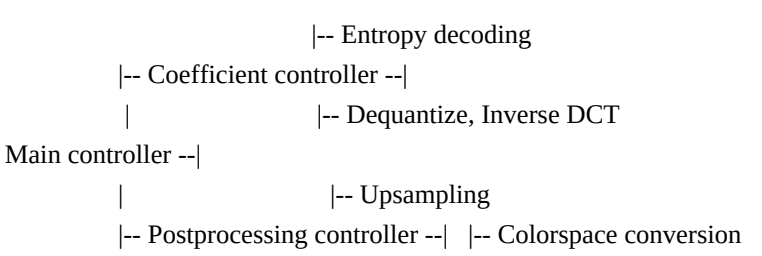
* Progress monitor: supports output of "percent-done" progress reports.
 This
 object represents an optional callback to the surrounding application:
 if wanted, it must be supplied by the application.

The error handler, destination manager, and progress monitor objects are
defined as separate objects in order to simplify application-specific
customization of the JPEG library. A surrounding application may override
individual methods or supply its own all-new implementation of one of these
objects. The object interfaces for these objects are therefore treated as
part of the application interface of the library, whereas the other objects
are internal to the library.

The error handler and memory manager are shared by JPEG compression and
decompression; the progress monitor, if used, may be shared as well.

*** Decompression object structure ***

Here is a sketch of the logical structure of the JPEG decompression library:



|-- Color quantization
|-- Color precision reduction

As before, this diagram also represents typical control flow. The objects shown are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the output of JPEG decompression proper. This controller's primary task is to feed the postprocessing procedure. Some upsampling algorithms may require context rows above and below the current row group; when this is true, the main controller is responsible for managing its buffer so as to make context rows available. In the current design, the main buffer is always a strip buffer; a full-image buffer is never required.

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU disassembly, including deletion of any dummy DCT blocks at the right or bottom edge. When reading a multiscan JPEG file, this controller is responsible for buffering the full image. (Buffering DCT coefficients, rather than samples, is necessary to support progressive JPEG.) The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the source JPEG file is noninterleaved.

* Entropy decoding: Read coded data from the data source module and perform Huffman or arithmetic entropy decoding. Works on one MCU per call. For progressive JPEG decoding, the coefficient controller supplies the prior coefficients of each MCU (initially all zeroes), which the entropy decoder modifies in each scan.

* Dequantization and inverse DCT: like it says. Note that the coefficients buffered by the coefficient controller have NOT been dequantized; we merge dequantization and inverse DCT into a single step for speed reasons. When scaled-down output is asked for, simplified DCT algorithms may be used that need fewer coefficients and emit fewer samples per DCT block, not the full 8x8. Works on one DCT block at a time.

* Postprocessing controller: buffer controller for the color quantization input buffer, when quantization is in use. (Without quantization, this controller just calls the upsampler.) For two-pass quantization, this controller is responsible for buffering the full-image data.

* Upsampling: restores chroma components to full size. (May support more general output rescaling, too. Note that if undersized DCT outputs have been emitted by the DCT module, this module must adjust so that properly sized outputs are created.) Works on one row group at a time. This module also calls the color conversion module, so its top level is effectively

a
buffer controller for the upsampling->color conversion buffer. However, in
all but the highest-quality operating modes, upsampling and color
conversion are likely to be merged into a single step.

* Colorspace conversion: convert from JPEG color space to output color space,
and change data layout from separate component planes to pixel-interleaved.
Works on one pixel row at a time.

* Color quantization: reduce the data to colormapped form, using either an
externally specified colormap or an internally generated one. This module
is not used for full-color output. Works on one pixel row at a time; may
require two passes to generate a color map. Note that the output will
always be a single component representing colormap indexes. In the current
design, the output values are JSAMPLEs, so an 8-bit compilation cannot
quantize to more than 256 colors. This is unlikely to be a problem in
practice.

* Color reduction: this module handles color
precision reduction, e.g.,
generating 15-bit color (5 bits/primary) from JPEG's 24-bit output.
Not quite clear yet how this should be handled... should we merge it with
colorspace conversion???

Note that some high-speed operating modes might condense the entire
postprocessing sequence to a single module (upsample, color convert, and
quantize in one step).

In addition to the above objects, the decompression library includes these
objects:

* Master control: determines the number of passes required, controls overall
and per-pass initialization of the other modules. This is subdivided into
input and output control: jdinput.c controls only input-side processing,
while jdmaster.c handles overall initialization and output-side control.

* Marker reading: decodes JPEG markers (except for RSTn).

* Data source manager: supplies the input JPEG datastream. The source
manager supplied with the library knows how to read from a stdio stream
or from a memory
buffer; for other behaviors, the surrounding application
may provide its own source manager.

* Memory manager: same as for compression library.

* Error handler: same as for compression library.

* Progress monitor: same as for compression library.

As with compression, the data source manager, error handler, and progress monitor are candidates for replacement by a surrounding application.

*** Decompression input and output separation ***

To support efficient incremental display of progressive JPEG files, the decompressor is divided into two sections that can run independently:

1. Data input includes marker parsing, entropy decoding, and input into the coefficient controller's DCT coefficient buffer. Note that this processing is relatively cheap and fast.

2. Data output reads from the DCT coefficient buffer and performs the IDCT and all postprocessing steps.

For a progressive JPEG file, the data input processing is allowed to get arbitrarily far ahead of the data output processing. (This occurs only if the application calls jpeg_consume_input(); otherwise input and output run in lockstep, since the input section is called only when the output section needs more data.) In this way the application can avoid making extra display passes when data is arriving faster than the display pass can run. Furthermore, it is possible to abort an output pass without losing anything, since the coefficient buffer is read-only as far as the output section is concerned. See libjpeg.txt for more detail.

A full-image coefficient array is only created if the JPEG file has multiple scans (or if the application specifies buffered-image mode anyway). When reading a single-scan file, the coefficient controller normally creates only a one-MCU buffer, so input and output processing must run in lockstep in this case. jpeg_consume_input() is effectively a no-op in this situation.

The main impact of dividing the decompressor in this fashion is that we must be very careful with shared variables in the cinfo data structure. Each variable that can change during the course of decompression must be classified as belonging to data input or data output, and each section must look only at its own variables. For example, the data output section may not depend on any of the variables that describe the current scan in the JPEG file, because these may change as the data input section advances into a new scan.

The progress monitor is (somewhat arbitrarily) defined to treat input of the file as one pass when buffered-image mode is not used, and to ignore data input work completely when buffered-image mode is used. Note that the

library has no reliable way to predict the number of passes when dealing
with a progressive JPEG file, nor can it predict the number of output passes
in buffered-image mode. So the work estimate is inherently bogus anyway.

No comparable division is currently made in the compression
 library, because
there isn't any real need for it.

*** Data formats ***

Arrays of pixel sample values use the following data structure:

```
  typedef something JSAMPLE;  a pixel component value, 0..MAXJSAMPLE
  typedef JSAMPLE *JSAMPROW;  ptr to a row of samples
  typedef JSAMPROW *JSAMPARRAY; ptr to a list of rows
  typedef JSAMPARRAY *JSAMPIMAGE; ptr to a list of color-component arrays
```

The basic element type JSAMPLE will typically be one of unsigned char,
(signed) char, or short. Short will be used if samples wider than 8 bits are
to be supported (this is a compile-time option). Otherwise, unsigned char is
used if possible. If the compiler only supports signed chars, then it is
necessary to mask off the value when reading. Thus, all reads of JSAMPLE
values must be coded as "GETJSAMPLE(value)", where the macro will be defined
as "((value) & 0xFF)" on signed-char machines and "((int) (value))" elsewhere.

With these conventions, JSAMPLE values
 can be assumed to be >= 0. This helps
simplify correct rounding during downsampling, etc. The JPEG standard's
specification that sample values run from -128..127 is accommodated by
subtracting 128 from the sample value in the DCT step. Similarly, during
decompression the output of the IDCT step will be immediately shifted back to
0..255. (NB: different values are required when 12-bit samples are in use.
The code is written in terms of MAXJSAMPLE and CENTERJSAMPLE, which will be
defined as 255 and 128 respectively in an 8-bit implementation, and as 4095
and 2048 in a 12-bit implementation.)

We use a pointer per row, rather than a two-dimensional JSAMPLE array. This
choice costs only a small amount of memory and has several benefits:
* Code using the data structure doesn't need to know the allocated width of
 the rows. This simplifies edge expansion/compression, since we can work
 in an array that's wider than the logical picture width.
* Indexing doesn't require
 multiplication; this is a performance win on many
 machines.
* Arrays with more than 64K total elements can be supported even on machines
 where malloc() cannot allocate chunks larger than 64K.
* The rows forming a component array may be allocated at different times

without extra copying. This trick allows some speedups in smoothing steps
that need access to the previous and next rows.

Note that each color component is stored in a separate array; we don't use the
traditional layout in which the components of a pixel are stored together.
This simplifies coding of modules that work on each component independently,
because they don't need to know how many components there are. Furthermore,
we can read or write each component to a temporary file independently, which
is helpful when dealing with noninterleaved JPEG files.

In general, a specific sample value is accessed by code such as
 GETJSAMPLE(image[colorcomponent][row][col])
where col is measured from the image
 left edge, but row is measured from the
first sample row currently in memory. Either of the first two indexings can
be precomputed by copying the relevant pointer.

Since most image-processing applications prefer to work on images in which
the components of a pixel are stored together, the data passed to or from the
surrounding application uses the traditional convention: a single pixel is
represented by N consecutive JSAMPLE values, and an image row is an array of
(# of color components)*(image width) JSAMPLEs. One or more rows of data can
be represented by a pointer of type JSAMPARRAY in this scheme. This scheme is
converted to component-wise storage inside the JPEG library. (Applications
that want to skip JPEG preprocessing or postprocessing will have to contend
with component-wise storage.)

Arrays of DCT-coefficient values use the following data structure:

```
  typedef short JCOEF;  a 16-bit signed integer
  typedef JCOEF JBLOCK[DCTSIZE2]; an 8x8 block
of coefficients
  typedef JBLOCK *JBLOCKROW;  ptr to one horizontal row of 8x8 blocks
  typedef JBLOCKROW *JBLOCKARRAY; ptr to a list of such rows
  typedef JBLOCKARRAY *JBLOCKIMAGE; ptr to a list of color component arrays
```

The underlying type is at least a 16-bit signed integer; while "short" is big
enough on all machines of interest, on some machines it is preferable to use
"int" for speed reasons, despite the storage cost. Coefficients are grouped
into 8x8 blocks (but we always use #defines DCTSIZE and DCTSIZE2 rather than
"8" and "64").

The contents of a coefficient block may be in either "natural" or zigzagged
order, and may be true values or divided by the quantization coefficients,
depending on where the block is in the processing pipeline. In the current
library, coefficient blocks are kept in natural order everywhere; the entropy

codecs zigzag or dezigzag the data as it is written or read. The blocks
contain quantized coefficients everywhere outside
 the DCT/IDCT subsystems.
(This latter decision may need to be revisited to support variable
quantization a la JPEG Part 3.)

Notice that the allocation unit is now a row of 8x8 coefficient blocks,
corresponding to block_size rows of samples. Otherwise the structure
is much the same as for samples, and for the same reasons.

On machines where malloc() can't handle a request bigger than 64Kb, this data
structure limits us to rows of less than 512 JBLOCKs, or a picture width of
4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW)
must be declared as "far" pointers, but the upper levels can be "near"
(implying that the pointer lists are allocated in the DS segment).
We use a #define symbol FAR, which expands to the "far" keyword when
compiling on 80x86 machines and to nothing elsewhere.

*** Suspendable processing ***

In some applications it is desirable to use the JPEG library as an
incremental,
 memory-to-memory filter. In this situation the data source or
destination may be a limited-size buffer, and we can't rely on being able to
empty or refill the buffer at arbitrary times. Instead the application would
like to have control return from the library at buffer overflow/underrun, and
then resume compression or decompression at a later time.

This scenario is supported for simple cases. (For anything more complex, we
recommend that the application "bite the bullet" and develop real multitasking
capability.) The libjpeg.txt file goes into more detail about the usage and
limitations of this capability; here we address the implications for library
structure.

The essence of the problem is that the entropy codec (coder or decoder) must
be prepared to stop at arbitrary times. In turn, the controllers that call
the entropy codec must be able to stop before having produced or consumed all
the data that they normally would handle in one call. That part is
 reasonably
straightforward: we make the controller call interfaces include "progress
counters" which indicate the number of data chunks successfully processed, and
we require callers to test the counter rather than just assume all of the data
was processed.

Rather than trying to restart at an arbitrary point, the current Huffman codecs are designed to restart at the beginning of the current MCU after a suspension due to buffer overflow/underrun. At the start of each call, the codec's internal state is loaded from permanent storage (in the JPEG object structures) into local variables. On successful completion of the MCU, the permanent state is updated. (This copying is not very expensive, and may even lead to *improved* performance if the local variables can be registerized.) If a suspension occurs, the codec simply returns without updating the state, thus effectively reverting to the start of the MCU. Note that this implies leaving some data unprocessed in the source/destination buffer (ie, the compressed partial MCU). The data source/destination module interfaces are specified so as to make this possible. This also implies that the data buffer must be large enough to hold a worst-case compressed MCU; a couple thousand bytes should be enough.

In a successive-approximation AC refinement scan, the progressive Huffman decoder has to be able to undo assignments of newly nonzero coefficients if it suspends before the MCU is complete, since decoding requires distinguishing previously-zero and previously-nonzero coefficients. This is a bit tedious but probably won't have much effect on performance. Other variants of Huffman decoding need not worry about this, since they will just store the same values again if forced to repeat the MCU.

This approach would probably not work for an arithmetic codec, since its modifiable state is quite large and couldn't be copied cheaply. Instead it would have to suspend and resume exactly at the point of the buffer end.

The JPEG marker reader is designed to cope with suspension at an arbitrary point. It does so by backing up to the start of the marker parameter segment, so the data buffer must be big enough to hold the largest marker of interest. Again, a couple KB should be adequate. (A special "skip" convention is used to bypass COM and APPn markers, so these can be larger than the buffer size without causing problems; otherwise a 64K buffer would be needed in the worst case.)

The JPEG marker writer currently does *not* cope with suspension. We feel that this is not necessary; it is much easier simply to require the application to ensure there is enough buffer space before starting. (An empty 2K buffer is more than sufficient for the header markers; and ensuring there are a dozen or two bytes available before calling jpeg_finish_compress() will suffice for the trailer.) This would not work for writing multi-scan JPEG files, but we simply do not intend to support that capability with suspension.

*** Memory manager services ***

The JPEG library's memory manager controls allocation and deallocation of
memory, and it manages large "virtual" data arrays on machines where the
operating system does not provide virtual memory. Note that the same
memory manager serves both compression and decompression operations.

In all cases, allocated objects are tied to a particular compression or
decompression master record, and they will be released when that master
record is destroyed.

The memory manager does not provide explicit deallocation of objects.
Instead, objects are created in "pools" of free storage, and a whole pool
can be freed at once. This approach helps prevent storage-leak bugs, and
it speeds up operations whenever malloc/free are slow (as they often are).
The pools can be regarded as lifetime identifiers for objects. Two
pools/lifetimes are defined:
 * JPOOL_PERMANENT lasts until master record is destroyed
 * JPOOL_IMAGE lasts until done with image (JPEG datastream)
Permanent lifetime is used for parameters and tables that should be carried
across from one datastream to another; this includes all application-visible
parameters. Image lifetime is used for everything else. (A third lifetime,
JPOOL_PASS = one processing pass, was originally planned. However it was
dropped as not being worthwhile. The actual usage patterns are such that the
peak memory usage would be about the same anyway; and having per-pass storage
substantially complicates the virtual memory allocation rules --- see below.)

The memory manager deals with three kinds of object:
1. "Small" objects. Typically these require no more than 10K-20K total.
2. "Large" objects. These may require tens to hundreds of K depending on
  image size. Semantically they behave the same as small objects, but we
  distinguish them for two reasons:
    * On MS-DOS machines, large objects are referenced by FAR pointers,
      small objects by NEAR pointers.
    * Pool allocation heuristics may differ for large and small objects.
  Note that individual "large" objects cannot exceed the size allowed by
  type size_t, which may be 64K or less on some machines.
3. "Virtual" objects. These are large 2-D arrays of JSAMPLEs or JBLOCKs
  (typically large enough for the entire image being processed). The
  memory manager provides stripwise access to these arrays. On machines
  without virtual memory, the rest of the array may be swapped out to a
  temporary file.

(Note: JSAMPARRAY and JBLOCKARRAY data structures are a combination of large
objects for the data proper and small objects for the row pointers. For
convenience and speed, the memory manager provides single routines to create
these structures. Similarly, virtual arrays include a small control block
and a JSAMPARRAY or JBLOCKARRAY working buffer, all created with one call.)

In the present implementation, virtual arrays
are only permitted to have image
lifespan. (Permanent lifespan would not be reasonable, and pass lifespan is
not very useful since a virtual array's raison d'etre is to store data for
multiple passes through the image.) We also expect that only "small" objects
will be given permanent lifespan, though this restriction is not required by
the memory manager.

In a non-virtual-memory machine, some performance benefit can be gained by
making the in-memory buffers for virtual arrays be as large as possible.
(For small images, the buffers might fit entirely in memory, so blind
swapping would be very wasteful.) The memory manager will adjust the height
of the buffers to fit within a prespecified maximum memory usage. In order
to do this in a reasonably optimal fashion, the manager needs to allocate all
of the virtual arrays at once. Therefore, there isn't a one-step allocation
routine for virtual arrays; instead, there is a "request" routine that simply
allocates the control
block, and a "realize" routine (called just once) that
determines space allocation and creates all of the actual buffers. The
realize routine must allow for space occupied by non-virtual large objects.
(We don't bother to factor in the space needed for small objects, on the
grounds that it isn't worth the trouble.)

To support all this, we establish the following protocol for doing business
with the memory manager:

1. Modules must request virtual arrays (which may have only image lifespan)
   during the initial setup phase, i.e., in their jinit_xxx routines.
2. All "large" objects (including JSAMPARRAYs and JBLOCKARRAYs) must also be
   allocated during initial setup.
3. realize_virt_arrays will be called at the completion of initial setup.
   The above conventions ensure that sufficient information is available
   for it to choose a good size for virtual array buffers.

Small objects of any lifespan may be allocated at any time. We expect that
the total
space used for small objects will be small enough to be negligible
in the realize_virt_arrays computation.

In a virtual-memory machine, we simply pretend that the available space is
infinite, thus causing realize_virt_arrays to decide that it can allocate all
the virtual arrays as full-size in-memory buffers. The overhead of the
virtual-array access protocol is very small when no swapping occurs.

A virtual array can be specified to be "pre-zeroed"; when this flag is set,
never-yet-written sections of the array are set to zero before being made
available to the caller. If this flag is not set, never-written sections
of the array contain garbage. (This feature exists primarily because the
equivalent logic would otherwise be needed in jdcoefct.c for progressive

JPEG mode; we may as well make it available for possible other uses.)

The first write pass on a virtual array is required to occur in top-to-bottom order; read passes, as well as any write passes after the first one, may access the array in any order. This restriction exists partly to simplify the virtual array control logic, and partly because some file systems may not support seeking beyond the current end-of-file in a temporary file. The main implication of this restriction is that rearrangement of rows (such as converting top-to-bottom data order to bottom-to-top) must be handled while reading data out of the virtual array, not while putting it in.

*** Memory manager internal structure ***

To isolate system dependencies as much as possible, we have broken the memory manager into two parts. There is a reasonably system-independent "front end" (jmemmgr.c) and a "back end" that contains only the code likely to change across systems. All of the memory management methods outlined above are implemented by the front end. The back end provides the following routines for use by the front end (none of these routines are known to the rest of the JPEG code):

jpeg_mem_init,
jpeg_mem_term system-dependent initialization/shutdown

jpeg_get_small, jpeg_free_small interface to malloc and free library routines
(or their equivalents)

jpeg_get_large, jpeg_free_large interface to FAR malloc/free in MSDOS machines;
else usually the same as
jpeg_get_small/jpeg_free_small

jpeg_mem_available estimate available memory

jpeg_open_backing_store create a backing-store object

read_backing_store, manipulate a backing-store object
write_backing_store,
close_backing_store

On some systems there will be more than one type of backing-store object (specifically, in MS-DOS a backing store file might be an area of extended memory as well as a disk file). jpeg_open_backing_store is responsible for choosing how to implement a given object. The read/write/close routines are method pointers in the structure that describes a given object; this lets them be different for different object types.

It may be necessary to ensure that backing
store objects are explicitly
released upon abnormal program termination. For example, MS-DOS won't free extended memory by itself. To support this, we will expect the main program or surrounding application to arrange to call self_destruct (typically via jpeg_destroy) upon abnormal termination. This may require a SIGINT signal handler or equivalent. We don't want to have the back end module install its own signal handler, because that would pre-empt the surrounding application's ability to control signal handling.

The IJG distribution includes several memory manager back end implementations. Usually the same back end should be suitable for all applications on a given system, but it is possible for an application to supply its own back end at need.

*** Implications of DNL marker ***

Some JPEG files may use a DNL marker to postpone definition of the image height (this would be useful for a fax-like scanner's output, for instance). In these files the SOF marker
claims the image height is 0, and you only
find out the true image height at the end of the first scan.

We could read these files as follows:
1. Upon seeing zero image height, replace it by 65535 (the maximum allowed).
2. When the DNL is found, update the image height in the global image
descriptor.
This implies that control modules must avoid making copies of the image height, and must re-test for termination after each MCU row. This would be easy enough to do.

In cases where image-size data structures are allocated, this approach will result in very inefficient use of virtual memory or much-larger-than-necessary temporary files. This seems acceptable for something that probably won't be a mainstream usage. People might have to forgo use of memory-hogging options (such as two-pass color quantization or noninterleaved JPEG files) if they want efficient conversion of such files. (One could improve efficiency by demanding a user-supplied upper bound for the height,
less than 65536; in most
cases it could be much less.)

The standard also permits the SOF marker to overestimate the image height, with a DNL to give the true, smaller height at the end of the first scan. This would solve the space problems if the overestimate wasn't too great. However, it implies that you don't even know whether DNL will be used.

This leads to a couple of very serious objections:

1. Testing for a DNL marker must occur in the inner loop of the decompressor's
  Huffman decoder; this implies a speed penalty whether the feature is used
  or not.
2. There is no way to hide the last-minute change in image height from an
  application using the decoder. Thus *every* application using the IJG
  library would suffer a complexity penalty whether it cared about DNL or
  not.
We currently do not support DNL because of these problems.

A different approach is to insist that DNL-using files be preprocessed by a
separate program that reads ahead to the
 DNL, then goes back and fixes the SOF
marker. This is a much simpler solution and is probably far more efficient.
Even if one wants piped input, buffering the first scan of the JPEG file needs
a lot smaller temp file than is implied by the maximum-height method. For
this approach we'd simply treat DNL as a no-op in the decompressor (at most,
check that it matches the SOF image height).

We will not worry about making the compressor capable of outputting DNL.
Something similar to the first scheme above could be applied if anyone ever
wants to make that work.

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/structure.txt
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/*
* jmemdos.c
*
* Copyright (C) 1992-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file provides an MS-DOS-compatible implementation of the system-
* dependent portion of the JPEG memory manager. Temporary data can be
* stored in extended or expanded memory as well as in regular DOS files.
*
* If you use this file, you must be sure that NEED_FAR_POINTERS is defined
* if you compile in a small-data memory model; it should NOT be defined if
* you use a large-data memory model. This file is not recommended if you
* are using a flat-memory-space 386 environment such as DJGCC or Watcom C.
* Also, this code will NOT work if struct fields are aligned on greater than
* 2-byte boundaries.
*
* Based on code contributed by Ge' Weijers.
*/

Found in path(s):

* /jpegsr9e-zip/jpeg-9e/jmemdos.c
No license file was found, but licenses were detected in source scan.

```
/*
* jcinit.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2003-2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains initialization logic for the JPEG compressor.
* This routine is in charge of selecting the modules to be executed and
* making an initialization call to each one.
*
* Logically, this code belongs in jcmaster.c.  It's split out because
* linking this routine implies linking the entire compression library.
* For a transcoding-only application, we want to be able to use jcmaster.c
* without linking in the whole library.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jcinit.c
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```
/*
* rdtarga.c
*
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* Modified 2017-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in Targa format.
*
* These routines may need modification for non-Unix environments or
* specialized applications.  As they stand, they assume input from
* an ordinary stdio stream.  They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed Targa format).
*
* Based on code contributed by Lee Daniel Crocker.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/rdtarga.c

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```
/*
* jaricom.c
*
* Developed 1997-2011 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains probability estimation tables for common use in
* arithmetic entropy encoding and decoding routines.
*
* This data represents Table D.3 in the JPEG spec (D.2 in the draft),
* ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81, and Table 24
* in the JBIG spec, ISO/IEC IS 11544 and CCITT Recommendation ITU-T T.82.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jaricom.c
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```
/*
* jmemsys.h
*
* Copyright (C) 1992-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This include file defines the interface between the system-independent
* and system-dependent portions of the JPEG memory manager.  No other
* modules need include it.  (The system-independent portion is jmemmgr.c;
* there are several different versions of the system-dependent portion.)
*
* This file works as-is for the system-dependent memory managers supplied
* in the IJG distribution.  You may need to modify it if you write a
* custom memory manager.  If system-dependent changes are needed in
* this file, the best method is to #ifdef them based on a configuration
* symbol supplied in jconfig.h, as we have done with USE_MSDOS_MEMMGR
* and USE_MAC_MEMMGR.
*/
```

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jmemsys.h
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```
/*
* jcapistd.c
*
```

* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains application interface code for the compression half
* of the JPEG library. These are the "standard" API routines that are
* used in the normal full-compression case. They are not used by a
* transcoding-only application. Note that if an application links in
* jpeg_start_compress, it will end up linking in the entire compressor.
* We thus must separate this file from jcapimin.c to avoid linking the
* whole compression library into a transcoder.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jcapistd.c
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/*
* jcdctmgr.c
*
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* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the forward-DCT management logic.
* This code selects a particular DCT implementation to be used,
* and it performs related housekeeping chores including coefficient
* quantization.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jcdctmgr.c
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/*
* jdct.h
*
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*
* This include file contains common declarations for the forward and
* inverse DCT modules. These declarations are private to the DCT managers
* (jcdctmgr.c, jddctmgr.c) and the individual DCT algorithms.
* The individual DCT algorithms are kept in separate files to ease

* machine-dependent tuning (e.g., assembly coding).
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdct.h
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/*
* jdmarker.c
*
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*
* This file contains routines to decode JPEG datastream markers.
* Most of the complexity arises from our desire to support input
* suspension: if not all of the data for a marker is available,
* we must exit back to the application. On resumption, we reprocess
* the marker.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jdmarker.c
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/*
* jpegtran.c
*
* Copyright (C) 1995-2019, Thomas G. Lane, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a command-line user interface for JPEG transcoding.
* It is very similar to cjpeg.c, and partly to djpeg.c, but provides
* lossless transcoding between different JPEG file formats. It also
* provides some lossless and sort-of-lossless transformations of JPEG data.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jpegtran.c
No license file was found, but licenses were detected in source scan.

/*
* djpeg.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2009-2019 by Guido Vollbeding.

* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a command-line user interface for the JPEG decompressor.
* It should work on any system with Unix- or MS-DOS-style command lines.
*
* Two different command line styles are permitted, depending on the
* compile-time switch TWO_FILE_COMMANDLINE:
* djpeg [options] inputfile outputfile
* djpeg [options] [inputfile]
* In the second style, output is always to standard output, which you'd
* normally redirect to a file or pipe to some other program. Input is
* either from a named file or from standard input (typically redirected).
* The second style is convenient on Unix but is unhelpful on systems that
* don't support pipes. Also, you MUST use the
 first style if your system
* doesn't do binary I/O to stdin/stdout.
* To simplify script writing, the "-outfile" switch is provided. The syntax
* djpeg [options] -outfile outputfile inputfile
* works regardless of which command line style is used.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/djpeg.c
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/*
* transupp.c
*
* Copyright (C) 1997-2019, Thomas G. Lane, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains image transformation routines and other utility code
* used by the jpegtran sample application. These are NOT part of the core
* JPEG library. But we keep these routines separate from jpegtran.c to
* ease the task of maintaining jpegtran-like programs that have other user
* interfaces.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/transupp.c
No license file was found, but licenses were detected in source scan.

/*
* rdswitch.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.

* Modified 2003-2020 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
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*
* This file contains routines to process some of cjpeg's more complicated
* command-line switches. Switches processed here are:
* -qtables file Read quantization tables from text file
* -scans file Read scan script from text file
* -quality N[,N,...] Set quality ratings
* -qslots N[,N,...] Set component quantization table selectors
* -sample HxV[,HxV,...] Set component sampling factors
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/rdswitch.c
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/*
* rdjpgcom.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2009 by Bill Allombert, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
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*
* This file contains a very simple stand-alone application that displays
* the text in COM (comment) markers in a JFIF file.
* This may be useful as an example of the minimum logic needed to parse
* JPEG markers.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/rdjpgcom.c
No license file was found, but licenses were detected in source scan.

/*
* rdbmp.c
*
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* Modified 2009-2019 by Guido Vollbeding.
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*
* This file contains routines to read input images in Microsoft "BMP"
* format (MS Windows 3.x, OS/2 1.x, and OS/2 2.x flavors).
* Currently, only 8-, 24-, and 32-bit images are supported, not 1-bit or
* 4-bit (feeding such low-depth images into JPEG would be silly anyway).
* Also, we don't support RLE-compressed files.

*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is
 indeed BMP format).
*
* This code contributed by James Arthur Boucher.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/rdbmp.c
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/*
* jcmarker.c
*
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* Modified 2003-2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write JPEG datastream markers.
*/

Found in path(s):
* /jpegsr9e-zip/jpeg-9e/jcmarker.c

1.47 bash 5.1.8

1.47.1 Available under license :

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the work with the complete corresponding
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1.50 icu 71

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## Commands to generate dependency files
GEN_DEPS.c= $(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc= $(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =
```

```
## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE= -Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic

## Shared object suffix
SO = so
## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation
 rules
%.$(STATIC_O): $(srcdir)/%.c
 $(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
 $(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
 $(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
 $(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<


## Dependency rules
%.d: $(srcdir)/%.c
 @echo "generating dependency information for $<"
 @$(SHELL) -ec '$(GEN_DEPS.c) $< \
  | sed '\"s/\($*\)\.o[ :]*/\1.o $@ : /g'\" > $@; \
  [ -s $@ ] || rm -f $@'

%.d: $(srcdir)/%.cpp
 @echo "generating dependency information for $<"
 @$(SHELL) -ec '$(GEN_DEPS.cc) $< \
  | sed '\"s/\($*\)\.o[ :]*/\1.o $@ : /g'\" > $@; \
  [ -s $@ ] || rm -f $@'

## Versioned libraries rules

%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
 $(RM) $@ && ln -s ${<F} $@
%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
 $(RM) $@ && ln -s ${*F}.$(SO).$(SO_TARGET_VERSION) $@
```

Bind internal references

LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

Dependencies [i.e. map files] for the final library
BIR_DEPS=

Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

End BSD-specific setup
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Section: pkg.m4 - Macros to locate and utilise pkg-config.

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not effectively promote software
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<signature of Ty Coon>, 1 April 1990
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1.53 tdb 1.46.5

1.53.1 Available under license :

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:

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file system consistency checker (e2fsck.static). The EXT2 utilities
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On Debian GNU systems, the complete text of the GNU General
Public License can be found in `/usr/share/common-licenses/GPL-2'.
#
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)
```

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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
-
-   Copyright (C) Andrew Tridgell   2005
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Gadi Oxman, August 1995

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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:

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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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medium customarily used for software interchange.

If distribution of object code is made by offering access to copy
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However, linking a "work that uses the Library" with the Library
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library". The executable is therefore covered by this License.
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Whether this is true is especially significant if the work can be
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threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
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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
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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,
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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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

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

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

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

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

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

These requirements apply to the modified work as a whole. If
identifiable sections of that work are not derived from the Library,
and can be reasonably considered independent and separate works in
themselves, then this License, and its terms, do not apply to those
sections when you distribute them as separate works. But when you
distribute the same sections as part of a whole which is a work based
on the Library, the distribution of the whole must be on the terms of
this License, whose permissions for other licensees extend to the
entire whole, and thus to each and every part regardless of who wrote
it.

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

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

3. You may opt to apply the terms of the ordinary GNU General Public
License instead of this License to a given copy of the Library. To do
this, you must alter all the notices that refer to this License, so
that they refer to the ordinary GNU General Public License, version 2,

instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

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

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

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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

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

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

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

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

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

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

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

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

a) Accompany the work with the complete corresponding
machine-readable source code for the Library including whatever
changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that
uses the Library", as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified
executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

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

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

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

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

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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

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 Sections above.

b) 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 OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

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To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>
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You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary.
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library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

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Version 2.1, February 1999

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the version number 2.1.]

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strategy to use in any particular case, based on the explanations below.

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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.

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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 "Lesser" General Public License because it does 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.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

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.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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

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

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a

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

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

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

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

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

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

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

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

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

d) If a facility in the modified Library
refers to a function or a
table of data to be supplied by an application program that uses

the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves,
then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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

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

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

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

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

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed
under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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

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

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

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

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

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables

containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

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

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

a) Accompany the work with the complete corresponding
machine-readable source
code for the Library including whatever
changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that
uses the Library", as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified
executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

b) 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
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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
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the Library and of the other library facilities is otherwise
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facilities. This must be distributed under
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Sections above.

b) Give prominent notice with the combined library of the fact
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1.60 sqlite 3.39.4

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```
/*
** CAPI3REF: Configuration Options
** KEYWORDS: {configuration option}
**
** These constants are the available integer configuration options that
** can be passed as the first argument to the [sqlite3_config()] interface.
**
** New configuration options may be added in future releases of SQLite.
** Existing configuration options might be discontinued.  Applications
** should check the return code from [sqlite3_config()] to make sure that
** the call worked.  The [sqlite3_config()] interface will return a
** non-zero [error code] if a discontinued or unsupported configuration option
** is invoked.
**
** <dl>
** [[SQLITE_CONFIG_SINGLETHREAD]] <dt>SQLITE_CONFIG_SINGLETHREAD</dt>
** <dd>There are no arguments to this option.  ^This option sets the
** [threading mode] to Single-thread.  In other words, it disables
** all mutexing and puts SQLite into a mode where it can only be used
** by a single thread.   ^If SQLite
 is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to change the [threading mode] from its default
** value of Single-thread and so [sqlite3_config()] will return
** [SQLITE_ERROR] if called with the SQLITE_CONFIG_SINGLETHREAD
** configuration option.</dd>
**
** [[SQLITE_CONFIG_MULTITHREAD]] <dt>SQLITE_CONFIG_MULTITHREAD</dt>
** <dd>There are no arguments to this option.  ^This option sets the
** [threading mode] to Multi-thread.  In other words, it disables
** mutexing on [database connection] and [prepared statement] objects.
** The application is responsible for serializing access to
** [database connections] and [prepared statements].  But other mutexes
** are enabled so that SQLite will be safe to use in a multi-threaded
** environment as long as no two threads attempt to use the same
** [database connection] at the same time.  ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option
 then
** it is not possible to set the Multi-thread [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_MULTITHREAD configuration option.</dd>
**
** [[SQLITE_CONFIG_SERIALIZED]] <dt>SQLITE_CONFIG_SERIALIZED</dt>
** <dd>There are no arguments to this option.  ^This option sets the
** [threading mode] to Serialized. In other words, this option enables
```

** all mutexes including the recursive
** mutexes on [database connection] and [prepared statement] objects.
** In this mode (which is the default when SQLite is compiled with
** [SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access
** to [database connections] and [prepared statements] so that the
** application is free to use the same [database connection] or the
** same [prepared statement] in different threads at the same time.
** ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to set the
 Serialized [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_SERIALIZED configuration option.</dd>
**
** [[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_MALLOC option takes a single argument which is
** a pointer to an instance of the [sqlite3_mem_methods] structure.
** The argument specifies
** alternative low-level memory allocation routines to be used in place of
** the memory allocation routines built into SQLite.)^ ^SQLite makes
** its own private copy of the content of the [sqlite3_mem_methods] structure
** before the [sqlite3_config()] call returns.</dd>
**
** [[SQLITE_CONFIG_GETMALLOC]] <dt>SQLITE_CONFIG_GETMALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_GETMALLOC option takes a single argument which
** is a pointer to an instance of the [sqlite3_mem_methods] structure.
** The [sqlite3_mem_methods]
** structure is filled with the currently defined memory allocation routines.)^
** This option can
 be used to overload the default memory allocation
** routines with a wrapper that simulations memory allocation failure or
** tracks memory usage, for example. </dd>
**
** [[SQLITE_CONFIG_SMALL_MALLOC]] <dt>SQLITE_CONFIG_SMALL_MALLOC</dt>
** <dd> ^The SQLITE_CONFIG_SMALL_MALLOC option takes single argument of
** type int, interpreted as a boolean, which if true provides a hint to
** SQLite that it should avoid large memory allocations if possible.
** SQLite will run faster if it is free to make large memory allocations,
** but some application might prefer to run slower in exchange for
** guarantees about memory fragmentation that are possible if large
** allocations are avoided. This hint is normally off.
** </dd>
**
** [[SQLITE_CONFIG_MEMSTATUS]] <dt>SQLITE_CONFIG_MEMSTATUS</dt>
** <dd> ^The SQLITE_CONFIG_MEMSTATUS option takes single argument of type int,
** interpreted as a boolean, which enables or disables the collection of
** memory allocation statistics. ^(When memory allocation

statistics are
** disabled, the following SQLite interfaces become non-operational:
**
**   [sqlite3_hard_heap_limit64()]
**   [sqlite3_memory_used()]
**   [sqlite3_memory_highwater()]
**   [sqlite3_soft_heap_limit64()]
**   [sqlite3_status64()]
**   )^
** ^Memory allocation statistics are enabled by default unless SQLite is
** compiled with [SQLITE_DEFAULT_MEMSTATUS]=0 in which case memory
** allocation statistics are disabled by default.
** </dd>
**
** [[SQLITE_CONFIG_SCRATCH]] <dt>SQLITE_CONFIG_SCRATCH</dt>
** <dd> The SQLITE_CONFIG_SCRATCH option is no longer used.
** </dd>
**
** [[SQLITE_CONFIG_PAGECACHE]] <dt>SQLITE_CONFIG_PAGECACHE</dt>
** <dd> ^The SQLITE_CONFIG_PAGECACHE option specifies a memory pool
** that SQLite can use for the database page cache with the default page
** cache implementation.
** This configuration option is a no-op if an application-defined page
** cache implementation is loaded using the [SQLITE_CONFIG_PCACHE2].
**
 ^There are three arguments to SQLITE_CONFIG_PAGECACHE: A pointer to
** 8-byte aligned memory (pMem), the size of each page cache line (sz),
** and the number of cache lines (N).
** The sz argument should be the size of the largest database page
** (a power of two between 512 and 65536) plus some extra bytes for each
** page header. ^The number of extra bytes needed by the page header
** can be determined using [SQLITE_CONFIG_PCACHE_HDRSZ].
** ^It is harmless, apart from the wasted memory,
** for the sz parameter to be larger than necessary. The pMem
** argument must be either a NULL pointer or a pointer to an 8-byte
** aligned block of memory of at least sz*N bytes, otherwise
** subsequent behavior is undefined.
** ^When pMem is not NULL, SQLite will strive to use the memory provided
** to satisfy page cache needs, falling back to [sqlite3_malloc()] if
** a page cache line is larger than sz bytes or if all of the pMem buffer
** is exhausted.
** ^If pMem is NULL and N is non-zero, then
 each database connection
** does an initial bulk allocation for page cache memory
** from [sqlite3_malloc()] sufficient for N cache lines if N is positive or
** of -1024*N bytes if N is negative, . ^If additional
** page cache memory is needed beyond what is provided by the initial
** allocation, then SQLite goes to [sqlite3_malloc()] separately for each

** additional cache line. </dd>
**
** [[SQLITE_CONFIG_HEAP]] <dt>SQLITE_CONFIG_HEAP</dt>
** <dd> ^The SQLITE_CONFIG_HEAP option specifies a static memory buffer
** that SQLite will use for all of its dynamic memory allocation needs
** beyond those provided for by [SQLITE_CONFIG_PAGECACHE].
** ^The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled
** with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns
** [SQLITE_ERROR] if invoked otherwise.
** ^There are three arguments to SQLITE_CONFIG_HEAP:
** An 8-byte aligned pointer to the memory,
** the number of bytes in the memory buffer, and the minimum
 allocation size.
** ^If the first pointer (the memory pointer) is NULL, then SQLite reverts
** to using its default memory allocator (the system malloc() implementation),
** undoing any prior invocation of [SQLITE_CONFIG_MALLOC]. ^If the
** memory pointer is not NULL then the alternative memory
** allocator is engaged to handle all of SQLites memory allocation needs.
** The first pointer (the memory pointer) must be aligned to an 8-byte
** boundary or subsequent behavior of SQLite will be undefined.
** The minimum allocation size is capped at 2**12. Reasonable values
** for the minimum allocation size are 2**5 through 2**8.</dd>
**
** [[SQLITE_CONFIG_MUTEX]] <dt>SQLITE_CONFIG_MUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_MUTEX option takes a single argument which is a
** pointer to an instance of the [sqlite3_mutex_methods] structure.
** The argument specifies alternative low-level mutex routines to be used
** in place the mutex routines built into SQLite.)^ ^SQLite makes a copy of
** the
 content of the [sqlite3_mutex_methods] structure before the call to
** [sqlite3_config()] returns. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_MUTEX configuration option will
** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_GETMUTEX]] <dt>SQLITE_CONFIG_GETMUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_GETMUTEX option takes a single argument which
** is a pointer to an instance of the [sqlite3_mutex_methods] structure. The
** [sqlite3_mutex_methods]
** structure is filled with the currently defined mutex routines.)^
** This option can be used to overload the default mutex allocation
** routines with a wrapper used to track mutex usage for performance
** profiling or testing, for example.   ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing
 subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will

```
** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_LOOKASIDE]] <dt>SQLITE_CONFIG_LOOKASIDE</dt>
** <dd> ^(The SQLITE_CONFIG_LOOKASIDE option takes two arguments that determine
** the default size of lookaside memory on each [database connection].
** The first argument is the
** size of each lookaside buffer slot and the second is the number of
** slots allocated to each database connection.)^  ^(SQLITE_CONFIG_LOOKASIDE
** sets the <i>default</i> lookaside size. The [SQLITE_DBCONFIG_LOOKASIDE]
** option to [sqlite3_db_config()] can be used to change the lookaside
** configuration on individual connections.)^ </dd>
**
** [[SQLITE_CONFIG_PCACHE2]] <dt>SQLITE_CONFIG_PCACHE2</dt>
** <dd> ^(The SQLITE_CONFIG_PCACHE2 option takes a single argument which is
** a pointer to an [sqlite3_pcache_methods2] object.  This object specifies
** the interface to a custom
 page cache implementation.)^
** ^SQLite makes a copy of the [sqlite3_pcache_methods2] object.</dd>
**
** [[SQLITE_CONFIG_GETPCACHE2]] <dt>SQLITE_CONFIG_GETPCACHE2</dt>
** <dd> ^(The SQLITE_CONFIG_GETPCACHE2 option takes a single argument which
** is a pointer to an [sqlite3_pcache_methods2] object.  SQLite copies of
** the current page cache implementation into that object.)^ </dd>
**
** [[SQLITE_CONFIG_LOG]] <dt>SQLITE_CONFIG_LOG</dt>
** <dd> The SQLITE_CONFIG_LOG option is used to configure the SQLite
** global [error log].
** (^The SQLITE_CONFIG_LOG option takes two arguments: a pointer to a
** function with a call signature of void(*)(void*,int,const char*),
** and a pointer to void. ^If the function pointer is not NULL, it is
** invoked by [sqlite3_log()] to process each logging event.  ^If the
** function pointer is NULL, the [sqlite3_log()] interface becomes a no-op.
** ^The void pointer that is the second argument to SQLITE_CONFIG_LOG is
** passed through as the first parameter
 to the application-defined logger
** function whenever that function is invoked.  ^The second parameter to
** the logger function is a copy of the first parameter to the corresponding
** [sqlite3_log()] call and is intended to be a [result code] or an
** [extended result code].  ^The third parameter passed to the logger is
** log message after formatting via [sqlite3_snprintf()].
** The SQLite logging interface is not reentrant; the logger function
** supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger
** function must be threadsafe. </dd>
**
** [[SQLITE_CONFIG_URI]] <dt>SQLITE_CONFIG_URI
** <dd>^(The SQLITE_CONFIG_URI option takes a single argument of type int.
** If non-zero, then URI handling is globally enabled. If the parameter is zero,
```

```
** then URI handling is globally disabled.)^ ^If URI handling is globally
** enabled, all filenames passed to [sqlite3_open()], [sqlite3_open_v2()],
** [sqlite3_open16()]
 or
** specified as part of [ATTACH] commands are interpreted as URIs, regardless
** of whether or not the [SQLITE_OPEN_URI] flag is set when the database
** connection is opened. ^If it is globally disabled, filenames are
** only interpreted as URIs if the SQLITE_OPEN_URI flag is set when the
** database connection is opened. ^(By default, URI handling is globally
** disabled. The default value may be changed by compiling with the
** [SQLITE_USE_URI] symbol defined.)^
**
** [[SQLITE_CONFIG_COVERING_INDEX_SCAN]] <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN
** <dd>^The SQLITE_CONFIG_COVERING_INDEX_SCAN option takes a single integer
** argument which is interpreted as a boolean in order to enable or disable
** the use of covering indices for full table scans in the query optimizer.
** ^The default setting is determined
** by the [SQLITE_ALLOW_COVERING_INDEX_SCAN] compile-time option, or is "on"
** if that compile-time option is omitted.
** The ability to disable the use of covering indices
 for full table scans
** is because some incorrectly coded legacy applications might malfunction
** when the optimization is enabled.  Providing the ability to
** disable the optimization allows the older, buggy application code to work
** without change even with newer versions of SQLite.
**
** [[SQLITE_CONFIG_PCACHE]] [[SQLITE_CONFIG_GETPCACHE]]
** <dt>SQLITE_CONFIG_PCACHE and SQLITE_CONFIG_GETPCACHE
** <dd> These options are obsolete and should not be used by new code.
** They are retained for backwards compatibility but are now no-ops.
** </dd>
**
** [[SQLITE_CONFIG_SQLLOG]]
** <dt>SQLITE_CONFIG_SQLLOG
** <dd>This option is only available if sqlite is compiled with the
** [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should
** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int).
** The second should be of type (void*). The callback is invoked by the library
** in three separate circumstances, identified by the value passed as the
**
 fourth parameter. If the fourth parameter is 0, then the database connection
** passed as the second argument has just been opened. The third argument
** points to a buffer containing the name of the main database file. If the
** fourth parameter is 1, then the SQL statement that the third parameter
** points to has just been executed. Or, if the fourth parameter is 2, then
** the connection being passed as the second parameter is being closed. The
** third parameter is passed NULL In this case.  An example of using this
** configuration option can be seen in the "test_sqllog.c" source file in
```

** the canonical SQLite source tree.</dd>
**
** [[SQLITE_CONFIG_MMAP_SIZE]]
** <dt>SQLITE_CONFIG_MMAP_SIZE
** <dd>^SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values
** that are the default mmap size limit (the default setting for
** [PRAGMA mmap_size]) and the maximum allowed mmap size limit.
** ^The default setting can be overridden by each database connection using
** either
 the [PRAGMA mmap_size] command, or by using the
** [SQLITE_FCNTL_MMAP_SIZE] file control. ^(The maximum allowed mmap size
** will be silently truncated if necessary so that it does not exceed the
** compile-time maximum mmap size set by the
** [SQLITE_MAX_MMAP_SIZE] compile-time option.)^
** ^If either argument to this option is negative, then that argument is
** changed to its compile-time default.
**
** [[SQLITE_CONFIG_WIN32_HEAPSIZE]]
** <dt>SQLITE_CONFIG_WIN32_HEAPSIZE
** <dd>^The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is
** compiled for Windows with the [SQLITE_WIN32_MALLOC] pre-processor macro
** defined. ^SQLITE_CONFIG_WIN32_HEAPSIZE takes a 32-bit unsigned integer value
** that specifies the maximum size of the created heap.
**
** [[SQLITE_CONFIG_PCACHE_HDRSZ]]
** <dt>SQLITE_CONFIG_PCACHE_HDRSZ
** <dd>^The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which
** is a pointer to an integer and writes into that integer the number of extra
**
 bytes per page required for each page in [SQLITE_CONFIG_PAGECACHE].
** The amount of extra space required can change depending on the compiler,
** target platform, and SQLite version.
**
** [[SQLITE_CONFIG_PMASZ]]
** <dt>SQLITE_CONFIG_PMASZ
** <dd>^The SQLITE_CONFIG_PMASZ option takes a single parameter which
** is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded
** sorter to that integer. The default minimum PMA Size is set by the
** [SQLITE_SORTER_PMASZ] compile-time option. New threads are launched
** to help with sort operations when multithreaded sorting
** is enabled (using the [PRAGMA threads] command) and the amount of content
** to be sorted exceeds the page size times the minimum of the
** [PRAGMA cache_size] setting and this value.
**
** [[SQLITE_CONFIG_STMTJRNL_SPILL]]
** <dt>SQLITE_CONFIG_STMTJRNL_SPILL
** <dd>^The SQLITE_CONFIG_STMTJRNL_SPILL option takes a single parameter which
** becomes the [statement journal] spill-to-disk threshold.

**
 [Statement journals] are held in memory until their size (in bytes)
** exceeds this threshold, at which point they are written to disk.
** Or if the threshold is -1, statement journals are always held
** exclusively in memory.
** Since many statement journals never become large, setting the spill
** threshold to a value such as 64KiB can greatly reduce the amount of
** I/O required to support statement rollback.
** The default value for this setting is controlled by the
** [SQLITE_STMTJRNL_SPILL] compile-time option.
**
** [[SQLITE_CONFIG_SORTERREF_SIZE]]
** <dt>SQLITE_CONFIG_SORTERREF_SIZE
** <dd>The SQLITE_CONFIG_SORTERREF_SIZE option accepts a single parameter
** of type (int) - the new value of the sorter-reference size threshold.
** Usually, when SQLite uses an external sort to order records according
** to an ORDER BY clause, all fields required by the caller are present in the
** sorted records. However, if SQLite determines based on the declared type
** of a table column that
 its values are likely to be very large - larger
** than the configured sorter-reference size threshold - then a reference
** is stored in each sorted record and the required column values loaded
** from the database as records are returned in sorted order. The default
** value for this option is to never use this optimization. Specifying a
** negative value for this option restores the default behaviour.
** This option is only available if SQLite is compiled with the
** [SQLITE_ENABLE_SORTER_REFERENCES] compile-time option.
**
** [[SQLITE_CONFIG_MEMDB_MAXSIZE]]
** <dt>SQLITE_CONFIG_MEMDB_MAXSIZE
** <dd>The SQLITE_CONFIG_MEMDB_MAXSIZE option accepts a single parameter
** [sqlite3_int64] parameter which is the default maximum size for an in-memory
** database created using [sqlite3_deserialize()]. This default maximum
** size can be adjusted up or down for individual databases using the
** [SQLITE_FCNTL_SIZE_LIMIT] [sqlite3_file_control|file-control]. If this
** configuration setting is
 never used, then the default maximum is determined
** by the [SQLITE_MEMDB_DEFAULT_MAXSIZE] compile-time option. If that
** compile-time option is not set, then the default maximum is 1073741824.
** </dl>
*/

Found in path(s):
* /sqlite-amalgamation-3390400-1-zip/sqlite-amalgamation-3390400/sqlite3.h
No license file was found, but licenses were detected in source scan.

/*
** CAPI3REF: Configuration Options

```
** KEYWORDS: {configuration option}
**
** These constants are the available integer configuration options that
** can be passed as the first argument to the [sqlite3_config()] interface.
**
** New configuration options may be added in future releases of SQLite.
** Existing configuration options might be discontinued.  Applications
** should check the return code from [sqlite3_config()] to make sure that
** the call worked.  The [sqlite3_config()] interface will return a
** non-zero [error code] if a discontinued or unsupported configuration option
** is invoked.
**
** <dl>
** [[SQLITE_CONFIG_SINGLETHREAD]] <dt>SQLITE_CONFIG_SINGLETHREAD</dt>
** <dd>There are no arguments to this option.  ^This option sets the
** [threading mode] to Single-thread.  In other words, it disables
** all mutexing and puts SQLite into a mode where it can only be used
** by a single thread.   ^If SQLite
 is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to change the [threading mode] from its default
** value of Single-thread and so [sqlite3_config()] will return
** [SQLITE_ERROR] if called with the SQLITE_CONFIG_SINGLETHREAD
** configuration option.</dd>
**
** [[SQLITE_CONFIG_MULTITHREAD]] <dt>SQLITE_CONFIG_MULTITHREAD</dt>
** <dd>There are no arguments to this option.  ^This option sets the
** [threading mode] to Multi-thread.  In other words, it disables
** mutexing on [database connection] and [prepared statement] objects.
** The application is responsible for serializing access to
** [database connections] and [prepared statements].  But other mutexes
** are enabled so that SQLite will be safe to use in a multi-threaded
** environment as long as no two threads attempt to use the same
** [database connection] at the same time.  ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option
 then
** it is not possible to set the Multi-thread [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_MULTITHREAD configuration option.</dd>
**
** [[SQLITE_CONFIG_SERIALIZED]] <dt>SQLITE_CONFIG_SERIALIZED</dt>
** <dd>There are no arguments to this option.  ^This option sets the
** [threading mode] to Serialized. In other words, this option enables
** all mutexes including the recursive
** mutexes on [database connection] and [prepared statement] objects.
** In this mode (which is the default when SQLite is compiled with
** [SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access
** to [database connections] and [prepared statements] so that the
```

** application is free to use the same [database connection] or the
** same [prepared statement] in different threads at the same time.
** ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to set the
 Serialized [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_SERIALIZED configuration option.</dd>
**
** [[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_MALLOC option takes a single argument which is
** a pointer to an instance of the [sqlite3_mem_methods] structure.
** The argument specifies
** alternative low-level memory allocation routines to be used in place of
** the memory allocation routines built into SQLite.)^ ^SQLite makes
** its own private copy of the content of the [sqlite3_mem_methods] structure
** before the [sqlite3_config()] call returns.</dd>
**
** [[SQLITE_CONFIG_GETMALLOC]] <dt>SQLITE_CONFIG_GETMALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_GETMALLOC option takes a single argument which
** is a pointer to an instance of the [sqlite3_mem_methods] structure.
** The [sqlite3_mem_methods]
** structure is filled with the currently defined memory allocation routines.)^
** This option can
 be used to overload the default memory allocation
** routines with a wrapper that simulations memory allocation failure or
** tracks memory usage, for example. </dd>
**
** [[SQLITE_CONFIG_SMALL_MALLOC]] <dt>SQLITE_CONFIG_SMALL_MALLOC</dt>
** <dd> ^The SQLITE_CONFIG_SMALL_MALLOC option takes single argument of
** type int, interpreted as a boolean, which if true provides a hint to
** SQLite that it should avoid large memory allocations if possible.
** SQLite will run faster if it is free to make large memory allocations,
** but some application might prefer to run slower in exchange for
** guarantees about memory fragmentation that are possible if large
** allocations are avoided. This hint is normally off.
** </dd>
**
** [[SQLITE_CONFIG_MEMSTATUS]] <dt>SQLITE_CONFIG_MEMSTATUS</dt>
** <dd> ^The SQLITE_CONFIG_MEMSTATUS option takes single argument of type int,
** interpreted as a boolean, which enables or disables the collection of
** memory allocation statistics. ^(When memory allocation
 statistics are
** disabled, the following SQLite interfaces become non-operational:
**
**   [sqlite3_hard_heap_limit64()]
**   [sqlite3_memory_used()]
**   [sqlite3_memory_highwater()]

```
**   <li> [sqlite3_soft_heap_limit64()]
**   <li> [sqlite3_status64()]
**   </ul>)^
** ^Memory allocation statistics are enabled by default unless SQLite is
** compiled with [SQLITE_DEFAULT_MEMSTATUS]=0 in which case memory
** allocation statistics are disabled by default.
** </dd>
**
** [[SQLITE_CONFIG_SCRATCH]] <dt>SQLITE_CONFIG_SCRATCH</dt>
** <dd> The SQLITE_CONFIG_SCRATCH option is no longer used.
** </dd>
**
** [[SQLITE_CONFIG_PAGECACHE]] <dt>SQLITE_CONFIG_PAGECACHE</dt>
** <dd> ^The SQLITE_CONFIG_PAGECACHE option specifies a memory pool
** that SQLite can use for the database page cache with the default page
** cache implementation.
** This configuration option is a no-op if an application-defined page
** cache implementation is loaded using the [SQLITE_CONFIG_PCACHE2].
**
 ^There are three arguments to SQLITE_CONFIG_PAGECACHE: A pointer to
** 8-byte aligned memory (pMem), the size of each page cache line (sz),
** and the number of cache lines (N).
** The sz argument should be the size of the largest database page
** (a power of two between 512 and 65536) plus some extra bytes for each
** page header.  ^The number of extra bytes needed by the page header
** can be determined using [SQLITE_CONFIG_PCACHE_HDRSZ].
** ^It is harmless, apart from the wasted memory,
** for the sz parameter to be larger than necessary.  The pMem
** argument must be either a NULL pointer or a pointer to an 8-byte
** aligned block of memory of at least sz*N bytes, otherwise
** subsequent behavior is undefined.
** ^When pMem is not NULL, SQLite will strive to use the memory provided
** to satisfy page cache needs, falling back to [sqlite3_malloc()] if
** a page cache line is larger than sz bytes or if all of the pMem buffer
** is exhausted.
** ^If pMem is NULL and N is non-zero, then
 each database connection
** does an initial bulk allocation for page cache memory
** from [sqlite3_malloc()] sufficient for N cache lines if N is positive or
** of -1024*N bytes if N is negative, . ^If additional
** page cache memory is needed beyond what is provided by the initial
** allocation, then SQLite goes to [sqlite3_malloc()] separately for each
** additional cache line. </dd>
**
** [[SQLITE_CONFIG_HEAP]] <dt>SQLITE_CONFIG_HEAP</dt>
** <dd> ^The SQLITE_CONFIG_HEAP option specifies a static memory buffer
** that SQLite will use for all of its dynamic memory allocation needs
** beyond those provided for by [SQLITE_CONFIG_PAGECACHE].
```

** ^The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled
** with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns
** [SQLITE_ERROR] if invoked otherwise.
** ^There are three arguments to SQLITE_CONFIG_HEAP:
** An 8-byte aligned pointer to the memory,
** the number of bytes in the memory buffer, and the minimum
 allocation size.
** ^If the first pointer (the memory pointer) is NULL, then SQLite reverts
** to using its default memory allocator (the system malloc() implementation),
** undoing any prior invocation of [SQLITE_CONFIG_MALLOC]. ^If the
** memory pointer is not NULL then the alternative memory
** allocator is engaged to handle all of SQLites memory allocation needs.
** The first pointer (the memory pointer) must be aligned to an 8-byte
** boundary or subsequent behavior of SQLite will be undefined.
** The minimum allocation size is capped at 2**12. Reasonable values
** for the minimum allocation size are 2**5 through 2**8.</dd>
**
** [[SQLITE_CONFIG_MUTEX]] <dt>SQLITE_CONFIG_MUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_MUTEX option takes a single argument which is a
** pointer to an instance of the [sqlite3_mutex_methods] structure.
** The argument specifies alternative low-level mutex routines to be used
** in place the mutex routines built into SQLite.)^ ^SQLite makes a copy of
** the
 content of the [sqlite3_mutex_methods] structure before the call to
** [sqlite3_config()] returns. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_MUTEX configuration option will
** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_GETMUTEX]] <dt>SQLITE_CONFIG_GETMUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_GETMUTEX option takes a single argument which
** is a pointer to an instance of the [sqlite3_mutex_methods] structure. The
** [sqlite3_mutex_methods]
** structure is filled with the currently defined mutex routines.)^
** This option can be used to overload the default mutex allocation
** routines with a wrapper used to track mutex usage for performance
** profiling or testing, for example.   ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing
 subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will
** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_LOOKASIDE]] <dt>SQLITE_CONFIG_LOOKASIDE</dt>
** <dd> ^(The SQLITE_CONFIG_LOOKASIDE option takes two arguments that determine
** the default size of lookaside memory on each [database connection].
** The first argument is the

** size of each lookaside buffer slot and the second is the number of
** slots allocated to each database connection.)^ ^(SQLITE_CONFIG_LOOKASIDE
** sets the default lookaside size. The [SQLITE_DBCONFIG_LOOKASIDE]
** option to [sqlite3_db_config()] can be used to change the lookaside
** configuration on individual connections.)^ </dd>
**
** [[SQLITE_CONFIG_PCACHE2]] <dt>SQLITE_CONFIG_PCACHE2</dt>
** <dd> ^(The SQLITE_CONFIG_PCACHE2 option takes a single argument which is
** a pointer to an [sqlite3_pcache_methods2] object. This object specifies
** the interface to a custom
 page cache implementation.)^
** ^SQLite makes a copy of the [sqlite3_pcache_methods2] object.</dd>
**
** [[SQLITE_CONFIG_GETPCACHE2]] <dt>SQLITE_CONFIG_GETPCACHE2</dt>
** <dd> ^(The SQLITE_CONFIG_GETPCACHE2 option takes a single argument which
** is a pointer to an [sqlite3_pcache_methods2] object. SQLite copies of
** the current page cache implementation into that object.)^ </dd>
**
** [[SQLITE_CONFIG_LOG]] <dt>SQLITE_CONFIG_LOG</dt>
** <dd> The SQLITE_CONFIG_LOG option is used to configure the SQLite
** global [error log].
** (^The SQLITE_CONFIG_LOG option takes two arguments: a pointer to a
** function with a call signature of void(*)(void*,int,const char*),
** and a pointer to void. ^If the function pointer is not NULL, it is
** invoked by [sqlite3_log()] to process each logging event. ^If the
** function pointer is NULL, the [sqlite3_log()] interface becomes a no-op.
** ^The void pointer that is the second argument to SQLITE_CONFIG_LOG is
** passed through as the first parameter
 to the application-defined logger
** function whenever that function is invoked. ^The second parameter to
** the logger function is a copy of the first parameter to the corresponding
** [sqlite3_log()] call and is intended to be a [result code] or an
** [extended result code]. ^The third parameter passed to the logger is
** log message after formatting via [sqlite3_snprintf()].
** The SQLite logging interface is not reentrant; the logger function
** supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger
** function must be threadsafe. </dd>
**
** [[SQLITE_CONFIG_URI]] <dt>SQLITE_CONFIG_URI
** <dd>^(The SQLITE_CONFIG_URI option takes a single argument of type int.
** If non-zero, then URI handling is globally enabled. If the parameter is zero,
** then URI handling is globally disabled.)^ ^If URI handling is globally
** enabled, all filenames passed to [sqlite3_open()], [sqlite3_open_v2()],
** [sqlite3_open16()]
 or
** specified as part of [ATTACH] commands are interpreted as URIs, regardless
** of whether or not the [SQLITE_OPEN_URI] flag is set when the database

** connection is opened. ^If it is globally disabled, filenames are
** only interpreted as URIs if the SQLITE_OPEN_URI flag is set when the
** database connection is opened. ^(By default, URI handling is globally
** disabled. The default value may be changed by compiling with the
** [SQLITE_USE_URI] symbol defined.)^
**
** [[SQLITE_CONFIG_COVERING_INDEX_SCAN]] <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN
** <dd>^The SQLITE_CONFIG_COVERING_INDEX_SCAN option takes a single integer
** argument which is interpreted as a boolean in order to enable or disable
** the use of covering indices for full table scans in the query optimizer.
** ^The default setting is determined
** by the [SQLITE_ALLOW_COVERING_INDEX_SCAN] compile-time option, or is "on"
** if that compile-time option is omitted.
** The ability to disable the use of covering indices
 for full table scans
** is because some incorrectly coded legacy applications might malfunction
** when the optimization is enabled. Providing the ability to
** disable the optimization allows the older, buggy application code to work
** without change even with newer versions of SQLite.
**
** [[SQLITE_CONFIG_PCACHE]] [[SQLITE_CONFIG_GETPCACHE]]
** <dt>SQLITE_CONFIG_PCACHE and SQLITE_CONFIG_GETPCACHE
** <dd> These options are obsolete and should not be used by new code.
** They are retained for backwards compatibility but are now no-ops.
** </dd>
**
** [[SQLITE_CONFIG_SQLLOG]]
** <dt>SQLITE_CONFIG_SQLLOG
** <dd>This option is only available if sqlite is compiled with the
** [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should
** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int).
** The second should be of type (void*). The callback is invoked by the library
** in three separate circumstances, identified by the value passed as the
**
 fourth parameter. If the fourth parameter is 0, then the database connection
** passed as the second argument has just been opened. The third argument
** points to a buffer containing the name of the main database file. If the
** fourth parameter is 1, then the SQL statement that the third parameter
** points to has just been executed. Or, if the fourth parameter is 2, then
** the connection being passed as the second parameter is being closed. The
** third parameter is passed NULL In this case. An example of using this
** configuration option can be seen in the "test_sqllog.c" source file in
** the canonical SQLite source tree.</dd>
**
** [[SQLITE_CONFIG_MMAP_SIZE]]
** <dt>SQLITE_CONFIG_MMAP_SIZE
** <dd>^SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values
** that are the default mmap size limit (the default setting for

** [PRAGMA mmap_size]) and the maximum allowed mmap size limit.
** ^The default setting can be overridden by each database connection using
** either
 the [PRAGMA mmap_size] command, or by using the
** [SQLITE_FCNTL_MMAP_SIZE] file control. ^(The maximum allowed mmap size
** will be silently truncated if necessary so that it does not exceed the
** compile-time maximum mmap size set by the
** [SQLITE_MAX_MMAP_SIZE] compile-time option.)^
** ^If either argument to this option is negative, then that argument is
** changed to its compile-time default.
**
** [[SQLITE_CONFIG_WIN32_HEAPSIZE]]
** <dt>SQLITE_CONFIG_WIN32_HEAPSIZE
** <dd>^The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is
** compiled for Windows with the [SQLITE_WIN32_MALLOC] pre-processor macro
** defined. ^SQLITE_CONFIG_WIN32_HEAPSIZE takes a 32-bit unsigned integer value
** that specifies the maximum size of the created heap.
**
** [[SQLITE_CONFIG_PCACHE_HDRSZ]]
** <dt>SQLITE_CONFIG_PCACHE_HDRSZ
** <dd>^The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which
** is a pointer to an integer and writes into that integer the number of extra
**
 bytes per page required for each page in [SQLITE_CONFIG_PAGECACHE].
** The amount of extra space required can change depending on the compiler,
** target platform, and SQLite version.
**
** [[SQLITE_CONFIG_PMASZ]]
** <dt>SQLITE_CONFIG_PMASZ
** <dd>^The SQLITE_CONFIG_PMASZ option takes a single parameter which
** is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded
** sorter to that integer. The default minimum PMA Size is set by the
** [SQLITE_SORTER_PMASZ] compile-time option. New threads are launched
** to help with sort operations when multithreaded sorting
** is enabled (using the [PRAGMA threads] command) and the amount of content
** to be sorted exceeds the page size times the minimum of the
** [PRAGMA cache_size] setting and this value.
**
** [[SQLITE_CONFIG_STMTJRNL_SPILL]]
** <dt>SQLITE_CONFIG_STMTJRNL_SPILL
** <dd>^The SQLITE_CONFIG_STMTJRNL_SPILL option takes a single parameter which
** becomes the [statement journal] spill-to-disk threshold.
**
 [Statement journals] are held in memory until their size (in bytes)
** exceeds this threshold, at which point they are written to disk.
** Or if the threshold is -1, statement journals are always held
** exclusively in memory.
** Since many statement journals never become large, setting the spill

** threshold to a value such as 64KiB can greatly reduce the amount of
** I/O required to support statement rollback.
** The default value for this setting is controlled by the
** [SQLITE_STMTJRNL_SPILL] compile-time option.
**
** [[SQLITE_CONFIG_SORTERREF_SIZE]]
** <dt>SQLITE_CONFIG_SORTERREF_SIZE
** <dd>The SQLITE_CONFIG_SORTERREF_SIZE option accepts a single parameter
** of type (int) - the new value of the sorter-reference size threshold.
** Usually, when SQLite uses an external sort to order records according
** to an ORDER BY clause, all fields required by the caller are present in the
** sorted records. However, if SQLite determines based on the declared type
** of a table column that
 its values are likely to be very large - larger
** than the configured sorter-reference size threshold - then a reference
** is stored in each sorted record and the required column values loaded
** from the database as records are returned in sorted order. The default
** value for this option is to never use this optimization. Specifying a
** negative value for this option restores the default behaviour.
** This option is only available if SQLite is compiled with the
** [SQLITE_ENABLE_SORTER_REFERENCES] compile-time option.
**
** [[SQLITE_CONFIG_MEMDB_MAXSIZE]]
** <dt>SQLITE_CONFIG_MEMDB_MAXSIZE
** <dd>The SQLITE_CONFIG_MEMDB_MAXSIZE option accepts a single parameter
** [sqlite3_int64] parameter which is the default maximum size for an in-memory
** database created using [sqlite3_deserialize()]. This default maximum
** size can be adjusted up or down for individual databases using the
** [SQLITE_FCNTL_SIZE_LIMIT] [sqlite3_file_control|file-control]. If this
** configuration setting is
 never used, then the default maximum is determined
** by the [SQLITE_MEMDB_DEFAULT_MAXSIZE] compile-time option. If that
** compile-time option is not set, then the default maximum is 1073741824.
** </dl>
*/
/*
** The "printf" code that follows dates from the 1980's. It is in
** the public domain.
**
****
**
** This file contains code for a set of "printf"-like routines. These
** routines format strings much like the printf() from the standard C
** library, though the implementation here has enhancements to support
** SQLite.
*/
/*
** 2004 May 22

```
**
** The author disclaims copyright to this source code.  In place of
** a legal notice, here is a blessing:
**
**    May you do good and not evil.
**    May you find forgiveness for yourself and forgive others.
**    May you share freely, never taking more than you give.
**
******************************************************************************
**
** This file
 contains the VFS implementation for unix-like operating systems
** include Linux, MacOSX, *BSD, QNX, VxWorks, AIX, HPUX, and others.
**
** There are actually several different VFS implementations in this file.
** The differences are in the way that file locking is done.  The default
** implementation uses Posix Advisory Locks.  Alternative implementations
** use flock(), dot-files, various proprietary locking schemas, or simply
** skip locking all together.
**
** This source file is organized into divisions where the logic for various
** subfunctions is contained within the appropriate division.  PLEASE
** KEEP THE STRUCTURE OF THIS FILE INTACT.  New code should be placed
** in the correct division and should be clearly labeled.
**
** The layout of divisions is as follows:
**
**   *  General-purpose declarations and utility functions.
**   *  Unique file ID logic used by VxWorks.
**   *  Various locking primitive implementations (all except proxy locking):
**      + for Posix Advisory
 Locks
**      + for no-op locks
**      + for dot-file locks
**      + for flock() locking
**      + for named semaphore locks (VxWorks only)
**      + for AFP filesystem locks (MacOSX only)
**   *  sqlite3_file methods not associated with locking.
**   *  Definitions of sqlite3_io_methods objects for all locking
**      methods plus "finder" functions for each locking method.
**   *  sqlite3_vfs method implementations.
**   *  Locking primitives for the proxy uber-locking-method. (MacOSX only)
**   *  Definitions of sqlite3_vfs objects for all locking methods
**      plus implementations of sqlite3_os_init() and sqlite3_os_end().
*/
/*
** Return a pointer to the "temporary page" buffer held internally
** by the pager.  This is a buffer that is big enough to hold the
```

** entire content of a database page. This buffer is used internally
** during rollback and will be overwritten whenever a rollback
** occurs. But other modules are free to use it too, as long as
** no rollbacks are happening.
*/

Found
 in path(s):
* /sqlite-amalgamation-3390400-1-zip/sqlite-amalgamation-3390400/sqlite3.c
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/* This will be more informative in a later version. */

Found in path(s):
* /sqlite-amalgamation-3390400-1-zip/sqlite-amalgamation-3390400/shell.c

1.61 gpgme 1.15.1

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 - cJSON.c, cJSON.h

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** CAPI3REF: Configuration Options
** KEYWORDS: {configuration option}
**
** These constants are the available integer configuration options that
** can be passed as the first argument to the [sqlite3_config()] interface.
**
** New configuration options may be added in future releases of SQLite.
** Existing configuration options might be discontinued. Applications
** should check the return code from [sqlite3_config()] to make sure that
** the call worked. The [sqlite3_config()] interface will return a
** non-zero [error code] if a discontinued or unsupported configuration option
** is invoked.
**
** <dl>
** [[SQLITE_CONFIG_SINGLETHREAD]] <dt>SQLITE_CONFIG_SINGLETHREAD</dt>
** <dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Single-thread. In other words, it disables
** all mutexing and puts SQLite into a mode where it can only be used
** by a single thread.   ^If SQLite
 is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to change the [threading mode] from its default

** value of Single-thread and so [sqlite3_config()] will return
** [SQLITE_ERROR] if called with the SQLITE_CONFIG_SINGLETHREAD
** configuration option.</dd>
**
** [[SQLITE_CONFIG_MULTITHREAD]] <dt>SQLITE_CONFIG_MULTITHREAD</dt>
** <dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Multi-thread. In other words, it disables
** mutexing on [database connection] and [prepared statement] objects.
** The application is responsible for serializing access to
** [database connections] and [prepared statements]. But other mutexes
** are enabled so that SQLite will be safe to use in a multi-threaded
** environment as long as no two threads attempt to use the same
** [database connection] at the same time. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option
 then
** it is not possible to set the Multi-thread [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_MULTITHREAD configuration option.</dd>
**
** [[SQLITE_CONFIG_SERIALIZED]] <dt>SQLITE_CONFIG_SERIALIZED</dt>
** <dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Serialized. In other words, this option enables
** all mutexes including the recursive
** mutexes on [database connection] and [prepared statement] objects.
** In this mode (which is the default when SQLite is compiled with
** [SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access
** to [database connections] and [prepared statements] so that the
** application is free to use the same [database connection] or the
** same [prepared statement] in different threads at the same time.
** ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to set the
 Serialized [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_SERIALIZED configuration option.</dd>
**
** [[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_MALLOC option takes a single argument which is
** a pointer to an instance of the [sqlite3_mem_methods] structure.
** The argument specifies
** alternative low-level memory allocation routines to be used in place of
** the memory allocation routines built into SQLite.)^ ^SQLite makes
** its own private copy of the content of the [sqlite3_mem_methods] structure
** before the [sqlite3_config()] call returns.</dd>
**
** [[SQLITE_CONFIG_GETMALLOC]] <dt>SQLITE_CONFIG_GETMALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_GETMALLOC option takes a single argument which
** is a pointer to an instance of the [sqlite3_mem_methods] structure.

```
** The [sqlite3_mem_methods]
** structure is filled with the currently defined memory allocation routines.)^
** This option can
 be used to overload the default memory allocation
** routines with a wrapper that simulations memory allocation failure or
** tracks memory usage, for example. </dd>
**
** [[SQLITE_CONFIG_SMALL_MALLOC]] <dt>SQLITE_CONFIG_SMALL_MALLOC</dt>
** <dd> ^The SQLITE_CONFIG_SMALL_MALLOC option takes single argument of
** type int, interpreted as a boolean, which if true provides a hint to
** SQLite that it should avoid large memory allocations if possible.
** SQLite will run faster if it is free to make large memory allocations,
** but some application might prefer to run slower in exchange for
** guarantees about memory fragmentation that are possible if large
** allocations are avoided.  This hint is normally off.
** </dd>
**
** [[SQLITE_CONFIG_MEMSTATUS]] <dt>SQLITE_CONFIG_MEMSTATUS</dt>
** <dd> ^The SQLITE_CONFIG_MEMSTATUS option takes single argument of type int,
** interpreted as a boolean, which enables or disables the collection of
** memory allocation statistics. ^(When memory allocation
 statistics are
** disabled, the following SQLite interfaces become non-operational:
**   <ul>
**   <li> [sqlite3_hard_heap_limit64()]
**   <li> [sqlite3_memory_used()]
**   <li> [sqlite3_memory_highwater()]
**   <li> [sqlite3_soft_heap_limit64()]
**   <li> [sqlite3_status64()]
**   </ul>)^
** ^Memory allocation statistics are enabled by default unless SQLite is
** compiled with [SQLITE_DEFAULT_MEMSTATUS]=0 in which case memory
** allocation statistics are disabled by default.
** </dd>
**
** [[SQLITE_CONFIG_SCRATCH]] <dt>SQLITE_CONFIG_SCRATCH</dt>
** <dd> The SQLITE_CONFIG_SCRATCH option is no longer used.
** </dd>
**
** [[SQLITE_CONFIG_PAGECACHE]] <dt>SQLITE_CONFIG_PAGECACHE</dt>
** <dd> ^The SQLITE_CONFIG_PAGECACHE option specifies a memory pool
** that SQLite can use for the database page cache with the default page
** cache implementation.
** This configuration option is a no-op if an application-defined page
** cache implementation is loaded using the [SQLITE_CONFIG_PCACHE2].
**
 ^There are three arguments to SQLITE_CONFIG_PAGECACHE: A pointer to
** 8-byte aligned memory (pMem), the size of each page cache line (sz),
```

** and the number of cache lines (N).
** The sz argument should be the size of the largest database page
** (a power of two between 512 and 65536) plus some extra bytes for each
** page header. ^The number of extra bytes needed by the page header
** can be determined using [SQLITE_CONFIG_PCACHE_HDRSZ].
** ^It is harmless, apart from the wasted memory,
** for the sz parameter to be larger than necessary. The pMem
** argument must be either a NULL pointer or a pointer to an 8-byte
** aligned block of memory of at least sz*N bytes, otherwise
** subsequent behavior is undefined.
** ^When pMem is not NULL, SQLite will strive to use the memory provided
** to satisfy page cache needs, falling back to [sqlite3_malloc()] if
** a page cache line is larger than sz bytes or if all of the pMem buffer
** is exhausted.
** ^If pMem is NULL and N is non-zero, then
 each database connection
** does an initial bulk allocation for page cache memory
** from [sqlite3_malloc()] sufficient for N cache lines if N is positive or
** of -1024*N bytes if N is negative, . ^If additional
** page cache memory is needed beyond what is provided by the initial
** allocation, then SQLite goes to [sqlite3_malloc()] separately for each
** additional cache line. </dd>
**
** [[SQLITE_CONFIG_HEAP]] <dt>SQLITE_CONFIG_HEAP</dt>
** <dd> ^The SQLITE_CONFIG_HEAP option specifies a static memory buffer
** that SQLite will use for all of its dynamic memory allocation needs
** beyond those provided for by [SQLITE_CONFIG_PAGECACHE].
** ^The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled
** with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns
** [SQLITE_ERROR] if invoked otherwise.
** ^There are three arguments to SQLITE_CONFIG_HEAP:
** An 8-byte aligned pointer to the memory,
** the number of bytes in the memory buffer, and the minimum
 allocation size.
** ^If the first pointer (the memory pointer) is NULL, then SQLite reverts
** to using its default memory allocator (the system malloc() implementation),
** undoing any prior invocation of [SQLITE_CONFIG_MALLOC]. ^If the
** memory pointer is not NULL then the alternative memory
** allocator is engaged to handle all of SQLites memory allocation needs.
** The first pointer (the memory pointer) must be aligned to an 8-byte
** boundary or subsequent behavior of SQLite will be undefined.
** The minimum allocation size is capped at 2**12. Reasonable values
** for the minimum allocation size are 2**5 through 2**8.</dd>
**
** [[SQLITE_CONFIG_MUTEX]] <dt>SQLITE_CONFIG_MUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_MUTEX option takes a single argument which is a
** pointer to an instance of the [sqlite3_mutex_methods] structure.
** The argument specifies alternative low-level mutex routines to be used

```
** in place the mutex routines built into SQLite.)^  ^SQLite makes a copy of
** the
 content of the [sqlite3_mutex_methods] structure before the call to
** [sqlite3_config()] returns. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_MUTEX configuration option will
** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_GETMUTEX]] <dt>SQLITE_CONFIG_GETMUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_GETMUTEX option takes a single argument which
** is a pointer to an instance of the [sqlite3_mutex_methods] structure.  The
** [sqlite3_mutex_methods]
** structure is filled with the currently defined mutex routines.)^
** This option can be used to overload the default mutex allocation
** routines with a wrapper used to track mutex usage for performance
** profiling or testing, for example.   ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing
 subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will
** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_LOOKASIDE]] <dt>SQLITE_CONFIG_LOOKASIDE</dt>
** <dd> ^(The SQLITE_CONFIG_LOOKASIDE option takes two arguments that determine
** the default size of lookaside memory on each [database connection].
** The first argument is the
** size of each lookaside buffer slot and the second is the number of
** slots allocated to each database connection.)^  ^(SQLITE_CONFIG_LOOKASIDE
** sets the <i>default</i> lookaside size. The [SQLITE_DBCONFIG_LOOKASIDE]
** option to [sqlite3_db_config()] can be used to change the lookaside
** configuration on individual connections.)^ </dd>
**
** [[SQLITE_CONFIG_PCACHE2]] <dt>SQLITE_CONFIG_PCACHE2</dt>
** <dd> ^(The SQLITE_CONFIG_PCACHE2 option takes a single argument which is
** a pointer to an [sqlite3_pcache_methods2] object.  This object specifies
** the interface to a custom
 page cache implementation.)^
** ^SQLite makes a copy of the [sqlite3_pcache_methods2] object.</dd>
**
** [[SQLITE_CONFIG_GETPCACHE2]] <dt>SQLITE_CONFIG_GETPCACHE2</dt>
** <dd> ^(The SQLITE_CONFIG_GETPCACHE2 option takes a single argument which
** is a pointer to an [sqlite3_pcache_methods2] object.  SQLite copies of
** the current page cache implementation into that object.)^ </dd>
**
** [[SQLITE_CONFIG_LOG]] <dt>SQLITE_CONFIG_LOG</dt>
** <dd> The SQLITE_CONFIG_LOG option is used to configure the SQLite
** global [error log].
```

```
** (^The SQLITE_CONFIG_LOG option takes two arguments: a pointer to a
** function with a call signature of void(*)(void*,int,const char*),
** and a pointer to void. ^If the function pointer is not NULL, it is
** invoked by [sqlite3_log()] to process each logging event.  ^If the
** function pointer is NULL, the [sqlite3_log()] interface becomes a no-op.
** ^The void pointer that is the second argument to SQLITE_CONFIG_LOG is
** passed through as the first parameter
 to the application-defined logger
** function whenever that function is invoked.  ^The second parameter to
** the logger function is a copy of the first parameter to the corresponding
** [sqlite3_log()] call and is intended to be a [result code] or an
** [extended result code].  ^The third parameter passed to the logger is
** log message after formatting via [sqlite3_snprintf()].
** The SQLite logging interface is not reentrant; the logger function
** supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger
** function must be threadsafe. </dd>
**
** [[SQLITE_CONFIG_URI]] <dt>SQLITE_CONFIG_URI
** <dd>^(The SQLITE_CONFIG_URI option takes a single argument of type int.
** If non-zero, then URI handling is globally enabled. If the parameter is zero,
** then URI handling is globally disabled.)^ ^If URI handling is globally
** enabled, all filenames passed to [sqlite3_open()], [sqlite3_open_v2()],
** [sqlite3_open16()]
 or
** specified as part of [ATTACH] commands are interpreted as URIs, regardless
** of whether or not the [SQLITE_OPEN_URI] flag is set when the database
** connection is opened. ^If it is globally disabled, filenames are
** only interpreted as URIs if the SQLITE_OPEN_URI flag is set when the
** database connection is opened. ^(By default, URI handling is globally
** disabled. The default value may be changed by compiling with the
** [SQLITE_USE_URI] symbol defined.)^
**
** [[SQLITE_CONFIG_COVERING_INDEX_SCAN]] <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN
** <dd>^The SQLITE_CONFIG_COVERING_INDEX_SCAN option takes a single integer
** argument which is interpreted as a boolean in order to enable or disable
** the use of covering indices for full table scans in the query optimizer.
** ^The default setting is determined
** by the [SQLITE_ALLOW_COVERING_INDEX_SCAN] compile-time option, or is "on"
** if that compile-time option is omitted.
** The ability to disable the use of covering indices
 for full table scans
** is because some incorrectly coded legacy applications might malfunction
** when the optimization is enabled.  Providing the ability to
** disable the optimization allows the older, buggy application code to work
** without change even with newer versions of SQLite.
**
** [[SQLITE_CONFIG_PCACHE]] [[SQLITE_CONFIG_GETPCACHE]]
```

** <dt>SQLITE_CONFIG_PCACHE and SQLITE_CONFIG_GETPCACHE
** <dd> These options are obsolete and should not be used by new code.
** They are retained for backwards compatibility but are now no-ops.
** </dd>
**
** [[SQLITE_CONFIG_SQLLOG]]
** <dt>SQLITE_CONFIG_SQLLOG
** <dd>This option is only available if sqlite is compiled with the
** [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should
** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int).
** The second should be of type (void*). The callback is invoked by the library
** in three separate circumstances, identified by the value passed as the
**
 fourth parameter. If the fourth parameter is 0, then the database connection
** passed as the second argument has just been opened. The third argument
** points to a buffer containing the name of the main database file. If the
** fourth parameter is 1, then the SQL statement that the third parameter
** points to has just been executed. Or, if the fourth parameter is 2, then
** the connection being passed as the second parameter is being closed. The
** third parameter is passed NULL In this case. An example of using this
** configuration option can be seen in the "test_sqllog.c" source file in
** the canonical SQLite source tree.</dd>
**
** [[SQLITE_CONFIG_MMAP_SIZE]]
** <dt>SQLITE_CONFIG_MMAP_SIZE
** <dd>^SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values
** that are the default mmap size limit (the default setting for
** [PRAGMA mmap_size]) and the maximum allowed mmap size limit.
** ^The default setting can be overridden by each database connection using
** either
 the [PRAGMA mmap_size] command, or by using the
** [SQLITE_FCNTL_MMAP_SIZE] file control. ^(The maximum allowed mmap size
** will be silently truncated if necessary so that it does not exceed the
** compile-time maximum mmap size set by the
** [SQLITE_MAX_MMAP_SIZE] compile-time option.)^
** ^If either argument to this option is negative, then that argument is
** changed to its compile-time default.
**
** [[SQLITE_CONFIG_WIN32_HEAPSIZE]]
** <dt>SQLITE_CONFIG_WIN32_HEAPSIZE
** <dd>^The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is
** compiled for Windows with the [SQLITE_WIN32_MALLOC] pre-processor macro
** defined. ^SQLITE_CONFIG_WIN32_HEAPSIZE takes a 32-bit unsigned integer value
** that specifies the maximum size of the created heap.
**
** [[SQLITE_CONFIG_PCACHE_HDRSZ]]
** <dt>SQLITE_CONFIG_PCACHE_HDRSZ
** <dd>^The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which

** is a pointer to an integer and writes into that integer the number of extra
**
 bytes per page required for each page in [SQLITE_CONFIG_PAGECACHE].
** The amount of extra space required can change depending on the compiler,
** target platform, and SQLite version.
**
** [[SQLITE_CONFIG_PMASZ]]
** <dt>SQLITE_CONFIG_PMASZ
** <dd>^The SQLITE_CONFIG_PMASZ option takes a single parameter which
** is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded
** sorter to that integer. The default minimum PMA Size is set by the
** [SQLITE_SORTER_PMASZ] compile-time option. New threads are launched
** to help with sort operations when multithreaded sorting
** is enabled (using the [PRAGMA threads] command) and the amount of content
** to be sorted exceeds the page size times the minimum of the
** [PRAGMA cache_size] setting and this value.
**
** [[SQLITE_CONFIG_STMTJRNL_SPILL]]
** <dt>SQLITE_CONFIG_STMTJRNL_SPILL
** <dd>^The SQLITE_CONFIG_STMTJRNL_SPILL option takes a single parameter which
** becomes the [statement journal] spill-to-disk threshold.
**
 [Statement journals] are held in memory until their size (in bytes)
** exceeds this threshold, at which point they are written to disk.
** Or if the threshold is -1, statement journals are always held
** exclusively in memory.
** Since many statement journals never become large, setting the spill
** threshold to a value such as 64KiB can greatly reduce the amount of
** I/O required to support statement rollback.
** The default value for this setting is controlled by the
** [SQLITE_STMTJRNL_SPILL] compile-time option.
**
** [[SQLITE_CONFIG_SORTERREF_SIZE]]
** <dt>SQLITE_CONFIG_SORTERREF_SIZE
** <dd>The SQLITE_CONFIG_SORTERREF_SIZE option accepts a single parameter
** of type (int) - the new value of the sorter-reference size threshold.
** Usually, when SQLite uses an external sort to order records according
** to an ORDER BY clause, all fields required by the caller are present in the
** sorted records. However, if SQLite determines based on the declared type
** of a table column that
 its values are likely to be very large - larger
** than the configured sorter-reference size threshold - then a reference
** is stored in each sorted record and the required column values loaded
** from the database as records are returned in sorted order. The default
** value for this option is to never use this optimization. Specifying a
** negative value for this option restores the default behaviour.
** This option is only available if SQLite is compiled with the
** [SQLITE_ENABLE_SORTER_REFERENCES] compile-time option.

```
**
** [[SQLITE_CONFIG_MEMDB_MAXSIZE]]
** <dt>SQLITE_CONFIG_MEMDB_MAXSIZE
** <dd>The SQLITE_CONFIG_MEMDB_MAXSIZE option accepts a single parameter
** [sqlite3_int64] parameter which is the default maximum size for an in-memory
** database created using [sqlite3_deserialize()].  This default maximum
** size can be adjusted up or down for individual databases using the
** [SQLITE_FCNTL_SIZE_LIMIT] [sqlite3_file_control|file-control].  If this
** configuration setting is
 never used, then the default maximum is determined
** by the [SQLITE_MEMDB_DEFAULT_MAXSIZE] compile-time option.  If that
** compile-time option is not set, then the default maximum is 1073741824.
** </dl>
*/
```

Found in path(s):
* /sqlite-amalgamation-3400100-zip/sqlite-amalgamation-3400100/sqlite3.h
No license file was found, but licenses were detected in source scan.

```
/*
** CAPI3REF: Configuration Options
** KEYWORDS: {configuration option}
**
** These constants are the available integer configuration options that
** can be passed as the first argument to the [sqlite3_config()] interface.
**
** New configuration options may be added in future releases of SQLite.
** Existing configuration options might be discontinued.  Applications
** should check the return code from [sqlite3_config()] to make sure that
** the call worked.  The [sqlite3_config()] interface will return a
** non-zero [error code] if a discontinued or unsupported configuration option
** is invoked.
**
** <dl>
** [[SQLITE_CONFIG_SINGLETHREAD]] <dt>SQLITE_CONFIG_SINGLETHREAD</dt>
** <dd>There are no arguments to this option.  ^This option sets the
** [threading mode] to Single-thread.  In other words, it disables
** all mutexing and puts SQLite into a mode where it can only be used
** by a single thread.   ^If SQLite
 is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to change the [threading mode] from its default
** value of Single-thread and so [sqlite3_config()] will return
** [SQLITE_ERROR] if called with the SQLITE_CONFIG_SINGLETHREAD
** configuration option.</dd>
**
** [[SQLITE_CONFIG_MULTITHREAD]] <dt>SQLITE_CONFIG_MULTITHREAD</dt>
** <dd>There are no arguments to this option.  ^This option sets the
```

** [threading mode] to Multi-thread. In other words, it disables
** mutexing on [database connection] and [prepared statement] objects.
** The application is responsible for serializing access to
** [database connections] and [prepared statements]. But other mutexes
** are enabled so that SQLite will be safe to use in a multi-threaded
** environment as long as no two threads attempt to use the same
** [database connection] at the same time. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option
 then
** it is not possible to set the Multi-thread [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_MULTITHREAD configuration option.</dd>
**
** [[SQLITE_CONFIG_SERIALIZED]] <dt>SQLITE_CONFIG_SERIALIZED</dt>
** <dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Serialized. In other words, this option enables
** all mutexes including the recursive
** mutexes on [database connection] and [prepared statement] objects.
** In this mode (which is the default when SQLite is compiled with
** [SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access
** to [database connections] and [prepared statements] so that the
** application is free to use the same [database connection] or the
** same [prepared statement] in different threads at the same time.
** ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to set the
 Serialized [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_SERIALIZED configuration option.</dd>
**
** [[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_MALLOC option takes a single argument which is
** a pointer to an instance of the [sqlite3_mem_methods] structure.
** The argument specifies
** alternative low-level memory allocation routines to be used in place of
** the memory allocation routines built into SQLite.)^ ^SQLite makes
** its own private copy of the content of the [sqlite3_mem_methods] structure
** before the [sqlite3_config()] call returns.</dd>
**
** [[SQLITE_CONFIG_GETMALLOC]] <dt>SQLITE_CONFIG_GETMALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_GETMALLOC option takes a single argument which
** is a pointer to an instance of the [sqlite3_mem_methods] structure.
** The [sqlite3_mem_methods]
** structure is filled with the currently defined memory allocation routines.)^
** This option can
 be used to overload the default memory allocation
** routines with a wrapper that simulations memory allocation failure or
** tracks memory usage, for example. </dd>

```
**
** [[SQLITE_CONFIG_SMALL_MALLOC]] <dt>SQLITE_CONFIG_SMALL_MALLOC</dt>
** <dd> ^The SQLITE_CONFIG_SMALL_MALLOC option takes single argument of
** type int, interpreted as a boolean, which if true provides a hint to
** SQLite that it should avoid large memory allocations if possible.
** SQLite will run faster if it is free to make large memory allocations,
** but some application might prefer to run slower in exchange for
** guarantees about memory fragmentation that are possible if large
** allocations are avoided.  This hint is normally off.
** </dd>
**
** [[SQLITE_CONFIG_MEMSTATUS]] <dt>SQLITE_CONFIG_MEMSTATUS</dt>
** <dd> ^The SQLITE_CONFIG_MEMSTATUS option takes single argument of type int,
** interpreted as a boolean, which enables or disables the collection of
** memory allocation statistics. ^(When memory allocation
 statistics are
** disabled, the following SQLite interfaces become non-operational:
**   <ul>
**   <li> [sqlite3_hard_heap_limit64()]
**   <li> [sqlite3_memory_used()]
**   <li> [sqlite3_memory_highwater()]
**   <li> [sqlite3_soft_heap_limit64()]
**   <li> [sqlite3_status64()]
**   </ul>)^
** ^Memory allocation statistics are enabled by default unless SQLite is
** compiled with [SQLITE_DEFAULT_MEMSTATUS]=0 in which case memory
** allocation statistics are disabled by default.
** </dd>
**
** [[SQLITE_CONFIG_SCRATCH]] <dt>SQLITE_CONFIG_SCRATCH</dt>
** <dd> The SQLITE_CONFIG_SCRATCH option is no longer used.
** </dd>
**
** [[SQLITE_CONFIG_PAGECACHE]] <dt>SQLITE_CONFIG_PAGECACHE</dt>
** <dd> ^The SQLITE_CONFIG_PAGECACHE option specifies a memory pool
** that SQLite can use for the database page cache with the default page
** cache implementation.
** This configuration option is a no-op if an application-defined page
** cache implementation is loaded using the [SQLITE_CONFIG_PCACHE2].
**
 ^There are three arguments to SQLITE_CONFIG_PAGECACHE: A pointer to
** 8-byte aligned memory (pMem), the size of each page cache line (sz),
** and the number of cache lines (N).
** The sz argument should be the size of the largest database page
** (a power of two between 512 and 65536) plus some extra bytes for each
** page header.  ^The number of extra bytes needed by the page header
** can be determined using [SQLITE_CONFIG_PCACHE_HDRSZ].
** ^It is harmless, apart from the wasted memory,
```

** for the sz parameter to be larger than necessary. The pMem
** argument must be either a NULL pointer or a pointer to an 8-byte
** aligned block of memory of at least sz*N bytes, otherwise
** subsequent behavior is undefined.
** ^When pMem is not NULL, SQLite will strive to use the memory provided
** to satisfy page cache needs, falling back to [sqlite3_malloc()] if
** a page cache line is larger than sz bytes or if all of the pMem buffer
** is exhausted.
** ^If pMem is NULL and N is non-zero, then
 each database connection
** does an initial bulk allocation for page cache memory
** from [sqlite3_malloc()] sufficient for N cache lines if N is positive or
** of -1024*N bytes if N is negative, . ^If additional
** page cache memory is needed beyond what is provided by the initial
** allocation, then SQLite goes to [sqlite3_malloc()] separately for each
** additional cache line. </dd>
**
** [[SQLITE_CONFIG_HEAP]] <dt>SQLITE_CONFIG_HEAP</dt>
** <dd> ^The SQLITE_CONFIG_HEAP option specifies a static memory buffer
** that SQLite will use for all of its dynamic memory allocation needs
** beyond those provided for by [SQLITE_CONFIG_PAGECACHE].
** ^The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled
** with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns
** [SQLITE_ERROR] if invoked otherwise.
** ^There are three arguments to SQLITE_CONFIG_HEAP:
** An 8-byte aligned pointer to the memory,
** the number of bytes in the memory buffer, and the minimum
 allocation size.
** ^If the first pointer (the memory pointer) is NULL, then SQLite reverts
** to using its default memory allocator (the system malloc() implementation),
** undoing any prior invocation of [SQLITE_CONFIG_MALLOC]. ^If the
** memory pointer is not NULL then the alternative memory
** allocator is engaged to handle all of SQLites memory allocation needs.
** The first pointer (the memory pointer) must be aligned to an 8-byte
** boundary or subsequent behavior of SQLite will be undefined.
** The minimum allocation size is capped at 2**12. Reasonable values
** for the minimum allocation size are 2**5 through 2**8.</dd>
**
** [[SQLITE_CONFIG_MUTEX]] <dt>SQLITE_CONFIG_MUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_MUTEX option takes a single argument which is a
** pointer to an instance of the [sqlite3_mutex_methods] structure.
** The argument specifies alternative low-level mutex routines to be used
** in place the mutex routines built into SQLite.)^ ^SQLite makes a copy of
** the
 content of the [sqlite3_mutex_methods] structure before the call to
** [sqlite3_config()] returns. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to

** [sqlite3_config()] with the SQLITE_CONFIG_MUTEX configuration option will
** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_GETMUTEX]] <dt>SQLITE_CONFIG_GETMUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_GETMUTEX option takes a single argument which
** is a pointer to an instance of the [sqlite3_mutex_methods] structure. The
** [sqlite3_mutex_methods]
** structure is filled with the currently defined mutex routines.)^
** This option can be used to overload the default mutex allocation
** routines with a wrapper used to track mutex usage for performance
** profiling or testing, for example.   ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing
 subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will
** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_LOOKASIDE]] <dt>SQLITE_CONFIG_LOOKASIDE</dt>
** <dd> ^(The SQLITE_CONFIG_LOOKASIDE option takes two arguments that determine
** the default size of lookaside memory on each [database connection].
** The first argument is the
** size of each lookaside buffer slot and the second is the number of
** slots allocated to each database connection.)^ ^(SQLITE_CONFIG_LOOKASIDE
** sets the default lookaside size. The [SQLITE_DBCONFIG_LOOKASIDE]
** option to [sqlite3_db_config()] can be used to change the lookaside
** configuration on individual connections.)^ </dd>
**
** [[SQLITE_CONFIG_PCACHE2]] <dt>SQLITE_CONFIG_PCACHE2</dt>
** <dd> ^(The SQLITE_CONFIG_PCACHE2 option takes a single argument which is
** a pointer to an [sqlite3_pcache_methods2] object. This object specifies
** the interface to a custom
 page cache implementation.)^
** ^SQLite makes a copy of the [sqlite3_pcache_methods2] object.</dd>
**
** [[SQLITE_CONFIG_GETPCACHE2]] <dt>SQLITE_CONFIG_GETPCACHE2</dt>
** <dd> ^(The SQLITE_CONFIG_GETPCACHE2 option takes a single argument which
** is a pointer to an [sqlite3_pcache_methods2] object. SQLite copies of
** the current page cache implementation into that object.)^ </dd>
**
** [[SQLITE_CONFIG_LOG]] <dt>SQLITE_CONFIG_LOG</dt>
** <dd> The SQLITE_CONFIG_LOG option is used to configure the SQLite
** global [error log].
** (^The SQLITE_CONFIG_LOG option takes two arguments: a pointer to a
** function with a call signature of void(*)(void*,int,const char*),
** and a pointer to void. ^If the function pointer is not NULL, it is
** invoked by [sqlite3_log()] to process each logging event. ^If the
** function pointer is NULL, the [sqlite3_log()] interface becomes a no-op.
** ^The void pointer that is the second argument to SQLITE_CONFIG_LOG is

** passed through as the first parameter
 to the application-defined logger
** function whenever that function is invoked. ^The second parameter to
** the logger function is a copy of the first parameter to the corresponding
** [sqlite3_log()] call and is intended to be a [result code] or an
** [extended result code]. ^The third parameter passed to the logger is
** log message after formatting via [sqlite3_snprintf()].
** The SQLite logging interface is not reentrant; the logger function
** supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger
** function must be threadsafe. </dd>
**
** [[SQLITE_CONFIG_URI]] <dt>SQLITE_CONFIG_URI
** <dd>^(The SQLITE_CONFIG_URI option takes a single argument of type int.
** If non-zero, then URI handling is globally enabled. If the parameter is zero,
** then URI handling is globally disabled.)^ ^If URI handling is globally
** enabled, all filenames passed to [sqlite3_open()], [sqlite3_open_v2()],
** [sqlite3_open16()]
 or
** specified as part of [ATTACH] commands are interpreted as URIs, regardless
** of whether or not the [SQLITE_OPEN_URI] flag is set when the database
** connection is opened. ^If it is globally disabled, filenames are
** only interpreted as URIs if the SQLITE_OPEN_URI flag is set when the
** database connection is opened. ^(By default, URI handling is globally
** disabled. The default value may be changed by compiling with the
** [SQLITE_USE_URI] symbol defined.)^
**
** [[SQLITE_CONFIG_COVERING_INDEX_SCAN]] <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN
** <dd>^The SQLITE_CONFIG_COVERING_INDEX_SCAN option takes a single integer
** argument which is interpreted as a boolean in order to enable or disable
** the use of covering indices for full table scans in the query optimizer.
** ^The default setting is determined
** by the [SQLITE_ALLOW_COVERING_INDEX_SCAN] compile-time option, or is "on"
** if that compile-time option is omitted.
** The ability to disable the use of covering indices
 for full table scans
** is because some incorrectly coded legacy applications might malfunction
** when the optimization is enabled. Providing the ability to
** disable the optimization allows the older, buggy application code to work
** without change even with newer versions of SQLite.
**
** [[SQLITE_CONFIG_PCACHE]] [[SQLITE_CONFIG_GETPCACHE]]
** <dt>SQLITE_CONFIG_PCACHE and SQLITE_CONFIG_GETPCACHE
** <dd> These options are obsolete and should not be used by new code.
** They are retained for backwards compatibility but are now no-ops.
** </dd>
**
** [[SQLITE_CONFIG_SQLLOG]]

** <dt>SQLITE_CONFIG_SQLLOG
** <dd>This option is only available if sqlite is compiled with the
** [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should
** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int).
** The second should be of type (void*). The callback is invoked by the library
** in three separate circumstances, identified by the value passed as the
**
 fourth parameter. If the fourth parameter is 0, then the database connection
** passed as the second argument has just been opened. The third argument
** points to a buffer containing the name of the main database file. If the
** fourth parameter is 1, then the SQL statement that the third parameter
** points to has just been executed. Or, if the fourth parameter is 2, then
** the connection being passed as the second parameter is being closed. The
** third parameter is passed NULL In this case. An example of using this
** configuration option can be seen in the "test_sqllog.c" source file in
** the canonical SQLite source tree.</dd>
**
** [[SQLITE_CONFIG_MMAP_SIZE]]
** <dt>SQLITE_CONFIG_MMAP_SIZE
** <dd>^SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values
** that are the default mmap size limit (the default setting for
** [PRAGMA mmap_size]) and the maximum allowed mmap size limit.
** ^The default setting can be overridden by each database connection using
** either
 the [PRAGMA mmap_size] command, or by using the
** [SQLITE_FCNTL_MMAP_SIZE] file control. ^(The maximum allowed mmap size
** will be silently truncated if necessary so that it does not exceed the
** compile-time maximum mmap size set by the
** [SQLITE_MAX_MMAP_SIZE] compile-time option.)^
** ^If either argument to this option is negative, then that argument is
** changed to its compile-time default.
**
** [[SQLITE_CONFIG_WIN32_HEAPSIZE]]
** <dt>SQLITE_CONFIG_WIN32_HEAPSIZE
** <dd>^The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is
** compiled for Windows with the [SQLITE_WIN32_MALLOC] pre-processor macro
** defined. ^SQLITE_CONFIG_WIN32_HEAPSIZE takes a 32-bit unsigned integer value
** that specifies the maximum size of the created heap.
**
** [[SQLITE_CONFIG_PCACHE_HDRSZ]]
** <dt>SQLITE_CONFIG_PCACHE_HDRSZ
** <dd>^The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which
** is a pointer to an integer and writes into that integer the number of extra
**
 bytes per page required for each page in [SQLITE_CONFIG_PAGECACHE].
** The amount of extra space required can change depending on the compiler,
** target platform, and SQLite version.
**

** [[SQLITE_CONFIG_PMASZ]]
** <dt>SQLITE_CONFIG_PMASZ
** <dd>^The SQLITE_CONFIG_PMASZ option takes a single parameter which
** is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded
** sorter to that integer. The default minimum PMA Size is set by the
** [SQLITE_SORTER_PMASZ] compile-time option. New threads are launched
** to help with sort operations when multithreaded sorting
** is enabled (using the [PRAGMA threads] command) and the amount of content
** to be sorted exceeds the page size times the minimum of the
** [PRAGMA cache_size] setting and this value.
**
** [[SQLITE_CONFIG_STMTJRNL_SPILL]]
** <dt>SQLITE_CONFIG_STMTJRNL_SPILL
** <dd>^The SQLITE_CONFIG_STMTJRNL_SPILL option takes a single parameter which
** becomes the [statement journal] spill-to-disk threshold.
**
 [Statement journals] are held in memory until their size (in bytes)
** exceeds this threshold, at which point they are written to disk.
** Or if the threshold is -1, statement journals are always held
** exclusively in memory.
** Since many statement journals never become large, setting the spill
** threshold to a value such as 64KiB can greatly reduce the amount of
** I/O required to support statement rollback.
** The default value for this setting is controlled by the
** [SQLITE_STMTJRNL_SPILL] compile-time option.
**
** [[SQLITE_CONFIG_SORTERREF_SIZE]]
** <dt>SQLITE_CONFIG_SORTERREF_SIZE
** <dd>The SQLITE_CONFIG_SORTERREF_SIZE option accepts a single parameter
** of type (int) - the new value of the sorter-reference size threshold.
** Usually, when SQLite uses an external sort to order records according
** to an ORDER BY clause, all fields required by the caller are present in the
** sorted records. However, if SQLite determines based on the declared type
** of a table column that
 its values are likely to be very large - larger
** than the configured sorter-reference size threshold - then a reference
** is stored in each sorted record and the required column values loaded
** from the database as records are returned in sorted order. The default
** value for this option is to never use this optimization. Specifying a
** negative value for this option restores the default behaviour.
** This option is only available if SQLite is compiled with the
** [SQLITE_ENABLE_SORTER_REFERENCES] compile-time option.
**
** [[SQLITE_CONFIG_MEMDB_MAXSIZE]]
** <dt>SQLITE_CONFIG_MEMDB_MAXSIZE
** <dd>The SQLITE_CONFIG_MEMDB_MAXSIZE option accepts a single parameter
** [sqlite3_int64] parameter which is the default maximum size for an in-memory
** database created using [sqlite3_deserialize()]. This default maximum

```
** size can be adjusted up or down for individual databases using the
** [SQLITE_FCNTL_SIZE_LIMIT] [sqlite3_file_control|file-control].  If this
** configuration setting is
 never used, then the default maximum is determined
** by the [SQLITE_MEMDB_DEFAULT_MAXSIZE] compile-time option.  If that
** compile-time option is not set, then the default maximum is 1073741824.
** </dl>
*/
/*
** The "printf" code that follows dates from the 1980's.  It is in
** the public domain.
**
**************************************************************************
**
** This file contains code for a set of "printf"-like routines.  These
** routines format strings much like the printf() from the standard C
** library, though the implementation here has enhancements to support
** SQLite.
*/
/*
** 2004 May 22
**
** The author disclaims copyright to this source code.  In place of
** a legal notice, here is a blessing:
**
**    May you do good and not evil.
**    May you find forgiveness for yourself and forgive others.
**    May you share freely, never taking more than you give.
**
******************************************************************************
**
** This file
 contains the VFS implementation for unix-like operating systems
** include Linux, MacOSX, *BSD, QNX, VxWorks, AIX, HPUX, and others.
**
** There are actually several different VFS implementations in this file.
** The differences are in the way that file locking is done.  The default
** implementation uses Posix Advisory Locks.  Alternative implementations
** use flock(), dot-files, various proprietary locking schemas, or simply
** skip locking all together.
**
** This source file is organized into divisions where the logic for various
** subfunctions is contained within the appropriate division.  PLEASE
** KEEP THE STRUCTURE OF THIS FILE INTACT.  New code should be placed
** in the correct division and should be clearly labeled.
**
** The layout of divisions is as follows:
**
```

```
**   *  General-purpose declarations and utility functions.
**   *  Unique file ID logic used by VxWorks.
**   *  Various locking primitive implementations (all except proxy locking):
**      + for Posix Advisory
 Locks
**      + for no-op locks
**      + for dot-file locks
**      + for flock() locking
**      + for named semaphore locks (VxWorks only)
**      + for AFP filesystem locks (MacOSX only)
**   *  sqlite3_file methods not associated with locking.
**   *  Definitions of sqlite3_io_methods objects for all locking
**      methods plus "finder" functions for each locking method.
**   *  sqlite3_vfs method implementations.
**   *  Locking primitives for the proxy uber-locking-method. (MacOSX only)
**   *  Definitions of sqlite3_vfs objects for all locking methods
**      plus implementations of sqlite3_os_init() and sqlite3_os_end().
*/
/*
** Return a pointer to the "temporary page" buffer held internally
** by the pager.  This is a buffer that is big enough to hold the
** entire content of a database page.  This buffer is used internally
** during rollback and will be overwritten whenever a rollback
** occurs.  But other modules are free to use it too, as long as
** no rollbacks are happening.
*/
```

Found
 in path(s):
* /sqlite-amalgamation-3400100-zip/sqlite-amalgamation-3400100/sqlite3.c
No license file was found, but licenses were detected in source scan.

```
/* This will be more informative in a later version. */
```

Found in path(s):
* /sqlite-amalgamation-3400100-zip/sqlite-amalgamation-3400100/shell.c

1.65 gnutls 3.7.6

1.65.1 Available under license :

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Version 2.1, February 1999

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version 0.1
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* the following sources are under **Public Domain** (LicenseRef-murmurhash2-public-domain):
  - src/basic/MurmurHash2.c
  - src/basic/MurmurHash2.h
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  (eg: computer-generated fuzzer data)

OpenSSL Notes

Note that building the systemd project with OpenSSL does not affect the libsystemd.so
shared library, which is not linked with the OpenSSL library.

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1.68 libxml2 2.11.1

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1.69 icu 73

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layout: default
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Commands to generate dependency files
GEN_DEPS.c= $(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc= $(CXX) -E -MM $(DEFS) $(CPPFLAGS)

Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

```
## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE= -Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic

## Shared object suffix
SO = so
## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation
 rules
%.$(STATIC_O): $(srcdir)/%.c
 $(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
 $(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
 $(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
 $(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<


## Dependency rules
%.d: $(srcdir)/%.c
 @echo "generating dependency information for $<"
 @$(SHELL) -ec '$(GEN_DEPS.c) $< \
  | sed '\"s/\($*\)\.o[ :]*/\1.o $@ : /g'\" > $@; \
  [ -s $@ ] || rm -f $@'

%.d: $(srcdir)/%.cpp
 @echo "generating dependency information for $<"
 @$(SHELL) -ec '$(GEN_DEPS.cc) $< \
  | sed '\"s/\($*\)\.o[ :]*/\1.o $@ : /g'\" > $@; \
  [ -s $@ ] || rm -f $@'

## Versioned libraries rules
```

```
%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
 $(RM) $@ && ln -s ${<F} $@
%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
 $(RM) $@ && ln -s ${*F}.$(SO).$(SO_TARGET_VERSION) $@

##  Bind internal references

# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR_DEPS=

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

## End BSD-specific setup
```

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File: aclocal.m4 (only for ICU4C)
Section: pkg.m4 - Macros to locate and utilise pkg-config.

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1.71 libxcrypt 4.4.18

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1.72 fdisk 2.37.4

1.72.1 Available under license :

NR START   END SECTORS SIZE NAME UUID
1   32 7679   7648 3.7M   8f8378c0-01
2 7680 16383   8704 4.3M   8f8378c0-02
5 7936 12799   4864 2.4M
6 12544 16127   3584 1.8M
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1.74 openssl 3.0.10

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1.75 java™-native-access 5

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==========
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The binary file of the original library has been modified by Atlassian in such way that classes have changed
their package names from 'org.jfree' to 'clover.org.jfree'. This was necessary to avoid potential name
conflicts during instrumentation of a code using the original library when using Clover. No source code of
the original library was modified.
==========

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Modified by Atlassian

The binary file of the original library has been modified by Atlassian in such way that classes have changed
their package names from 'it.unimi.dsi.fastutil' to 'clover.it.unimi.dsi.fastutil'. This was necessary to
avoid potential name conflicts during instrumentation of a code using the original library when using Clover.
No source code of the original library was modified.

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analogous to running a utility program or application program. However, in

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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.

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avoid potential name conflicts during instrumentation of a code using the original library when using Clover.
No source code of the original library was modified.
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Partially supported by University of San Francisco & jGuru.com

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The primary ANTLR guy:

Terence Parr
parrt@cs.usfca.edu
parrt@antlr.org
onoMnApeShTpQtDJbcUgJTIFONPQeUndIgfQWWNNddIwBl
mi2Kp5RjfhIJdGCSo<bOTNof2KNxm9KCi5lxEyKI9BJW3p
qOPQUXpopOopMMPqnPnXXQPNOPNRnqQNQqStwVxuQSTtVW
UrwSUSSSTVwxWSXNmrrpnmqmUUnpsvpntsmmmmmUUnpsvp
ntsmmmmmUUFmbkWJlroZbW4bsbilmjbkqUUnmmmm
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Provides common utility functions and the Class object used internally by the library.

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Some of the Basic utility functions and the Class system are based in the MooTools Framework
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1.76 java™-native-access 4

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==========
Modified by Atlassian

The binary file of the original library has been modified by Atlassian in such way that classes have changed their package names from 'com.keypoint/org.jfree' to 'clover.com.keypoint/clover.org.jfree'. This was necessary to avoid potential name conflicts during instrumentation of a code using the original library when using Clover. No source code of the original library was modified.
==========

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Library will not necessarily be able to recompile the application
to use the modified definitions.)

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
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The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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

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

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

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

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

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

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

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

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

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

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

its purpose remains meaningful.

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part
regardless of who wrote
it.

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

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

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

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

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

4. You may copy and distribute the Library (or a portion or
derivative of it, under Section 2) in object code or executable form
under the terms of Sections 1 and 2 above provided that you accompany
it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

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

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

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

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

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

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

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

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

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce
a modified
executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) 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
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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 Sections above.

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[This is the first released version of the library GPL. It is
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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 Library General Public License, applies to some
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your libraries, too.

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

For example, if you distribute copies of the library, whether gratis
or for a fee, you must give the recipients all the rights that we gave

you. You must make sure that they, too, receive or can get the source
code. If you link a program with the library, you must provide
complete object files to the recipients so that they can relink them
with the library, after making
 changes to the library and recompiling
it. And you must show them these terms so they know their rights.

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

 Also, for each distributor's protection, we want to make certain
that everyone understands that there is no warranty for this free
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want its recipients to know that what they have is not the original
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 Finally, any free program is threatened constantly by software
patents. We wish to avoid the danger that companies distributing free
software will individually obtain patent licenses, thus in effect
transforming the program into proprietary software. To prevent this,
we have made it clear that any patent must
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free use or not licensed at all.

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

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

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

 However, unrestricted linking of non-free programs would deprive the

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

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

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

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

Activities other than copying, distribution and modification are not

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

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You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.
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2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

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

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

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

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

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

root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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

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

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

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

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

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

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

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

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

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

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

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

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

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by

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a) Accompany the work with the complete corresponding
machine-readable source code for the Library including whatever
changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that
uses the Library", as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified
executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

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

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

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

For an executable, the required form of the "work that uses the
Library" must include any data and utility programs needed for
reproducing the executable from it. However, as a special exception,
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distributed (in either source or binary form) with the major
components (compiler, kernel, and so on) of the operating system on
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The primary ANTLR guy:

Terence Parr
parrt@cs.usfca.edu
parrt@antlr.org
onoMnApeShTpQtDJbcUgJTIFONPQeUndIgfQWWNNddIwBl
mi2Kp5RjfhIJdGCSo<bOTNof2KNxm9KCi5lxEyKI9BJW3p
qOPQUXpopOopMMPqnPnXXQPNOPNRnqQNQqStwVxuQSTtVW
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The binary file of the original library has been modified by Atlassian in such way that classes have changed their package name from 'com.google.json' to 'clover.com.google.json'. This was necessary to avoid potential name conflicts during instrumentation of a code using the original library when using Clover. No source code of the original library was modified.

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File: Core.js

Description:

Provides common utility functions and the Class object used internally by the library.

Also provides the <TreeUtil> object for manipulating JSON tree structures

Some of the Basic utility functions and the Class system are based in the MooTools Framework
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A. HISTORY OF THE SOFTWARE
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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
in Reston, Virginia where he released several versions of the
software.

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same

year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see https://www.python.org/psf/) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now	PSF	yes

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Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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1.81 safeclib 4.1.42

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1.82 libpng 1.6.39

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pnm2png / png2pnm --- conversion from PBM/PGM/PPM-file to PNG-file

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1.83 vim 8.2

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uganda.txt   For Vim version 8.2. Last change: 2019 Dec 07

    VIM REFERENCE MANUAL   by Bram Moolenaar

  uganda *Uganda* *copying* *copyright* *license*
SUMMARY
       iccf *ICCF*
Vim is Charityware. You can use and copy it as much as you like, but you are
encouraged to make a donation for needy children in Uganda. Please see |kcc|
below or visit the ICCF web site, available at these URLs:

 http://iccf-holland.org/
 http://www.vim.org/iccf/
 http://www.iccf.nl/

You can also sponsor the development of Vim. Vim sponsors can vote for
features. See |sponsor|. The money goes to Uganda anyway.

The Open Publication License applies to the Vim documentation, see
|manual-copyright|.

=== begin of license ===

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    include this license text. You
 are also allowed to include executables
    that you made from the unmodified Vim sources, plus your own usage

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2) The modified Vim must be distributed in one of the following five ways:
a) If you make changes to Vim yourself, you must clearly describe in
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(in any way) for a copy of the modified Vim you distributed, you
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include your changes in the official version of Vim. What the
maintainer will do with your changes and under what license they
will be distributed is negotiable. If there has been no negotiation

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The current maintainer is Bram Moolenaar <Bram@vim.org>. If this
changes it will be announced in appropriate places (most likely
vim.sf.net, www.vim.org and/or comp.editors). When it is completely
impossible to contact the maintainer, the obligation to send him
your changes ceases. Once the maintainer has confirmed that he has
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contact information must remain valid for at least three years
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Note:

- If you are happy with Vim, please express that by reading the rest of this file and consider helping needy children in Uganda.

- If you want to support further Vim development consider becoming a |sponsor|. The money goes to Uganda anyway.

- According to Richard Stallman the Vim license is GNU GPL compatible. A few minor changes have been made since he checked it, but that should not make a difference.

- If you link Vim with a library that goes under the GNU GPL, this limits further
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- Once a change is included that goes under the GNU GPL, this forces all

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- If you distribute a modified version of Vim, you can include your name and
contact information with the "--with-modified-by" configure argument or the
MODIFIED_BY define.

==

Kibaale Children's Centre *kcc* *Kibaale* *charity*

Kibaale Children's Centre (KCC) is located in Kibaale, a small town in the
south of Uganda, near Tanzania, in East Africa. The area is known as Rakai
District. The population is mostly farmers. Although people are poor, there
is enough food. But this district is suffering from AIDS more than any other
part of the world. Some say that it started there. Estimations are that 10
to 30% of the Ugandans are infected with HIV. Because parents
die, there are
many orphans. In this district about 60,000 children have lost one or both
parents, out of a population of 350,000. And this is still continuing.

The children need a lot of help. The KCC is working hard to provide the needy
with food, medical care and education. Food and medical care to keep them
healthy now, and education so that they can take care of themselves in the
future. KCC works on a Christian base, but help is given to children of any
religion.

The key to solving the problems in this area is education. This has been
neglected in the past years with president Idi Amin and the following civil
wars. Now that the government is stable again, the children and parents have
to learn how to take care of themselves and how to avoid infections. There is
also help for people who are ill and hungry, but the primary goal is to
prevent people from getting ill and to teach them how to grow healthy food.

Most of the orphans are living in an extended family. An uncle
or older
sister is taking care of them. Because these families are big and the income
(if any) is low, a child is lucky if it gets healthy food. Clothes, medical
care and schooling is beyond its reach. To help these needy children, a
sponsorship program was put into place. A child can be financially adopted.
For a few dollars a month KCC sees to it that the child gets indispensable
items, is healthy, goes to school and KCC takes care of anything else that
needs to be done for the child and the family that supports it.

Besides helping the child directly, the environment where the child grows up
needs to be improved. KCC helps schools to improve their teaching methods.
There is a demonstration school at the centre and teacher trainings are given.
Health workers are being trained, hygiene education is carried out and
households are stimulated to build a proper latrine. I helped setting up a
production site for cement slabs. These are used to build a good latrine.

They are sold
below cost price.

There is a small clinic at the project, which provides children and their family with medical help. When needed, transport to a hospital is offered. Immunization programs are carried out and help is provided when an epidemic is breaking out (measles and cholera have been a problem).

donate

Summer 1994 to summer 1995 I spent a whole year at the centre, working as a volunteer. I have helped to expand the centre and worked in the area of water and sanitation. I learned that the help that the KCC provides really helps. When I came back to Holland, I wanted to continue supporting KCC. To do this I'm raising funds and organizing the sponsorship program. Please consider one of these possibilities:

1. Sponsor a child in primary school: 17 euro a month (or more).
2. Sponsor a child in secondary school: 25 euro a month (or more).
3. Sponsor the clinic: Any amount a month or quarter
4. A one-time donation

Compared with other organizations that do child sponsorship
the amounts are
very low. This is because the money goes directly to the centre. Less than 5% is used for administration. This is possible because this is a small organization that works with volunteers. If you would like to sponsor a child, you should have the intention to do this for at least one year.

How do you know that the money will be spent right? First of all you have my personal guarantee as the author of Vim. I trust the people that are working at the centre, I know them personally. Furthermore, the centre has been co-sponsored and inspected by World Vision, Save the Children Fund and is now under the supervision of Pacific Academy Outreach Society. The centre is visited about once a year to check the progress (at our own cost). I have visited the centre myself many times, starting in 1993. The visit reports are on the ICCF web site.

If you have any further questions, send me e-mail: <Bram@vim.org>.

The address of the centre is:
Kibaale Children's Centre
p.o.
box 1658
Masaka, Uganda, East Africa

Sending money: *iccf-donations*

Check the ICCF web site for the latest information! See |iccf| for the URL.

USA: The methods mentioned below can be used.
Sending a check to the Nehemiah Group Outreach Society (NGOS)
is no longer possible, unfortunately. We are looking for
another way to get you an IRS tax receipt.
For sponsoring a child contact KCF in Canada (see below). US
checks can be sent to them to lower banking costs.

Canada: Contact Kibaale Children's Fund (KCF) in Surrey, Canada. They
take care of the Canadian sponsors for the children in
Kibaale. KCF forwards 100% of the money to the project in
Uganda. You can send them a one time donation directly.
Please send me a note so that I know what has been donated
because of Vim. Ask KCF for information about sponsorship.
Kibaale Children's Fund c/o Pacific Academy
10238-168 Street
Surrey, B.C. V4N 1Z4
Canada
Phone: 604-581-5353
If
you make a donation to Kibaale Children's Fund (KCF) you
will receive a tax receipt which can be submitted with your
tax return.

Holland: Transfer to the account of "Stichting ICCF Holland" in Lisse.
This will allow for tax deduction if you live in Holland.
Postbank, nr. 4548774
IBAN: NL95 INGB 0004 5487 74

Germany: It is possible to make donations that allow for a tax return.
Check the ICCF web site for the latest information:
http://iccf-holland.org/germany.html

World: Use a postal money order. That should be possible from any
country, mostly from the post office. Use this name (which is
in my passport): "Abraham Moolenaar". Use Euro for the
currency if possible.

Europe: Use a bank transfer if possible. Your bank should have a form
that you can use for this. See "Others" below for the swift
code and IBAN number.
Any other method should work. Ask for information about
sponsorship.

Credit Card: You can use PayPal to send money with a Credit
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the most widely used Internet based payment system. It's
really simple to use. Use this link to find more info:

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The e-mail address for sending the money to is:
Bram@iccf-holland.org
For amounts above 400 Euro ($500) sending a check is
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Others: Transfer to one of these accounts if possible:
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below. Minimal amount: $70 (my bank does not accept smaller
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8134 Adliswil
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Version 2.1, February 1999

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```
#!/usr/bin/env bash
# MIT licenses will each have a unique MD5 sum since they contain a unique copyright.
# This script will read the license file into memory, strip out the copyright, and then
# generate an MD5 that is not unique and can be matched against a known MIT MD5 sum.
set -e

calculate_md5_sum() {
 local FILE="$1"

 # Read the contents of the file into a variable
 local raw_license_text=$(<"$FILE")

 # Convert to lowercase
 local lowercase_license_text="${raw_license_text,,}"

 # Remove anything before the beginning of the license
 local stripped_license_text=$(awk '/permission is hereby granted,/{p=1} p' <<< "$lowercase_license_text")

 # Replace line breaks (Windows or Linux) with a single space
 local replaced_linebreaks=$(tr '\r\n' ' ' <<< "$stripped_license_text")

 # Replace multiple spaces with a single space
```

```
 local normalized_license_text=$(tr -s ' ' <<< "$replaced_linebreaks")

 # Strip away any non-printable, non-whitespace characters
 local clean_unprintable_license_text=$(tr
 -cd '[:print:][:space:]' <<< "$normalized_license_text")

 # Remove punctuation and special characters
 local clean_license_text=$(echo "$clean_unprintable_license_text" | sed 's/[^a-zA-Z ]//g')

 # Calculate the MD5 sum of the cleaned license text
 local MD5SUM=$(echo -n "$clean_license_text" | md5sum | awk '{print $1}')

 # Output the MD5 sum
 echo "$MD5SUM"
}

# Check if the FILE argument is provided
if [ -z "$1" ]; then
 echo "Please provide a FILE as an argument."
 exit 1
fi

# Invoke the function with the provided FILE argument
calculate_md5_sum "$1"
WEV @@ WEV[B  "1
x   ?"U@,5  @mISmIN<GimCN7g1u|E
43mI,5WEV @@ WEV   @mImImIAmImImI0mImImI*mImI
A0mImImI...
lost+found...

;9GimCN7g

!"#$%&'()*+,-
./0123456789:;<=>?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_`abcdefghijklmnopqrstuvwxyz{|}~

!"#$%&'()*+,-
./0123456789:;<=>?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_`abcdefghijklmnopqrstuvwxyz{|}~

!"#$%&'()*+,-
./0123456789:;<=>?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_`abcdefghijklmnopqrstuvwxyz{|}~

!"#$%&'()*+,-
./0123456789:;<=>?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_`abcdefghijklmnopqrstuvwxyz{|}~WEV @@
WEV[B  "1
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1.88 d-bus 1.12.20

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1.91 libcxxabi 1.1.10.5

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Manifest-Version: 1.0
Bnd-LastModified: 1695799258578
Bundle-ActivationPolicy: lazy
Bundle-Activator: org.xerial.snappy.SnappyBundleActivator
Bundle-Description: snappy-java: A fast compression/decompression libr
ary
Bundle-DocURL: http://www.xerial.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: snappy-java: A fast compression/decompression library
Bundle-NativeCode: org/xerial/snappy/native/Windows/x86_64/snappyjava.
dll;osname=win32;processor=x86-64,org/xerial/snappy/native/Windows/x8
6_64/snappyjava.dll;osname=win32;processor=x64,org/xerial/snappy/nati
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ibsnappyjava.so;osname=linux;processor=ppc64le,org/xerial/snappy/nati
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libsnappyjava.so;osname=sunos;processor=sparc
Bundle-SymbolicName: org.xerial.snappy.snappy-java
Bundle-Vendor: xerial.org
Bundle-Version: 1.1.10.5
Created-By: 11.0.20 (Azul Systems, Inc.)
Export-Package: org.xerial.snappy;uses:="org.osgi.framework,org.xerial
.snappy.buffer,org.xerial.snappy.pool";version="1.1.10",org.xerial.sn
appy.buffer;version="1.1.10",org.xerial.snappy.pool;version="1.1.10"
Implementation-Title: snappy-java

Implementation-URL: https://github.com/xerial/snappy-java
Implementation-Vendor: xerial.org
Implementation-Vendor-Id: org.xerial.snappy
Implementation-Version: 1.1.10.5
Import-Package: org.osgi.framework;version="[1.5,2)"
Private-Package:
 org.xerial.snappy.native.AIX.ppc,org.xerial.snappy.na
tive.AIX.ppc64,org.xerial.snappy.native.FreeBSD.x86_64,org.xerial.sna
ppy.native.Linux.aarch64,org.xerial.snappy.native.Linux.android-aarch
64,org.xerial.snappy.native.Linux.android-arm,org.xerial.snappy.nativ
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.native.Linux.ppc64,org.xerial.snappy.native.Linux.ppc64le,org.xerial
.snappy.native.Linux.riscv64,org.xerial.snappy.native.Linux.s390x,org
.xerial.snappy.native.Linux.x86,org.xerial.snappy.native.Linux.x86_64
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rial.snappy.native.SunOS.sparc,org.xerial.snappy.native.SunOS.x86,org
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arch64,org.xerial.snappy.native.Windows.x86,org.xerial.snappy.native.
Windows.x86_64
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Specification-Title: snappy-java
Specification-Vendor: xerial.org
Specification-Version: 1.1.10.5
Tool: Bnd-5.1.2.202007211702

Found in path(s):
* /snappy-java-1-1-10-5-jar/META-INF/MANIFEST.MF

1.92 jre 1.8.0u391

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```

Main Author
---
Marti Maria

Contributors
---
Bob Friesenhahn
Kai-Uwe Behrmann
Stuart Nixon
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Richard Hughes
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Chris Evans (Google)
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Vigna, Sebastiano (2014). "Further scramblings of Marsaglia's xorshift generators". arXiv:1404.0390 (http://arxiv.org/abs/1404.0390)

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Authors

Original Authors

Peter Mattis <petm@xcf.berkeley.edu>
Spencer Kimball <spencer@xcf.berkeley.edu>
Josh MacDonald <jmacd@xcf.berkeley.edu>

GLib-2.0 Team

Hans Breuer <hans@breuer.org>
Matthias
Clasen <mclasen@redhat.com>
Tor Lillqvist <tml@iki.fi>
Tim Janik <timj@gtk.org>
Havoc Pennington <hp@redhat.com>
Ron Steinke <rsteinke@w-link.net>

Owen Taylor <otaylor@redhat.com>
Sebastian Wilhelmi <seppi@seppi.de>

GLib-1.2 Team

Shawn T. Amundson <amundson@gimp.org>
Jeff Garzik <jgarzik@pobox.com>
Raja R Harinath <harinath@cs.umn.edu>
Tim Janik <timj@gtk.org>
Elliot Lee <sopwith@redhat.com>
Tor Lillqvist <tml@iki.fi>
Paolo Molaro <lupus@debian.org>
Havoc Pennington <hp@pobox.com>
Manish Singh <yosh@gimp.org>
Owen Taylor <otaylor@gtk.org>
Sebastian Wilhelmi <wilhelmi@ira.uka.de>

The random number generator "Mersenne Twister", which is used by GLib,
was developed and originally coded by:
Makoto Matsumoto <matumoto@math.keio.ac.jp>
Takuji Nishimura <nisimura@math.keio.ac.jp>

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Authors

Erik Walthinsen <omega@temple-baptist.com>
Matt Howell <mhowell@users.sourceforge.net>

Brent Bradburn <bbradburn@users.sourceforge.net>
Wim Taymans <wim.taymans@chello.be>
Richard Boulton <richard@tartarus.org>
Zaheer Abbas Merali <zaheerabbas at merali dot org>
 - thread synchronization rework
David I. Lehn <dlehn@users.sourceforge.net>
 - debian packaging
 - various fixes
Chris Emerson <chris@tartarus.org>
 - PPC port
 - small libxml patches
Jens Thiele <karme@unforgettable.com>
  - color conversion patches
Thomas Nyberg <thomas@codefactory.se>
 - gstreamer.m4 macros
 - ALSA plugins
Bastien Nocera <hadess@hadess.net>
 - gnomevfs sink and source
Christian Fredrik Kalager Schaller <Uraeus@linuxrising.org>
 - Red Hat packaging and website work
Thomas Vander Stichele <thomas@apestaart.org>
 - build system cleaning
 - some audio plugins
 - release pushing
David Schleef <ds@schleef.org>
Benjamin Otte <in7y118@public.uni-hamburg.de>
Ronald Bultje <rbultje@ronald.bitfreak.net>
Andy Wingo <wingo@pobox.com>
Julien Moutte <julien@moutte.net>
Jan Schmidt <thaytan@noraisin.net>

Maintainers

Jan Schmidt <thaytan@noraisin.net>
Wim Taymans <wim.taymans@gmail.com>
David Schleef <ds@schleef.org>
Tim-Philipp Mller <tim centricular net>
Sebastian Drge <slomo@coaxion.net>

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	GL/wglext.h	Khronos
	KHR/khrplatform.h	Khronos

****

---
include/GL/gl.h :

Mesa 3-D
graphics library

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### AUTHORS File Information
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libffi was originally written by Anthony Green <green@moxielogic.com>.

The developers of the GNU Compiler Collection project have made
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details.

Some of the ideas behind libffi were inspired by Gianni Mariani's free
gencall library for Silicon Graphics machines.

The closure mechanism was designed and implemented by Kresten Krab
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Major processor
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Thanks to Jim Blandy, who provided some useful feedback on the libffi
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Alex Oliva solved the executable page problem for SElinux.

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>>> freebsd-base64-4.8
>>>
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==========

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>>> freebsd-base64-4.8

base64.c -- routines to encode/decode base64 data
$OpenLDAP: pkg/ldap/libraries/liblutil/base64.c,v 1.15 2006/01/03 22:12:11 kurt Exp $ /
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>>> unicode-5.0

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1.101 openssl 3.2.0

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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.)

@item
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.

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from a designated place, offer equivalent access to copy the above
specified materials from the same place.

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Verify that the user has already received a copy of these
materials or that you have already sent this user a copy.
@end enumerate

 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
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normally distributed (in either source or binary form) with the major
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@page
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components (compiler, kernel, and so on) of the operating system on
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1.118 slf4j-impl 2.17.2

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1.119 jsp 2.3.FR

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1.121 tomcat-jni 9.0.83

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1.122 httpcomponents-client 4.5.3

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1.123 scala 2.11.11

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```
/**
  * Latch used to implement waiting on a DefaultPromise's result.
  *
  * Inspired by: http://gee.cs.oswego.edu/cgi-
bin/viewcvs.cgi/jsr166/src/main/java/util/concurrent/locks/AbstractQueuedSynchronizer.java
  * Written by Doug Lea with assistance from members of JCP JSR-166
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  * http://creativecommons.org/publicdomain/zero/1.0/
  */
```

Found in path(s):
* /scala-library-2-11-11-sources-jar/scala/concurrent/impl/Promise.scala
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```
/**
*
* A `ClassTag[T]` stores the erased class of a given type `T`, accessible via the `runtimeClass`
* field. This is particularly useful for instantiating `Array`s whose element types are unknown
* at compile time.
*
* `ClassTag`s are a weaker special case of [[scala.reflect.api.TypeTags#TypeTag]]s, in that they
* wrap only the runtime class of a given type, whereas a `TypeTag` contains all static type
* information. That is, `ClassTag`s are constructed from knowing only the top-level class of a
* type, without necessarily knowing all of its argument types. This runtime information is enough
* for runtime `Array` creation.
*
* For example:
* {{{
*   scala> def mkArray[T : ClassTag](elems: T*) = Array[T](elems: _*)
```

```
*   mkArray: [T](elems: T*)(implicit evidence$1: scala.reflect.ClassTag[T])Array[T]
*
*   scala> mkArray(42, 13)
*   res0: Array[Int] = Array(42, 13)
*
*   scala> mkArray("Japan","Brazil","Germany")
 *   res1: Array[String] = Array(Japan, Brazil, Germany)
* }}}
*
* See [[scala.reflect.api.TypeTags]] for more examples, or the
* [[http://docs.scala-lang.org/overviews/reflection/typetags-manifests.html Reflection Guide: TypeTags]]
* for more details.
*
*/
```

Found in path(s):
* /scala-library-2-11-11-sources-jar/scala/reflect/ClassTag.scala

1.124 tomcat-coyote 9.0.83

1.124.1 Available under license :

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1.125 python-certifi 2023.11.17

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file (certdata.txt). This file can be found in the mozilla source tree:
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1.126 byte-buddy 1.12.23

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1.129 sg3-utils 1.47-9.el9

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Peter Allworth <linsol at zeta dot org dot au>,
James Bottomley <jejb at parisc-linux dot org>,
Lars Marowsky-Bree <lmb at suse dot de>,
Kurt Garloff,
Grant Grundler <grundler at parisc-linux dot org>,
Christophe Varoqui <christophe dot varoqui at free dot fr>,
Michael Weller <eowmob at exp-math dot uni-essen dot de>,
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1.133 xalan 2.7.0

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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/awk/OrNode.java
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/*
* $Id: SyntaxTree.java,v 1.8 2003/11/07 20:16:24 dfs Exp $
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* /oro-2-0-8-sources-4-jar/examples/splitExample.java
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* /oro-2-0-8-sources-4-jar/examples/matchesContainsExample.java
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* /oro-2-0-8-sources-4-jar/examples/awk/prefixExample.java
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* $Id: AwkMatchResult.java,v 1.8 2003/11/07 20:16:24 dfs Exp $
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/PatternCacheRandom.java
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/*
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* $Id: GenericCache.java,v 1.8 2003/11/07 20:16:25 dfs Exp $
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* $Id: strings.java,v 1.3 2003/08/12 18:11:30 dfs Exp $
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/**
  * Determines if the contents of a PatternMatcherInput, starting from the
  * current offset of the input contains a pattern.
  * If a pattern match is found, a MatchResult
   * instance representing the <b>first</b> such match is made acessible via
  * {@link #getMatch()}.  The current offset of the
  * PatternMatcherInput is set to the offset corresponding to the end
  * of the match, so that a subsequent call to this method will continue
  * searching where the last call left off.  You should remember that the
  * region between the begin and end offsets of the PatternMatcherInput are
  * considered the input to be searched, and that the current offset
  * of the PatternMatcherInput reflects where a search will start from.
  * Matches extending beyond the end offset of the PatternMatcherInput
  * will not be matched.  In other words, a match must occur entirely
  * between the begin and end offsets of the input.  See
  * {@link org.apache.oro.text.regex.PatternMatcherInput PatternMatcherInput}
  * for more details.
  * <p>
  * As a side effect, if a match is found, the PatternMatcherInput match
  * offset information is updated.  See
 the PatternMatcherInput
  * {@link org.apache.oro.text.regex.PatternMatcherInput#setMatchOffsets
  * setMatchOffsets(int, int)} method for more details.
  * <p>
  * The pattern must be an AwkPattern instance, otherwise a
  * ClassCastException will be thrown.  You are not required to, and
  * indeed should NOT try to (for performance reasons), catch a
  * ClassCastException because it will never be thrown as long as you use
  * an AwkPattern as the pattern parameter.
  * <p>
  * This method is usually used in a loop as follows:
  * <blockquote><pre>
  * PatternMatcher matcher;
  * PatternCompiler compiler;
  * Pattern pattern;
  * PatternMatcherInput input;
  * MatchResult result;
  *
  * compiler = new AwkCompiler();
  * matcher  = new AwkMatcher();
  *
  * try {
  *   pattern = compiler.compile(somePatternString);
  * } catch(MalformedPatternException e) {
  *   System.err.println("Bad pattern.");
```

```
 *   System.err.println(e.getMessage());
 *   return;
 * }
 *
 * input   = new PatternMatcherInput(someStringInput);
 *
 * while(matcher.contains(input, pattern)) {
 *   result = matcher.getMatch();
 *   // Perform whatever processing on the result you want.
 * }
 *
 * </pre></blockquote>
 * <p>
 * @param input  The PatternMatcherInput to test for a match.
 * @param pattern  The Pattern to be matched.
 * @return True if the input contains a pattern match, false otherwise.
 * @exception ClassCastException If a Pattern instance other than an
 *         AwkPattern is passed as the pattern parameter.
 */
```

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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/awk/AwkMatcher.java
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/regex/Perl5Matcher.java
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/regex/MatchResult.java
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/perl/MalformedPerl5PatternException.java
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/*

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1.137 junit 4.13.2

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1.142 tomcat-annotations-api 8.5.23

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1.146 jakarta xml bind api 2.3.3

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1.147 jul-to-slf4j 1.7.36

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1.148 snmp-4j 1.11

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* /snmp4j-1-11-3-sources-2-jar/org/snmp4j/transport/MessageLength.java
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```
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 _##  SNMP4J - BERInputStream.java
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```

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* /snmp4j-1-11-3-sources-2-jar/org/snmp4j/asn1/BERInputStream.java
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 _##
 _##  SNMP4J - USM.java
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* /snmp4j-1-11-3-sources-2-jar/org/snmp4j/security/USM.java
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 _##  SNMP4J - CounterListener.java
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* /snmp4j-1-11-3-sources-2-jar/org/snmp4j/event/CounterListener.java
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```
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 _##
 _##  SNMP4J - NoLogger.java
```

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* /snmp4j-1-11-3-sources-2-jar/org/snmp4j/log/NoLogger.java
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 _##  SNMP4J - SecurityProtocol.java
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* /snmp4j-1-11-3-sources-2-jar/org/snmp4j/security/SecurityProtocol.java
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 _##
 _##  SNMP4J - ReadonlyVariableCallback.java
```

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*
 /snmp4j-1-11-3-sources-2-jar/org/snmp4j/smi/ReadonlyVariableCallback.java
```

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 _##  SNMP4J - UdpTransportMapping.java
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* /snmp4j-1-11-3-sources-2-jar/org/snmp4j/transport/UdpTransportMapping.java
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* /snmp4j-1-11-3-sources-2-jar/org/snmp4j/event/UsmUserListener.java
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/*_##########################################################################
 _##
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 _##  SNMP4J - WorkerPool.java
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* /snmp4j-1-11-3-sources-2-jar/org/snmp4j/util/WorkerPool.java
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 _##  SNMP4J - BERSerializable.java
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* /snmp4j-1-11-3-sources-2-jar/org/snmp4j/smi/VariableBinding.java
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 /snmp4j-1-11-3-sources-2-jar/org/snmp4j/transport/AbstractTransportMapping.java

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* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/AllValuesIterator.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/Base64Helper.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/IntCountsHistogram.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/DoubleLinearIterator.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/PackedConcurrentDoubleHistogram.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/SynchronizedHistogram.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/packedarray/PackedArraySingleWriterRecorder.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/Histogram.java
*
 /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/LogarithmicIterator.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/Version.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/RecordedValuesIterator.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/LinearIterator.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/PackedDoubleHistogram.java
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* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/HistogramIterationValue.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/Recorder.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/ConcurrentDoubleHistogram.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/HistogramLogReader.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/HistogramLogProcessor.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/PackedHistogram.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/SingleWriterDoubleRecorder.java
*
 /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/DoubleRecorder.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/DoubleHistogramIterationValue.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/AbstractHistogramIterator.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/SynchronizedDoubleHistogram.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/PercentileIterator.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/PackedConcurrentHistogram.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/DoubleRecordedValuesIterator.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/DoubleAllValuesIterator.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/SingleWriterRecorder.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/DoubleLogarithmicIterator.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/ShortCountsHistogram.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/EncodableHistogram.java
*

/hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/HistogramLogScanner.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/packedarray/PackedArrayRecorder.java
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/ConcurrentHistogram.java
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```
/*
* package-info.java
* Written by Gil Tene of Azul Systems, and released to the public domain,
* as explained at http://creativecommons.org/publicdomain/zero/1.0/
*/
```

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* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/package-info.java
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```
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* Written by Gil Tene of Azul Systems, and released to the public domain,
* as explained at http://creativecommons.org/publicdomain/zero/1.0/
*
* @author Gil Tene
*/

package org.HdrHistogram;

final class Version {
  public static final String version="$VERSION$";
  public static final String build_time="$BUILD_TIME$";
}
```

Found in path(s):
* /hdrhistogram-2-1-12-sources-jar/org/HdrHistogram/Version.java.template
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```
/**
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1.150 javax-jms-api 2.0

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1.163 jax-rpc 1.1

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* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/handler/HandlerChain.java
* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/holders/Holder.java
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*
/axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/encoding/DeserializationContext.java
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* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/ParameterMode.java
* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/holders/BigIntegerHolder.java
* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/holders/BooleanHolder.java
* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/holders/FloatHolder.java
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* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/holders/ByteWrapperHolder.java
* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/holders/ByteArrayHolder.java
* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/server/ServletEndpointContext.java
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/axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/handler/HandlerRegistry.java
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* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/messaging/URLEndpoint.java
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* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/messaging/Endpoint.java
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* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/holders/LongHolder.java
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/axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/handler/soap/SOAPMessageContext.java
* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/holders/DoubleHolder.java
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* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/holders/CalendarHolder.java
* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/holders/BooleanWrapperHolder.java
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*

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* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/Stub.java
* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/holders/StringHolder.java
* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/server/ServiceLifecycle.java
* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/encoding/TypeMapping.java
* /axis-jaxrpc-sources-jar-zip/axis-jaxrpc-1-2-sources-jar/javax/xml/rpc/FactoryFinder.java

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1.165 zstd-jni 1.5.2-1

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Manifest-Version: 1.0
Automatic-Module-Name: com.github.luben.zstd_jni
Bnd-LastModified: 1642851452470
Bundle-Description: JNI bindings for Zstd native library that provides
 fast and high compression lossless algorithm for Java and all JVM la
nguages.
Bundle-License: https://opensource.org/licenses/BSD-2-Clause;descripti
on=BSD 2-Clause License
Bundle-ManifestVersion: 2
Bundle-Name: zstd-jni
Bundle-NativeCode: darwin/x86_64/libzstd-jni-1.5.2-1.dylib;osname=MacO
S;osname=MacOSX;processor=x86_64, darwin/aarch64/libzstd-jni-1.5.2-1.
dylib;osname=MacOS;osname=MacOSX;processor=aarch64, freebsd/amd64/lib
zstd-jni-1.5.2-1.so;osname=FreeBSD;processor=amd64, freebsd/i386/libz
std-jni-1.5.2-1.so;osname=FreeBSD;processor=i386, linux/aarch64/libzs
td-jni-1.5.2-1.so;osname=Linux;processor=aarch64, linux/amd64/libzstd
-jni-1.5.2-1.so;osname=Linux;processor=amd64, linux/arm/libzstd-jni-1
.5.2-1.so;osname=Linux;processor=arm,
 linux/i386/libzstd-jni-1.5.2-1.
so;osname=Linux;processor=i386, linux/mips64/libzstd-jni-1.5.2-1.so;o
sname=Linux;processor=mips64, linux/ppc64/libzstd-jni-1.5.2-1.so;osna
me=Linux;processor=ppc64, linux/ppc64le/libzstd-jni-1.5.2-1.so;osname
=Linux;processor=ppc64le, linux/s390x/libzstd-jni-1.5.2-1.so;osname=L
inux;processor=s390x, win/amd64/libzstd-jni-1.5.2-1.dll;osname=Win32;
processor=amd64, win/x86/libzstd-jni-1.5.2-1.dll;osname=Win32;process
or=x86
Bundle-SymbolicName: com.github.luben.zstd-jni
Bundle-Vendor: com.github.luben
Bundle-Version: 1.5.2.1
Created-By: 11.0.14 (Debian)
Export-Package: com.github.luben.zstd;version="1.5.2.1",com.github.lub
en.zstd.util;version="1.5.2.1"
Implementation-Title: zstd-jni
Implementation-Vendor: com.github.luben
Implementation-Vendor-Id: com.github.luben
Implementation-Version: 1.5.2-1
Import-Package: org.osgi.framework;resolution:=optional
Private-Package: linux.amd64,linux.i386,linux.aarch64,linux.arm,linux.
ppc64,linux.ppc64le,linux.mips64,linux.s390x,darwin.x86_64,darwin.aar
 ch64,win.amd64,win.x86,freebsd.amd64,freebsd.i386
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=11.0))
"

Specification-Title: zstd-jni
Specification-Vendor: com.github.luben
Specification-Version: 1.5.2-1
Tool: Bnd-4.0.0.201805111645

Found in path(s):
* /zstd-jni-1-5-2-1-5-jar/META-INF/MANIFEST.MF

1.166 hibernate 5.6.15.Final

1.166.1 Available under license :

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 /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodInfoGenerator.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodParameterTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/FieldInfoGenerator.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ThrowsTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ArrayType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/WildcardType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ParameterizedType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeVariable.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeParameterTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/GenericSignatureParser.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodInternal.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriterImpl.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReaderImpl.java
*
 /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassExtendsTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/UnresolvedTypeVariable.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeParameterBoundTypeTarget.java

* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationTargetFilterCollection.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/PositionBasedTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Utils.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/EmptyTypeTarget.java

1.169 jackson-annotations 2.8.0

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1.170 spring-data-commons 2.7.18

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1.171 jakarta-ws-rs-api 2.1.6

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1.172 jackson 2.8.10

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* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configurers/oauth2/server/resource/OAuth2ResourceServerConfigurer.java
*
 /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/PasswordManagementDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/oauth2/resourceserver/JwtDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/server/ServerPermissionsPolicyDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/server/ServerPasswordManagementDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/method/configuration/SecuredMethodSecurityConfiguration.java
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jar/org/springframework/security/config/annotation/web/configurers/CsrfConfigurer.java
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jar/org/springframework/security/config/annotation/method/configuration/MethodSecuritySelector.java
*
/spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/configurers/saml2/Saml2LogoutConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/CorsDsl.kt
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/builders/FilterOrderRegistration.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/configuration/SecurityReactorContextConfiguration.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/method/configuration/EnableMethodSecurity.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/reactive/ServerHttpSecurityConfiguration.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/configurers/ExpressionUrlAuthorizationConfigurer.java
*
/spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/authentication/AuthenticationManagerBeanDefinitionParser.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/HeadersDsl.kt
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/method/configuration/Jsr250MethodSecurityConfiguration.java
* /spring-security-config-5-7-11-sources-
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* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/web/servlet/headers/CrossOriginOpenerPolicyDsl.kt
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/configuration/WebSecurityCustomizer.java
* /spring-security-config-5-7-11-sources-
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jar/org/springframework/security/config/web/servlet/oauth2/resourceserver/OpaqueTokenDsl.kt
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/configurers/ChannelSecurityConfigurer.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/configurers/PermitAllSupport.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/configurers/oauth2/client/OAuth2LoginConfigurer.java
*

/spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/headers/CrossOriginResourcePolicyDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/RememberMeDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/http/WellKnownChangePasswordBeanDefinitionParser.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/server/ServerCrossOriginEmbedderPolicyDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/http/HttpConfigurationBuilder.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/server/ServerHeadersDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/server/AuthorizeExchangeDsl.kt
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* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configuration/WebSecurityConfigurerAdapter.java
*
/spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configurers/LogoutConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/saml2/RelyingPartyRegistrationsBeanDefinitionParser.java
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jar/org/springframework/security/config/annotation/configuration/AutowireBeanFactoryObjectPostProcessor.java
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jar/org/springframework/security/config/annotation/method/configuration/GlobalMethodSecuritySelector.java
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jar/org/springframework/security/config/annotation/web/configurers/CorsConfigurer.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/configurers/UrlAuthorizationConfigurer.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/http/FormLoginBeanDefinitionParser.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/websocket/WebSocketMessageBrokerSecurityBeanDefinitionParser.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/configurers/oauth2/client/OAuth2ClientConfigurerUtils.jav
a
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/configurers/ServletApiConfigurer.java
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jar/org/springframework/security/config/method/GlobalMethodSecurityBeanDefinitionParser.java
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egistrar.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/method/MethodSecurityBeanDefinitionParser.java
* /spring-security-config-5-7-11-sources-
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jar/org/springframework/security/config/annotation/web/configurers/ExceptionHandlingConfigurer.java
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jar/org/springframework/security/config/authentication/AuthenticationManagerFactoryBean.java
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jar/org/springframework/security/config/annotation/web/servlet/configuration/EnableWebMvcSecurity.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/configurers/AbstractInterceptUrlConfigurer.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/configurers/AbstractHttpConfigurer.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/authentication/configurers/provisioning/UserDetailsManagerConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/SecurityBuilder.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/authentication/configurers/provisioning/InMemoryUserDetailsManagerConfigurer.java
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 /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/authentication/builders/AuthenticationManagerBuilder.java

* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/authentication/ProviderManagerBuilder.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configuration/SpringWebMvcImportSelector.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/method/configuration/GlobalMethodSecurityAspectJAutoProxyRegistrar.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/SecurityConfigurerAdapter.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/authentication/configurers/provisioning/JdbcUserDetailsManagerConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/method/configuration/EnableGlobalMethodSecurity.java
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/spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configurers/AbstractConfigAttributeRequestMatcherRegistry.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/authentication/configurers/userdetails/DaoAuthenticationConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/ObjectPostProcessor.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configuration/AutowiredWebSecurityConfigurersIgnoreParents.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/authentication/configurers/userdetails/AbstractDaoAuthenticationConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/authentication/configurers/userdetails/UserDetailsServiceConfigurer.java
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/spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/AbstractSecurityBuilder.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configurers/PortMapperConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configurers/RequestCacheConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/authentication/configurers/userdetails/UserDetailsAwareConfigurer.java
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* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/http/Saml2LoginBeanDefinitionParserUtils.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configuration/HttpSecurityConfiguration.java
*
 /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/Elements.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/AuthorizeHttpRequestsDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configurers/X509Configurer.java

* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configuration/EnableWebSecurity.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configurers/RememberMeConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/http/AuthenticationConfigBuilder.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/ldap/AbstractLdapAuthenticationManagerFactory.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configurers/FormLoginConfigurer.java
*
/spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/authentication/configuration/EnableGlobalAuthentication.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/reactive/ReactiveOAuth2ClientImportSelector.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configurers/HeadersConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configuration/WebSecurityConfiguration.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/builders/WebSecurity.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/http/Saml2LogoutBeanDefinitionParserUtils.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/ldap/LdapPasswordComparisonAuthenticationManagerFactory.java
*
/spring-security-config-5-7-11-sources-jar/org/springframework/security/config/http/SecurityFilters.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/WebSecurityConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/AbstractRequestMatcherDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configurers/saml2/Saml2LoginConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/AuthorizeRequestsDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configurers/openid/OpenIDLoginConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/SecurityContextDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/method/configuration/PrePostMethodSecurityConfiguration.java
*
/spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configurers/AbstractAuthenticationFilterConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configurers/DefaultLoginPageConfigurer.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/ldap/EmbeddedLdapServerContextSourceFactoryBean.java

* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/ldap/LdapBindAuthenticationManagerFactory.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/HttpSecurityDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/authentication/configuration/AuthenticationConfiguration.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/annotation/web/configurers/AuthorizeHttpRequestsConfigurer.java
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jar/org/springframework/security/config/web/servlet/headers/PermissionsPolicyDsl.kt
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/annotation/web/configuration/OAuth2ClientConfiguration.java
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* /spring-security-config-5-7-11-sources-
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* /spring-security-config-5-7-11-sources-
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* /spring-security-config-5-7-11-sources-
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* /spring-security-config-5-7-11-sources-
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* /spring-security-config-5-7-11-sources-
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jar/org/springframework/security/config/web/server/ServerFrameOptionsDsl.kt
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/http/OAuth2LoginBeanDefinitionParser.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/web/server/ServerHttpsRedirectDsl.kt

* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/oauth2/client/OAuth2ClientSecurityMarker.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/http/CsrfBeanDefinitionParser.java
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/server/ServerAnonymousDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/server/ServerReferrerPolicyDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/ldap/LdapServerBeanDefinitionParser.java
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/spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/OAuth2LoginDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/X509Dsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/server/ServerSecurityMarker.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/oauth2/login/TokenEndpointDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/headers/ContentTypeOptionsDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/server/ServerCacheControlDsl.kt
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* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/server/ServerFormLoginDsl.kt
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* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/OAuth2ResourceServerDsl.kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/servlet/SecurityMarker.kt
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jar/org/springframework/security/config/oauth2/client/ClientRegistrationsBeanDefinitionParser.java
* /spring-security-config-5-7-11-sources-
jar/org/springframework/security/config/web/servlet/oauth2/resourceserver/OAuth2ResourceServerSecurityMarker.
kt
* /spring-security-config-5-7-11-sources-jar/org/springframework/security/config/web/server/ServerJwtDsl.kt

1.178 commons-io 1.3.2

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1.179 libxml2 2.9.13-5.el9_3

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1.180 log4j-jcl 2.17.2

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1.181 libcap 2.48-9.el9_2

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1.182 ssl-config-core 0.2.1

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/**
* A very fast and memory efficient class to encode and decode to and from BASE64 in full accordance
* with RFC 2045.

* On Windows XP sp1 with 1.4.2_04 and later ;), this encoder and decoder is about 10 times faster
* on small arrays (10 - 1000 bytes) and 2-3 times as fast on larger arrays (10000 - 1000000 bytes)
* compared to <code>sun.misc.Encoder()/Decoder()</code>.

*
* On byte arrays the encoder is about 20% faster than Jakarta Commons Base64 Codec for encode and
* about 50% faster for decoding large arrays. This implementation is about twice as fast on very small
* arrays (&lt 30 bytes). If source/destination is a <code>String</code> this
* version is about three times as fast due to the fact that the Commons Codec result has to be recoded
* to a <code>String</code> from <code>byte[]</code>, which is very expensive.

*
* This encode/decode algorithm doesn't create any temporary
 arrays as many other codecs do, it only
* allocates the resulting array. This produces less garbage and it is possible to handle arrays twice
* as large as algorithms that create a temporary array. (E.g. Jakarta Commons Codec). It is unknown
* whether Sun's <code>sun.misc.Encoder()/Decoder()</code> produce temporary arrays but since performance
* is quite low it probably does.

*
* The encoder produces the same output as the Sun one except that the Sun's encoder appends
* a trailing line separator if the last character isn't a pad. Unclear why but it only adds to the
* length and is probably a side effect. Both are in conformance with RFC 2045 though.
* Commons codec seem to always att a trailing line separator.

*
* Note!
* The encode/decode method pairs (types) come in three versions with the exact same algorithm and
* thus a lot of code redundancy. This is to not create any temporary arrays for transcoding to/from different
* format
types. The methods not used can simply be commented out.

*
* There is also a "fast" version of all decode methods that works the same way as the normal ones, but
* har a few demands on the decoded input. Normally though, these fast verions should be used if the source if
* the input is known and it hasn't bee tampered with.

*
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*
* @version 2.2

* @author Mikael Grev
*   Date: 2004-aug-02
*   Time: 11:31:11
*
* Adapted in 2009 by Mathias Doenitz.
*/

Found in path(s):
* /ssl-config-core-2-11-0-2-1-sources-jar/com/typesafe/sslconfig/Base64.java

1.183 activemq-client 5.16.7

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1.184 evo-inflector 1.2.2

1.185 jackson-databind 2.13.5

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1.186 distro 1.5.0

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* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/Immutable.java
* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/GuardedBy.java
* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/NotThreadSafe.java
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1.188 akka-actor 2.5.3

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* /akka-actor-2-11-2-5-3-sources-2-jar/akka/dispatch/forkjoin/ForkJoinTask.java
* /akka-actor-2-11-2-5-3-sources-2-jar/akka/dispatch/forkjoin/TransferQueue.java
* /akka-actor-2-11-2-5-3-sources-2-jar/akka/dispatch/forkjoin/LinkedTransferQueue.java
* /akka-actor-2-11-2-5-3-sources-2-jar/akka/dispatch/forkjoin/RecursiveTask.java
* /akka-actor-2-11-2-5-3-sources-2-jar/akka/dispatch/forkjoin/ForkJoinPool.java
* /akka-actor-2-11-2-5-3-sources-2-jar/akka/dispatch/forkjoin/package-info.java
* /akka-actor-2-11-2-5-3-sources-2-jar/akka/dispatch/forkjoin/RecursiveAction.java
* /akka-actor-2-11-2-5-3-sources-2-jar/akka/dispatch/forkjoin/ForkJoinWorkerThread.java
* /akka-actor-2-11-2-5-3-sources-2-jar/akka/dispatch/forkjoin/ThreadLocalRandom.java

1.189 httpcomponents-core 4.4.13

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1.194 spring-boot-starter-logging 1.5.8.RELEASE

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* @author Rossen Stoyanchev
* @since 3.1
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jar/org/springframework/web/servlet/mvc/condition/RequestMethodsRequestCondition.java
* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/view/RedirectView.java
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* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/view/xml/MappingJackson2XmlView.java
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* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/view/xslt/XsltViewResolver.java
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jar/org/springframework/web/servlet/mvc/condition/PatternsRequestCondition.java
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jar/org/springframework/web/servlet/config/annotation/UrlBasedViewResolverRegistration.java
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*/
/**
* XSLT-driven View that allows for response context to be rendered as the
* result of an XSLT transformation.
*
* <p>The XSLT Source object is supplied as a parameter in the model and then
* {@link #locateSource detected} during response rendering. Users can either specify
* a specific entry in the
 model via the {@link #setSourceKey sourceKey} property or
* have Spring locate the Source object. This class also provides basic conversion
* of objects into Source implementations. See {@link #getSourceTypes() here}
* for more details.
*
* <p>All model parameters are passed to the XSLT Transformer as parameters.
* In addition the user can configure {@link #setOutputProperties output properties}
* to be passed to the Transformer.
*
* @author Rob Harrop
* @author Juergen Hoeller
* @since 2.0
*/

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* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/mvc/method/annotation/ServletRequestMethodArgumentResolver.java
* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/mvc/support/DefaultHandlerExceptionResolver.java
* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/mvc/method/annotation/ServletInvocableHandlerMethod.java
* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/function/support/HandlerFunctionAdapter.java
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* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/config/annotation/WebMvcConfigurerComposite.java
* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/resource/ResourceTransformer.java
* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/config/annotation/WebMvcConfigurerAdapter.java

* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/view/tiles3/SpringLocaleResolver.java
* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/config/MvcNamespaceHandler.java
* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/mvc/condition/RequestCondition.java
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* /spring-webmvc-5-3-33-sources-
jar/org/springframework/web/servlet/mvc/method/annotation/RequestPartMethodArgumentResolver.java
* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/resource/PathResourceResolver.java
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* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/view/groovy/GroovyMarkupView.java
* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/i18n/AcceptHeaderLocaleResolver.java
* /spring-webmvc-5-3-33-sources-
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* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/handler/AbstractUrlHandlerMapping.java
* /spring-webmvc-5-3-33-sources-
jar/org/springframework/web/servlet/config/annotation/WebMvcConfigurationSupport.java
* /spring-webmvc-5-3-33-sources-jar/org/springframework/web/servlet/i18n/SessionLocaleResolver.java
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jar/org/springframework/web/servlet/view/freemarker/FreeMarkerConfigurer.java
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* /spring-webmvc-5-3-33-sources-
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1.202 taglibs-standard 1.2.5

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1.205 jna 5.11.0

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* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/BaseConfiguration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/HierarchicalConfiguration.java
*

/commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/CompositeConfiguration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/Configuration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/beanutils/ConfigurationDynaBean.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/ConfigurationFactory.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/ConfigurationUtils.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/ConfigurationConverter.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/reloading/ReloadingStrategy.java
*
/commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/AbstractConfiguration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/PropertiesConfiguration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/JNDIConfiguration.java
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* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/AbstractHierarchicalFileConfiguration.java
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sources/org/apache/commons/configuration/package.html
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-
sources/org/apache/commons/configuration/web/package.html
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sources/org/apache/commons/configuration/reloading/package.html
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 /commons-configuration-1-2-sources-zip/commons-configuration-1.2-
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* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/DataConfiguration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/MapConfiguration.java
*
 /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/web/ServletFilterConfiguration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/XMLConfiguration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/FileConfiguration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/ConfigurationKey.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/HierarchicalXMLConfiguration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/PropertyConverter.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/web/ServletRequestConfiguration.java
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 /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/web/ServletConfiguration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/web/AppletConfiguration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/web/ServletContextConfiguration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/AbstractFileConfiguration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/SubsetConfiguration.java
* /commons-configuration-1-2-sources-zip/commons-configuration-1.2-sources/org/apache/commons/configuration/web/BaseWebConfiguration.java
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1.209 hamcrest 1.1

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*/

/*
* $Id: xpath.cup 1225752 2011-12-30 04:12:46Z mrglavas $
*/

/*
* @author Jacek Ambroziak
* @author
 Santiago Pericas-Geertsen
* @author Morten Jorgensen
* @author G. Todd Miller
*/

package org.apache.xalan.xsltc.compiler;

import java.util.Stack;
import java.util.Vector;
import java.io.StringReader;
import java_cup.runtime.*;

import org.apache.xml.dtm.DTM;
import org.apache.xalan.xsltc.DOM;
import org.apache.xml.dtm.Axis;
import org.apache.xalan.xsltc.runtime.Operators;
import org.apache.xalan.xsltc.compiler.util.ErrorMsg;

parser code {:
  /**
   * Used by function calls with no args.
   */
  static public final Vector EmptyArgs = new Vector(0);

  /**
   * Reference to non-existing variable.
```

```
     */
    static public final VariableRef DummyVarRef = null;

    /**
     * Reference to the Parser class.
     */
    private Parser _parser;
    private XSLTC  _xsltc;

    /**
     * String representation of the expression being parsed.
     */
    private String _expression;

    /**
     * Line number where this expression/pattern
   was declared.
     */
    private int _lineNumber = 0;

    /**
     * Reference to the symbol table.
     */
    public SymbolTable _symbolTable;

    public XPathParser(Parser parser) {
        _parser = parser;
   _xsltc = parser.getXSLTC();
        _symbolTable = parser.getSymbolTable();
    }

    public int getLineNumber() {
        return _lineNumber;
    }

    public QName getQNameIgnoreDefaultNs(String name) {
          return _parser.getQNameIgnoreDefaultNs(name);
    }

    public QName getQName(String namespace, String prefix, String localname) {
        return _parser.getQName(namespace, prefix, localname);
    }

    public void setMultiDocument(boolean flag) {
          _xsltc.setMultiDocument(flag);
    }

    public void setCallsNodeset(boolean flag) {
```

```
        _xsltc.setCallsNodeset(flag);
    }

    public void setHasIdCall(boolean flag) {
        _xsltc.setHasIdCall(flag);
    }


    /**
     * This
method is similar to findNodeType(int, Object) except that it
     * creates a StepPattern instead of just returning a node type. It also
     * differs in the way it handles "{uri}:*" and "{uri}:@*". The last two
     * patterns are expanded as "*[namespace-uri() = 'uri']" and
     * "@*[namespace-uri() = 'uri']", respectively. This expansion considerably
     * simplifies the grouping of patterns in the Mode class. For this
     * expansion to be correct, the priority of the pattern/template must be
     * set to -0.25 (when no other predicates are present).
     */
    public StepPattern createStepPattern(int axis, Object test, Vector predicates) {
int nodeType;

if (test == null) {  // "*"
      nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
   (axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;

      return new StepPattern(axis, nodeType, predicates);
        }
        else if (test instanceof Integer) {
      nodeType = ((Integer) test).intValue();


    return new StepPattern(axis, nodeType, predicates);
        }
        else {
      QName name = (QName)test;
      boolean setPriority = false;

      if (axis == Axis.NAMESPACE) {
   nodeType = (name.toString().equals("*")) ? -1
    : _xsltc.registerNamespacePrefix(name);;
           }
      else {
   final String uri = name.getNamespace();
   final String local = name.getLocalPart();
   final QName namespace_uri =
      _parser.getQNameIgnoreDefaultNs("namespace-uri");
```

```
 // Expand {uri}:* to *[namespace-uri() = 'uri'] - same for @*
 if (uri != null && (local.equals("*") || local.equals("@*"))) {
    if (predicates == null) {
 predicates = new Vector(2);
    }

    // Priority is set by hand if no other predicates exist
    setPriority = (predicates.size() == 0);

    predicates.add(
 new Predicate(
     new EqualityExpr(Operators.EQ,
  new NamespaceUriCall(namespace_uri),
  new LiteralExpr(uri))));
 }

 if (local.equals("*"))
{
    nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE
 : NodeTest.ELEMENT;
 }
 else if (local.equals("@*")) {
    nodeType = NodeTest.ATTRIBUTE;
 }
 else {
    nodeType = (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name)
 : _xsltc.registerElement(name);
 }
   }

   final StepPattern result = new StepPattern(axis, nodeType, predicates);

   // Set priority for case prefix:* and prefix:@* (no predicates)
   if (setPriority) {
 result.setPriority(-0.25);
   }

   return result;
}
  }

  public int findNodeType(int axis, Object test) {
if (test == null) {  // *
   return (axis == Axis.ATTRIBUTE) ?
 NodeTest.ATTRIBUTE :
 (axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;
     }
     else if (test instanceof Integer) {
```

```
        return ((Integer)test).intValue();
      }
      else {
    QName name = (QName)test;

    if (axis == Axis.NAMESPACE) {
  return (name.toString().equals("*"))
 ? -1
     : _xsltc.registerNamespacePrefix(name);
         }

    if (name.getNamespace() == null) {
  final String local = name.getLocalPart();

  if (local.equals("*")) {
     return (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE
  : NodeTest.ELEMENT;
  }
  else if (local.equals("@*")) {
     return NodeTest.ATTRIBUTE;
  }
    }

    return (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name)
 : _xsltc.registerElement(name);
      }
  }

  /**
   * Parse the expression passed to the current scanner. If this
   * expression contains references to local variables and it will be
   * compiled in an external module (not in the main class) request
   * the current template to create a new variable stack frame.
   *
   * @param lineNumber Line where the current expression is defined.
   * @param external   Set to <tt>true</tt> if this expression is
   *                   compiled in a separate module.
   *

   */
  public Symbol parse(String expression, int lineNumber) throws Exception {
     try {
    _expression = expression;
    _lineNumber = lineNumber;
    return super.parse();
     }
     catch (IllegalCharException e) {
        ErrorMsg err = new ErrorMsg(ErrorMsg.ILLEGAL_CHAR_ERR,
```

```
                                lineNumber, e.getMessage());
            _parser.reportError(Constants.FATAL, err);
        }
        return null;
    }

    /**
     * Lookup a variable or parameter in the symbol table given its name.
     *
     * @param name Name of the symbol being looked up.
     */
    final SyntaxTreeNode lookupName(QName name) {
        // Is it a local var or param ?
        final SyntaxTreeNode result = _parser.lookupVariable(name);
if (result != null)
            return(result);
        else
      return(_symbolTable.lookupName(name));
    }

    public final void addError(ErrorMsg error) {
_parser.reportError(Constants.ERROR,
error);
    }

    public void report_error(String message, Object info) {
final ErrorMsg err = new ErrorMsg(ErrorMsg.SYNTAX_ERR, _lineNumber,
      _expression);
_parser.reportError(Constants.FATAL, err);
    }

    public void report_fatal_error(String message, Object info) {
        // empty
    }

    public RelativeLocationPath insertStep(Step step, RelativeLocationPath rlp) {
if (rlp instanceof Step) {
      return new ParentLocationPath(step, (Step) rlp);
}
else if (rlp instanceof ParentLocationPath) {
      final ParentLocationPath plp = (ParentLocationPath) rlp;
      final RelativeLocationPath newrlp = insertStep(step, plp.getPath());
      return new ParentLocationPath(newrlp, plp.getStep());
}
else {
      addError(new ErrorMsg(ErrorMsg.INTERNAL_ERR, "XPathParser.insertStep"));
      return rlp;
}
```

```
  }

  /**
   * Returns true if the axis applies to elements only. The axes
   * child, attribute, namespace, descendant
 result in non-empty
   * nodesets only if the context node is of type element.
   */
  public boolean isElementAxis(int axis) {
 return (axis == Axis.CHILD || axis == Axis.ATTRIBUTE ||
  axis == Axis.NAMESPACE || axis == Axis.DESCENDANT);
  }
:}

terminal SLASH, DOT, LBRACK, RBRACK, VBAR, LPAREN, RPAREN, STAR, COMMA;
terminal DOLLAR, ATSIGN;
terminal DDOT, DCOLON, DSLASH;
terminal EQ, NE;
terminal LT, GT, LE, GE;
terminal PLUS, MINUS, DIV, MOD, MULT;
terminal String Literal;
terminal String QNAME;
terminal ID, KEY, TEXT, NODE, OR, AND, COMMENT, PI, PIPARAM, PRECEDINGSIBLING;
terminal SELF, PARENT, CHILD, ATTRIBUTE, ANCESTOR, ANCESTORORSELF, DESCENDANT;
terminal DESCENDANTORSELF, FOLLOWING, FOLLOWINGSIBLING, NAMESPACE, PRECEDING;
terminal Double REAL;
terminal Long INT;
terminal PATTERN, EXPRESSION;

non terminal SyntaxTreeNode TopLevel;

non terminal Expression Expr, Argument, LocationPath;
non terminal Expression Predicate, FilterExpr, Step;
non
 terminal Expression OrExpr, AndExpr, EqualityExpr;
non terminal Expression RelationalExpr, AdditiveExpr;
non terminal Expression MultiplicativeExpr, UnaryExpr;
non terminal Expression VariableReference, FunctionCall;
non terminal Expression PrimaryExpr, UnionExpr, PathExpr, AbbreviatedStep;
non terminal Expression RelativeLocationPath, AbbreviatedRelativeLocationPath;
non terminal Expression AbsoluteLocationPath, AbbreviatedAbsoluteLocationPath;

non terminal Object NodeTest, NameTest;

non terminal IdKeyPattern IdKeyPattern;
non terminal Pattern Pattern;
non terminal Pattern LocationPathPattern;
non terminal StepPattern ProcessingInstructionPattern;
```

```
non terminal RelativePathPattern RelativePathPattern;
non terminal StepPattern StepPattern;
non terminal Object NodeTestPattern, NameTestPattern;

non terminal Vector Predicates, NonemptyArgumentList;
non terminal QName QName, FunctionName, VariableName;
non terminal Integer AxisName, AxisSpecifier;
non terminal
 Integer ChildOrAttributeAxisSpecifier;

precedence left VBAR;
precedence left OR;
precedence left AND;
precedence nonassoc EQ, NE;
precedence left LT, GT, LE, GE;

precedence left PLUS, MINUS;
precedence left DIV, MOD, MULT;
precedence left DOLLAR;
precedence left ATSIGN;
precedence right DCOLON;

start with TopLevel;

TopLevel ::= PATTERN Pattern:pattern
        {: RESULT = pattern; :}

        | EXPRESSION Expr:expr
        {: RESULT = expr; :};

/* -------------------------- Patterns ---------------------------------- */

Pattern ::= LocationPathPattern:lpp
        {: RESULT = lpp; :}

        | LocationPathPattern:lpp VBAR Pattern:p
        {: RESULT = new AlternativePattern(lpp, p);  :};

LocationPathPattern ::= SLASH
        {: RESULT = new AbsolutePathPattern(null); :}

        | SLASH RelativePathPattern:rpp
        {: RESULT = new AbsolutePathPattern(rpp); :}

        | IdKeyPattern:ikp

      {: RESULT = ikp; :}
```

```
        | IdKeyPattern:ikp SLASH RelativePathPattern:rpp
        {: RESULT = new ParentPattern(ikp, rpp); :}

        | IdKeyPattern:ikp DSLASH RelativePathPattern:rpp
        {: RESULT = new AncestorPattern(ikp, rpp); :}

        | DSLASH RelativePathPattern:rpp
        {: RESULT = new AncestorPattern(rpp); :}

        | RelativePathPattern:rpp
        {: RESULT = rpp; :};

IdKeyPattern ::= ID LPAREN Literal:l RPAREN
        {: RESULT = new IdPattern(l);
          parser.setHasIdCall(true);
        :}

        | KEY LPAREN Literal:l1 COMMA Literal:l2 RPAREN
        {: RESULT = new KeyPattern(l1, l2); :};

ProcessingInstructionPattern ::= PIPARAM LPAREN Literal:l RPAREN
        {: RESULT = new ProcessingInstructionPattern(l); :};

RelativePathPattern ::= StepPattern:sp
        {: RESULT = sp; :}

        | StepPattern:sp SLASH RelativePathPattern:rpp
        {: RESULT
 = new ParentPattern(sp, rpp); :}

        | StepPattern:sp DSLASH RelativePathPattern:rpp
        {: RESULT = new AncestorPattern(sp, rpp); :};

StepPattern ::= NodeTestPattern:nt
        {:
  RESULT = parser.createStepPattern(Axis.CHILD, nt, null);
        :}

        | NodeTestPattern:nt Predicates:pp
        {:
  RESULT = parser.createStepPattern(Axis.CHILD, nt, pp);
        :}

        | ProcessingInstructionPattern:pip
        {: RESULT = pip; :}

    | ProcessingInstructionPattern:pip Predicates:pp
        {: RESULT = (ProcessingInstructionPattern)pip.setPredicates(pp); :}
```

```
        | ChildOrAttributeAxisSpecifier:axis NodeTestPattern:nt
        {:
      RESULT = parser.createStepPattern(axis.intValue(), nt, null);
        :}

    | ChildOrAttributeAxisSpecifier:axis
   NodeTestPattern:nt Predicates:pp
        {:
      RESULT = parser.createStepPattern(axis.intValue(), nt, pp);
         :}

        | ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
        {:
      RESULT = pip;  // TODO: report error if axis is attribute
    :}

    | ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
  Predicates:pp
        {:
      // TODO: report error if axis is attribute
      RESULT = (ProcessingInstructionPattern)pip.setPredicates(pp);
    :};

NodeTestPattern ::= NameTestPattern:nt
        {: RESULT = nt; :}

        | NODE
        {: RESULT = new Integer(NodeTest.ANODE); :}

        | TEXT
        {: RESULT = new Integer(NodeTest.TEXT); :}

        | COMMENT
        {: RESULT = new Integer(NodeTest.COMMENT); :}

        | PI
        {: RESULT = new Integer(NodeTest.PI); :};

NameTestPattern ::= STAR
        {: RESULT = null; :}

        | QName:qn
        {: RESULT = qn; :};

ChildOrAttributeAxisSpecifier ::= ATSIGN
```

```
        {: RESULT = new Integer(Axis.ATTRIBUTE); :}

        | CHILD DCOLON
        {: RESULT = new Integer(Axis.CHILD); :}

        | ATTRIBUTE DCOLON
        {: RESULT = new Integer(Axis.ATTRIBUTE); :};

Predicates ::= Predicate:p
        {:
 Vector temp = new Vector();
 temp.addElement(p);
 RESULT = temp;
        :}

        | Predicate:p Predicates:pp
        {: pp.insertElementAt(p, 0); RESULT = pp; :};

Predicate ::=  LBRACK Expr:e RBRACK
    {:
 RESULT = new Predicate(e);
    :};

/* --------------------------- Expressions -------------------------------- */

Expr ::= OrExpr:ex
      {: RESULT = ex; :};

OrExpr ::= AndExpr:ae
      {: RESULT = ae; :}

      | OrExpr:oe OR AndExpr:ae
      {: RESULT = new LogicalExpr(LogicalExpr.OR, oe, ae); :};

AndExpr ::= EqualityExpr:e
      {: RESULT = e; :}

      | AndExpr:ae AND EqualityExpr:ee
      {: RESULT = new LogicalExpr(LogicalExpr.AND,
 ae, ee); :};

EqualityExpr ::= RelationalExpr:re
      {: RESULT = re; :}

      | EqualityExpr:ee EQ RelationalExpr:re
      {: RESULT = new EqualityExpr(Operators.EQ, ee, re); :}

      | EqualityExpr:ee NE RelationalExpr:re
```

```
        {: RESULT = new EqualityExpr(Operators.NE, ee, re); :};

RelationalExpr ::= AdditiveExpr:ae
        {: RESULT = ae; :}

        | RelationalExpr:re LT AdditiveExpr:ae
        {: RESULT = new RelationalExpr(Operators.LT, re, ae); :}

        | RelationalExpr:re GT AdditiveExpr:ae
        {: RESULT = new RelationalExpr(Operators.GT, re, ae); :}

        | RelationalExpr:re LE AdditiveExpr:ae
        {: RESULT = new RelationalExpr(Operators.LE, re, ae); :}

        | RelationalExpr:re GE AdditiveExpr:ae
        {: RESULT = new RelationalExpr(Operators.GE, re, ae); :};

AdditiveExpr ::= MultiplicativeExpr:me
        {: RESULT = me; :}

        | AdditiveExpr:ae PLUS  MultiplicativeExpr:me
        {: RESULT = new BinOpExpr(BinOpExpr.PLUS,
 ae, me); :}

        | AdditiveExpr:ae MINUS MultiplicativeExpr:me
        {: RESULT = new BinOpExpr(BinOpExpr.MINUS, ae, me); :};

MultiplicativeExpr ::= UnaryExpr:ue
        {: RESULT = ue; :}

        | MultiplicativeExpr:me MULT UnaryExpr:ue
        {: RESULT = new BinOpExpr(BinOpExpr.TIMES, me, ue); :}

        | MultiplicativeExpr:me DIV UnaryExpr:ue
        {: RESULT = new BinOpExpr(BinOpExpr.DIV, me, ue); :}

        | MultiplicativeExpr:me MOD UnaryExpr:ue
        {: RESULT = new BinOpExpr(BinOpExpr.MOD, me, ue); :};

UnaryExpr ::= UnionExpr:ue
        {: RESULT = ue; :}

        | MINUS UnaryExpr:ue
        {: RESULT = new UnaryOpExpr(ue); :};

UnionExpr ::= PathExpr:pe
        {: RESULT = pe; :}
```

```
      | PathExpr:pe VBAR UnionExpr:rest
      {: RESULT = new UnionPathExpr(pe, rest); :};

PathExpr ::= LocationPath:lp
      {: RESULT = lp; :}

      | FilterExpr:fexp
      {: RESULT = fexp; :}

      | FilterExpr:fexp
 SLASH RelativeLocationPath:rlp
      {: RESULT = new FilterParentPath(fexp, rlp); :}

      | FilterExpr:fexp DSLASH RelativeLocationPath:rlp
      {:
        //
   // Expand '//' into '/descendant-or-self::node()/' or
   // into /descendant-or-self::*/
   //
   int nodeType = DOM.NO_TYPE;
   if (rlp instanceof Step &&
       parser.isElementAxis(((Step) rlp).getAxis()))
   {
       nodeType = DTM.ELEMENT_NODE;
   }
        final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
        FilterParentPath fpp = new FilterParentPath(fexp, step);
        fpp = new FilterParentPath(fpp, rlp);
        if (fexp instanceof KeyCall == false) {
            fpp.setDescendantAxis();
   }
        RESULT = fpp;
      :};

LocationPath ::= RelativeLocationPath:rlp
      {: RESULT = rlp; :}

      | AbsoluteLocationPath:alp
      {: RESULT = alp; :};

RelativeLocationPath ::= Step:step
      {: RESULT
 = step; :}

      | RelativeLocationPath:rlp SLASH Step:step
      {:
      if (rlp instanceof Step && ((Step) rlp).isAbbreviatedDot()) {
           RESULT = step;       // Remove './' from the middle
```

```
    }
    else if (((Step) step).isAbbreviatedDot()) {
        RESULT = rlp;        // Remove '/.' from the end
    }
    else {
       RESULT =
         new ParentLocationPath((RelativeLocationPath) rlp, step);
      }
    :}

    | AbbreviatedRelativeLocationPath:arlp
    {: RESULT = arlp; :};

AbsoluteLocationPath ::= SLASH
    {: RESULT = new AbsoluteLocationPath(); :}

    | SLASH RelativeLocationPath:rlp
    {: RESULT = new AbsoluteLocationPath(rlp); :}

    | AbbreviatedAbsoluteLocationPath:aalp
    {: RESULT = aalp; :};

AbbreviatedRelativeLocationPath ::= RelativeLocationPath:rlp DSLASH Step:step
    {:
  final Step right  = (Step)step;
      final
int  axis   = right.getAxis();
      final int  type   = right.getNodeType();
      final Vector predicates = right.getPredicates();

      if ((axis == Axis.CHILD) && (type != NodeTest.ATTRIBUTE)) {
        // Compress './/child:E' into 'descendant::E' - if possible
        if (predicates == null) {
          right.setAxis(Axis.DESCENDANT);
          if (rlp instanceof Step && ((Step)rlp).isAbbreviatedDot()) {
            RESULT = right;
          }
          else {
            // Expand 'rlp//child::E' into 'rlp/descendant::E'
            RelativeLocationPath left = (RelativeLocationPath)rlp;
            RESULT = new ParentLocationPath(left, right);
          }
        }
        else {
          // Expand './/step' -> 'descendant-or-self::*/step'
          if (rlp instanceof Step && ((Step)rlp).isAbbreviatedDot()) {
```

```
        Step left = new Step(Axis.DESCENDANTORSELF,
    DTM.ELEMENT_NODE, null);
                RESULT = new ParentLocationPath(left, right);
              }
              else {
                // Expand 'rlp//step' -> 'rlp/descendant-or-self::*/step'
                RelativeLocationPath left = (RelativeLocationPath)rlp;
                Step mid = new Step(Axis.DESCENDANTORSELF,
    DTM.ELEMENT_NODE, null);
                ParentLocationPath ppl = new ParentLocationPath(mid, right);
                RESULT = new ParentLocationPath(left, ppl);
              }
            }
          }
          else if ((axis == Axis.ATTRIBUTE) || (type == NodeTest.ATTRIBUTE)) {
            // Expand 'rlp//step' -> 'rlp/descendant-or-self::*/step'
            RelativeLocationPath left = (RelativeLocationPath)rlp;
            Step middle = new Step(Axis.DESCENDANTORSELF,
    DTM.ELEMENT_NODE, null);

            ParentLocationPath ppl = new ParentLocationPath(middle, right);
            RESULT = new ParentLocationPath(left, ppl);
    }
    else {
       // Expand 'rlp//step' -> 'rlp/descendant-or-self::node()/step'
            RelativeLocationPath left = (RelativeLocationPath)rlp;
       Step middle = new Step(Axis.DESCENDANTORSELF,
     DOM.NO_TYPE, null);
            ParentLocationPath ppl = new ParentLocationPath(middle, right);
       RESULT = new ParentLocationPath(left, ppl);
    }
      :};


AbbreviatedAbsoluteLocationPath ::= DSLASH RelativeLocationPath:rlp
      {:
        //
    // Expand '//' into '/descendant-or-self::node()/' or
    // into /descendant-or-self::*/
    //
    int nodeType = DOM.NO_TYPE;
    if (rlp instanceof Step &&
       parser.isElementAxis(((Step) rlp).getAxis()))
    {
       nodeType = DTM.ELEMENT_NODE;
    }
    final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
    RESULT =
```

```
 new AbsoluteLocationPath(parser.insertStep(step,
   (RelativeLocationPath) rlp));
 :};

Step ::= NodeTest:ntest
      {:
         if (ntest instanceof Step) {
            RESULT = (Step)ntest;
         }
         else {
  RESULT = new Step(Axis.CHILD,
                     parser.findNodeType(Axis.CHILD, ntest),
                     null);
         }
      :}

      | NodeTest:ntest Predicates:pp
      {:
         if (ntest instanceof Step) {
            Step step = (Step)ntest;
            step.addPredicates(pp);
            RESULT = (Step)ntest;
         }
         else {
            RESULT = new Step(Axis.CHILD,
                     parser.findNodeType(Axis.CHILD, ntest), pp);
         }
      :}

      | AxisSpecifier:axis NodeTest:ntest Predicates:pp
      {: RESULT = new Step(axis.intValue(),
                     parser.findNodeType(axis.intValue(), ntest),
                      pp);
      :}

      | AxisSpecifier:axis NodeTest:ntest
      {: RESULT = new Step(axis.intValue(),
                     parser.findNodeType(axis.intValue(), ntest),
                     null);
      :}

      | AbbreviatedStep:abbrev
      {: RESULT = abbrev; :};

AxisSpecifier ::= AxisName:an DCOLON
      {: RESULT = an; :}

      | ATSIGN
```

```
        {: RESULT = new Integer(Axis.ATTRIBUTE); :};

    AxisName ::=    ANCESTOR
        {: RESULT = new Integer(Axis.ANCESTOR); :}

        | ANCESTORORSELF
        {: RESULT = new Integer(Axis.ANCESTORORSELF); :}

        | ATTRIBUTE
        {: RESULT = new Integer(Axis.ATTRIBUTE); :}

        | CHILD
        {: RESULT = new Integer(Axis.CHILD); :}

        | DESCENDANT
        {: RESULT = new Integer(Axis.DESCENDANT); :}

        | DESCENDANTORSELF
        {: RESULT = new Integer(Axis.DESCENDANTORSELF); :}

        | FOLLOWING
        {: RESULT = new
     Integer(Axis.FOLLOWING); :}

        | FOLLOWINGSIBLING
        {: RESULT = new Integer(Axis.FOLLOWINGSIBLING); :}

        | NAMESPACE
        {: RESULT = new Integer(Axis.NAMESPACE); :}

        | PARENT
        {: RESULT = new Integer(Axis.PARENT); :}

        | PRECEDING
        {: RESULT = new Integer(Axis.PRECEDING); :}

        | PRECEDINGSIBLING
        {: RESULT = new Integer(Axis.PRECEDINGSIBLING); :}

        | SELF
        {: RESULT = new Integer(Axis.SELF); :};

    AbbreviatedStep ::= DOT
        {: RESULT = new Step(Axis.SELF, NodeTest.ANODE, null); :}

        | DDOT
        {: RESULT = new Step(Axis.PARENT, NodeTest.ANODE, null); :};
```

```
FilterExpr ::=  PrimaryExpr:primary
      {: RESULT = primary; :}

      | PrimaryExpr:primary Predicates:pp
      {: RESULT = new FilterExpr(primary, pp); :};

PrimaryExpr ::= VariableReference:vr
      {: RESULT = vr; :}

      | LPAREN Expr:ex RPAREN
      {: RESULT = ex; :}

| Literal:string
{:

/*
* If the string appears to have the syntax of a QName, store
* namespace info in the literal expression. This is used for
* element-available and function-available functions, among
* others. Also, the default namespace must be ignored.
*/
String namespace = null;
final int index = string.lastIndexOf(':');

if (index > 0) {
    final String prefix = string.substring(0, index);
    namespace = parser._symbolTable.lookupNamespace(prefix);
}
RESULT = (namespace == null) ? new LiteralExpr(string)
      : new LiteralExpr(string, namespace);
:}

      | INT:num
      {:
   long value = num.longValue();
   if (value < Integer.MIN_VALUE || value > Integer.MAX_VALUE) {
  RESULT = new RealExpr(value);
   }
   else {
            if (num.doubleValue() == -0)
               RESULT = new RealExpr(num.doubleValue());
            else if (num.intValue() == 0)
               RESULT = new IntExpr(num.intValue());

         else if (num.doubleValue() == 0.0)
               RESULT = new RealExpr(num.doubleValue());
            else
               RESULT = new IntExpr(num.intValue());
```

```
    }
      :}

      | REAL:num
      {: RESULT = new RealExpr(num.doubleValue()); :}

      | FunctionCall:fc
      {: RESULT = fc; :};

VariableReference ::= DOLLAR VariableName:varName
      {:
        // An empty qname prefix for a variable or parameter reference
        // should map to the null namespace and not the default URI.
        SyntaxTreeNode node = parser.lookupName(varName);

        if (node != null) {
          if (node instanceof Variable) {
            RESULT = new VariableRef((Variable)node);
          }
          else if (node instanceof Param) {
            RESULT = new ParameterRef((Param)node);
          }
          else {
            RESULT = new UnresolvedRef(varName);
           }
        }

        if (node == null) {
          RESULT = new UnresolvedRef(varName);
        }
      :};

FunctionCall ::= FunctionName:fname LPAREN RPAREN
      {:

       if (parser.getQNameIgnoreDefaultNs("current").equals(fname)) {
         RESULT = new CurrentCall(fname);
   }
       else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) {
         RESULT = new NumberCall(fname, parser.EmptyArgs);
   }
       else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) {
         RESULT = new StringCall(fname, parser.EmptyArgs);
   }
       else if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) {
         RESULT = new ConcatCall(fname, parser.EmptyArgs);
   }
       else if (parser.getQNameIgnoreDefaultNs("true").equals(fname)) {
```

```
      RESULT = new BooleanExpr(true);
}
    else if (parser.getQNameIgnoreDefaultNs("false").equals(fname)) {

 RESULT = new BooleanExpr(false);
}
    else if (parser.getQNameIgnoreDefaultNs("name").equals(fname)) {
      RESULT = new NameCall(fname);
}
    else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) {
      RESULT = new GenerateIdCall(fname, parser.EmptyArgs);
}
    else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
      RESULT = new StringLengthCall(fname, parser.EmptyArgs);
}
    else if (parser.getQNameIgnoreDefaultNs("position").equals(fname)) {
      RESULT = new PositionCall(fname);
}
    else if (parser.getQNameIgnoreDefaultNs("last").equals(fname)) {
      RESULT = new LastCall(fname);
}
    else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {
      RESULT = new LocalNameCall(fname);
}
    else if (parser.getQNameIgnoreDefaultNs("namespace-uri").equals(fname)) {
      RESULT = new NamespaceUriCall(fname);

}
    else {
      RESULT = new FunctionCall(fname, parser.EmptyArgs);
}
   :}

   | FunctionName:fname LPAREN NonemptyArgumentList:argl RPAREN
   {:
    if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) {
      RESULT = new ConcatCall(fname, argl);
}
    else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) {
      RESULT = new NumberCall(fname, argl);
}
    else if (parser.getQNameIgnoreDefaultNs("document").equals(fname)) {
  parser.setMultiDocument(true);
      RESULT = new DocumentCall(fname, argl);
}
    else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) {
      RESULT = new StringCall(fname, argl);
}
```

```
      else if (parser.getQNameIgnoreDefaultNs("boolean").equals(fname)) {
        RESULT = new BooleanCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("name").equals(fname)) {

     RESULT = new NameCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) {
        RESULT = new GenerateIdCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("not").equals(fname)) {
        RESULT = new NotCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("format-number").equals(fname)) {
        RESULT = new FormatNumberCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("unparsed-entity-uri").equals(fname)) {
        RESULT = new UnparsedEntityUriCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("key").equals(fname)) {
        RESULT = new KeyCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("id").equals(fname)) {
        RESULT = new KeyCall(fname, argl);
        parser.setHasIdCall(true);
    }
      else if (parser.getQNameIgnoreDefaultNs("ceiling").equals(fname))
   {
        RESULT = new CeilingCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("round").equals(fname)) {
        RESULT = new RoundCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("floor").equals(fname)) {
        RESULT = new FloorCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("contains").equals(fname)) {
        RESULT = new ContainsCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
        RESULT = new StringLengthCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("starts-with").equals(fname)) {
        RESULT = new StartsWithCall(fname, argl);
    }
      else if (parser.getQNameIgnoreDefaultNs("function-available").equals(fname)) {
        RESULT = new FunctionAvailableCall(fname, argl);
    }
```

```
        else if (parser.getQNameIgnoreDefaultNs("element-available").equals(fname))
 {
          RESULT = new ElementAvailableCall(fname, argl);
  }
        else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {
          RESULT = new LocalNameCall(fname, argl);
  }
        else if (parser.getQNameIgnoreDefaultNs("lang").equals(fname)) {
          RESULT = new LangCall(fname, argl);
  }
        else if (parser.getQNameIgnoreDefaultNs("namespace-uri").equals(fname)) {
          RESULT = new NamespaceUriCall(fname, argl);
  }
        else if (parser.getQName(Constants.TRANSLET_URI, "xsltc", "cast").equals(fname)) {
          RESULT = new CastCall(fname, argl);
  }
  // Special case for extension function nodeset()
        else if (fname.getLocalPart().equals("nodeset") || fname.getLocalPart().equals("node-set")) {
    parser.setCallsNodeset(true);  // implies MultiDOM
          RESULT = new FunctionCall(fname, argl);
  }
        else {
          RESULT = new FunctionCall(fname, argl);
  }
  :};

NonemptyArgumentList
 ::= Argument:arg
      {:
          Vector temp = new Vector();
          temp.addElement(arg);
          RESULT = temp;
      :}

      | Argument:arg COMMA NonemptyArgumentList:argl
      {: argl.insertElementAt(arg, 0); RESULT = argl; :};

FunctionName ::= QName:fname
      {:
    RESULT = fname;
 :};

VariableName ::= QName:vname
      {:
    RESULT = vname;
 :};

Argument ::= Expr:ex
```

```
    {: RESULT = ex; :};

NodeTest ::= NameTest:nt
    {: RESULT = nt; :}

    | NODE
    {: RESULT = new Integer(NodeTest.ANODE); :}

    | TEXT
    {: RESULT = new Integer(NodeTest.TEXT); :}

    | COMMENT
    {: RESULT = new Integer(NodeTest.COMMENT); :}

    | PIPARAM LPAREN Literal:l RPAREN
    {:
      QName name = parser.getQNameIgnoreDefaultNs("name");
      Expression exp = new EqualityExpr(Operators.EQ,
                                  new NameCall(name),
                                   new LiteralExpr(l));
      Vector predicates = new Vector();
      predicates.addElement(new Predicate(exp));
      RESULT = new Step(Axis.CHILD, NodeTest.PI, predicates);
    :}

    | PI
    {: RESULT = new Integer(NodeTest.PI); :};

NameTest ::= STAR
        {: RESULT = null; :}

        | QName:qn
        {: RESULT = qn; :};

QName ::= QNAME:qname
    {: RESULT = parser.getQNameIgnoreDefaultNs(qname); :}

 | DIV
    {: RESULT = parser.getQNameIgnoreDefaultNs("div"); :}

    | MOD
    {: RESULT = parser.getQNameIgnoreDefaultNs("mod"); :}

    | KEY
    {: RESULT = parser.getQNameIgnoreDefaultNs("key"); :}

    | ANCESTOR
    {: RESULT = parser.getQNameIgnoreDefaultNs("child"); :}
```

```
    | ANCESTORORSELF
    {: RESULT = parser.getQNameIgnoreDefaultNs("ancestor-or-self"); :}

    | ATTRIBUTE
    {: RESULT
 = parser.getQNameIgnoreDefaultNs("attribute"); :}

    | CHILD
    {: RESULT = parser.getQNameIgnoreDefaultNs("child"); :}

    | DESCENDANT
    {: RESULT = parser.getQNameIgnoreDefaultNs("decendant"); :}

    | DESCENDANTORSELF
    {: RESULT = parser.getQNameIgnoreDefaultNs("decendant-or-self"); :}

    | FOLLOWING
    {: RESULT = parser.getQNameIgnoreDefaultNs("following"); :}

    | FOLLOWINGSIBLING
    {: RESULT = parser.getQNameIgnoreDefaultNs("following-sibling"); :}

    | NAMESPACE
    {: RESULT = parser.getQNameIgnoreDefaultNs("namespace"); :}

    | PARENT
    {: RESULT = parser.getQNameIgnoreDefaultNs("parent"); :}

    | PRECEDING
    {: RESULT = parser.getQNameIgnoreDefaultNs("preceding"); :}

    | PRECEDINGSIBLING
    {: RESULT = parser.getQNameIgnoreDefaultNs("preceding-sibling"); :}

    | SELF
    {: RESULT = parser.getQNameIgnoreDefaultNs("self"); :}


  | ID
    {: RESULT = parser.getQNameIgnoreDefaultNs("id"); :};
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/xpath.cup
No license file was found, but licenses were detected in source scan.

```
/*
* Licensed to the Apache Software Foundation (ASF) under one
```

```
* or more contributor license agreements. See the NOTICE file
* distributed with this work for additional information
* regarding copyright ownership. The ASF licenses this file
* to you under the Apache License, Version 2.0 (the  "License");
* you may not use this file except in compliance with the License.
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*     http://www.apache.org/licenses/LICENSE-2.0
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* distributed under the License is distributed on an "AS IS" BASIS,
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
* See the License for the specific language governing permissions and
* limitations under the License.
*/
/**
  * Major version number.
  * Version number. This changes only when there is a
  *         significant, externally apparent
 enhancement from
  *         the previous release. 'n' represents the n'th
  *         version.
  *
  *         Clients should carefully consider the implications
  *         of new versions as external interfaces and behaviour
  *         may have changed.
  */
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Version.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/XSLProcessorVersion.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/Version.java
No license file was found, but licenses were detected in source scan.

```
/*
* Licensed to the Apache Software Foundation (ASF) under one
* or more contributor license agreements. See the NOTICE file
* distributed with this work for additional information
* regarding copyright ownership. The ASF licenses this file
* to you under the Apache License, Version 2.0 (the  "License");
* you may not use this file except in compliance with the License.
* You may obtain a copy of the License at
*
*     http://www.apache.org/licenses/LICENSE-2.0
*
* Unless required by applicable law or agreed to in writing, software
* distributed under the License is distributed on an "AS IS" BASIS,
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
```

```
* See the License for the specific language governing permissions and
* limitations under the License.
*/
/**
* This is a special exception that is used to stop parsing when
* search for an element.  For instance, when searching
 for xml:stylesheet
* PIs, it is used to stop the parse once the document element is found.
* @see StylesheetPIHandler
* @xsl.usage internal
*/
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/StopParseException.java
No license file was found, but licenses were detected in source scan.

```
/*
* Licensed to the Apache Software Foundation (ASF) under one or more
* contributor license agreements.  See the NOTICE file distributed with
* this work for additional information regarding copyright ownership.
* The ASF licenses this file to You under the Apache License, Version 2.0
* (the "License"); you may not use this file except in compliance with
* the License.  You may obtain a copy of the License at
*
*      http://www.apache.org/licenses/LICENSE-2.0
*
* Unless required by applicable law or agreed to in writing, software
* distributed under the License is distributed on an "AS IS" BASIS,
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
* See the License for the specific language governing permissions and
* limitations under the License.
*/
/*
* $Id: xpath.lex 1225752 2011-12-30 04:12:46Z mrglavas $
*/

/*
* @author Jacek Ambroziak
* @author
 Santiago Pericas-Geertsen
* @author Morten Jorgensen
*
*/

package org.apache.xalan.xsltc.compiler;

import java_cup.runtime.Symbol;
%%
```

```
%cup
%unicode
%class XPathLexer
%yyeof

%{
    int last;

    void initialize() {
       last = -1;
    }

    static boolean isWhitespace(int c) {
       return (c == ' ' || c == '\t' || c == '\r' || c == '\n'  || c == '\f');
    }

    /**
     * If symbol is not followed by '::' or '(', then treat it as a
     * name instead of an axis or function (Jira-1912).
     */
    Symbol disambiguateAxisOrFunction(int ss) throws Exception {
       // Peek in the input buffer without changing the internal state
       int index = yy_buffer_index;

       // Skip whitespace
       while (index < yy_buffer_read && isWhitespace(yy_buffer[index])) {
          index++;
       }

       // If end of buffer, can't disambiguate :(

     if (index >= yy_buffer_read) {
          // Can't disambiguate, so return as symbol
          return new Symbol(ss);
       }

       // Return symbol if next token is '::' or '('
       return (yy_buffer[index] == ':' && yy_buffer[index+1] == ':' ||
             yy_buffer[index] == '(') ?
             newSymbol(ss) : newSymbol(sym.QNAME, yytext());
    }

    /**
     * If symbol is first token or if it follows any of the operators
     * listed in http://www.w3.org/TR/xpath#exprlex then treat as a
     * name instead of a keyword (Jira-1912).
     */
    Symbol disambiguateOperator(int ss) throws Exception {
```

```
            switch (last) {
            case -1:    // first token
            case sym.ATSIGN:
            case sym.DCOLON:
            case sym.LPAREN:
            case sym.LBRACK:
            case sym.COMMA:
            case sym.AND:
            case sym.OR:
            case
sym.MOD:
            case sym.DIV:
            case sym.MULT:
            case sym.SLASH:
            case sym.DSLASH:
            case sym.VBAR:
            case sym.PLUS:
            case sym.MINUS:
            case sym.EQ:
            case sym.NE:
            case sym.LT:
            case sym.LE:
            case sym.GT:
            case sym.GE:
               return newSymbol(sym.QNAME, yytext());
            }
            return newSymbol(ss);
        }

        /**
         * If symbol is first token or if it follows any of the operators
         * listed in http://www.w3.org/TR/xpath#exprlex then treat as a
         * wildcard instead of a multiplication operator
         */
        Symbol disambiguateStar() throws Exception {
            switch (last) {
            case -1:    // first token
            case sym.ATSIGN:
            case sym.DCOLON:
            case sym.LPAREN:
            case sym.LBRACK:
            case sym.COMMA:

 case sym.AND:
            case sym.OR:
            case sym.MOD:
            case sym.DIV:
            case sym.MULT:
```

```
            case sym.SLASH:
            case sym.DSLASH:
            case sym.VBAR:
            case sym.PLUS:
            case sym.MINUS:
            case sym.EQ:
            case sym.NE:
            case sym.LT:
            case sym.LE:
            case sym.GT:
            case sym.GE:
               return newSymbol(sym.STAR);
            }
            return newSymbol(sym.MULT);
        }

        Symbol newSymbol(int ss) {
            last = ss;
            return new Symbol(ss);
        }

        Symbol newSymbol(int ss, String value) {
            last = ss;
            return new Symbol(ss, value);
        }

        Symbol newSymbol(int ss, Long value) {
            last = ss;
            return new Symbol(ss, value);
        }

        Symbol newSymbol(int ss, Double value) {
            last = ss;
            return new
     Symbol(ss, value);
        }
%}

%eofval{
return newSymbol(sym.EOF);
%eofval}

%yylexthrow{
Exception
%yylexthrow}

Letter={BaseChar}|{Ideographic}
```

BaseChar=[\u0041-\u005A\u0061-\u007A\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u00FF\u0100-\u0131\u0134-
\u013E\u0141-\u0148\u014A-\u017E\u0180-\u01C3\u01CD-\u01F0\u01F4-\u01F5\u01FA-\u0217\u0250-
\u02A8\u02BB-\u02C1\u0386\u0388-\u038A\u038C\u038E-\u03A1\u03A3-\u03CE\u03D0-
\u03D6\u03DA\u03DC\u03DE\u03E0\u03E2-\u03F3\u0401-\u040C\u040E-\u044F\u0451-\u045C\u045E-
\u0481\u0490-\u04C4\u04C7-\u04C8\u04CB-\u04CC\u04D0-\u04EB\u04EE-\u04F5\u04F8-\u04F9\u0531-
\u0556\u0559\u0561-\u0586\u05D0-\u05EA\u05F0-\u05F2\u0621-\u063A\u0641-\u064A\u0671-\u06B7\u06BA-
\u06BE\u06C0-\u06CE\u06D0-\u06D3\u06D5\u06E5-\u06E6\u0905-\u0939\u093D\u0958-\u0961\u0985-
\u098C\u098F-\u0990\u0993-\u09A8\u09AA-\u09B0\u09B2\u09B6-\u09B9\u09DC-\u09DD\u09DF-
\u09E1\u09F0-\u09F1\u0A05-\u0A0A\u0A0F-\u0A10\u0A13-\u0A28\u0A2A-\u0A30\u0A32-\u0A33\u0A35-
\u0A36\u0A38-\u0A39\u0A59-\u0A5C\u0A5E\u0A72-\u0A74\u0A85-\u0A8B\u0A8D\u0A8F-\u0A91\u0A93-
\u0AA8\u0AAA-\u0AB0\u0AB2-\u0AB3\u0AB5-\u0AB9\u0ABD\u0AE0\u0B05-\u0B0C\u0B0F-\u0B10\u0B13-
\u0B28\u0B2A-\u0B30\u0B32-\u0B33\u0B36-\u0B39\u0B3D\u0B5C-\u0B5D\u0B5F-\u0B61\u0B85-
\u0B8A\u0B8E-\u0B90\u0B92-\u0B95\u0B99-\u0B9A\u0B9C\u0B9E-\u0B9F\u0BA3-\u0BA4\u0BA8-
\u0BAA\u0BAE-\u0BB5\u0BB7-\u0BB9\u0C05-\u0C0C\u0C0E-\u0C10\u0C12-\u0C28\u0C2A-\u0C33\u0C35-
\u0C39\u0C60-\u0C61\u0C85-\u0C8C\u0C8E-\u0C90\u0C92-\u0CA8\u0CAA-\u0CB3\u0CB5-
\u0CB9\u0CDE\u0CE0-\u0CE1\u0D05-\u0D0C\u0D0E-\u0D10\u0D12-\u0D28\u0D2A-\u0D39\u0D60-
\u0D61\u0E01-\u0E2E\u0E30\u0E32-\u0E33\u0E40-\u0E45\u0E81-\u0E82\u0E84\u0E87-
\u0E88\u0E8A\u0E8D\u0E94-\u0E97\u0E99-\u0E9F\u0EA1-\u0EA3\u0EA5\u0EA7\u0EAA-\u0EAB\u0EAD-
\u0EAE\u0EB0\u0EB2-\u0EB3\u0EBD\u0EC0-\u0EC4\u0F40-\u0F47\u0F49-\u0F69\u10A0-\u10C5\u10D0-
\u10F6\u1100\u1102-\u1103\u1105-\u1107\u1109\u110B-\u110C\u110E-
\u1112\u113C\u113E\u1140\u114C\u114E\u1150\u1154-\u1155\u1159\u115F-
\u1161\u1163\u1165\u1167\u1169\u116D-\u116E\u1172-\u1173\u1175\u119E\u11A8\u11AB\u11AE-
\u11AF\u11B7-\u11B8\u11BA\u11BC-\u11C2\u11EB\u11F0\u11F9\u1E00-\u1E9B\u1EA0-\u1EF9\u1F00-
\u1F15\u1F18-\u1F1D\u1F20-\u1F45\u1F48-\u1F4D\u1F50-\u1F57\u1F59\u1F5B\u1F5D\u1F5F-\u1F7D\u1F80-
\u1FB4\u1FB6-\u1FBC\u1FBE\u1FC2-\u1FC4\u1FC6-\u1FCC\u1FD0-\u1FD3\u1FD6-\u1FDB\u1FE0-
\u1FEC\u1FF2-\u1FF4\u1FF6-\u1FFC\u2126\u212A-\u212B\u212E\u2180-\u2182\u3041-\u3094\u30A1-
\u30FA\u3105-\u312C\uAC00-\uD7A3]

Ideographic=[\u4E00-\u9FA5\u3007\u3021-\u3029]

CombiningChar=[\u0300-\u0345\u0360-\u0361\u0483-\u0486\u0591-\u05A1\u05A3-\u05B9\u05BB-
\u05BD\u05BF\u05C1-\u05C2\u05C4\u064B-\u0652\u0670\u06D6-\u06DC\u06DD-\u06DF\u06E0-\u06E4\u06E7-
\u06E8\u06EA-\u06ED\u0901-\u0903\u093C\u093E-\u094C\u094D\u0951-\u0954\u0962-\u0963\u0981-
\u0983\u09BC\u09BE\u09BF\u09C0-\u09C4\u09C7-\u09C8\u09CB-\u09CD\u09D7\u09E2-
\u09E3\u0A02\u0A3C\u0A3E\u0A3F\u0A40-\u0A42\u0A47-\u0A48\u0A4B-\u0A4D\u0A70-\u0A71\u0A81-
\u0A83\u0ABC\u0ABE-\u0AC5\u0AC7-\u0AC9\u0ACB-\u0ACD\u0B01-\u0B03\u0B3C\u0B3E-\u0B43\u0B47-
\u0B48\u0B4B-\u0B4D\u0B56-\u0B57\u0B82-\u0B83\u0BBE-\u0BC2\u0BC6-\u0BC8\u0BCA-
\u0BCD\u0BD7\u0C01-\u0C03\u0C3E-\u0C44\u0C46-\u0C48\u0C4A-\u0C4D\u0C55-\u0C56\u0C82-
\u0C83\u0CBE-\u0CC4\u0CC6-\u0CC8\u0CCA-\u0CCD\u0CD5-\u0CD6\u0D02-\u0D03\u0D3E-\u0D43\u0D46-
\u0D48\u0D4A-\u0D4D\u0D57\u0E31\u0E34-\u0E3A\u0E47-\u0E4E\u0EB1\u0EB4-\u0EB9\u0EBB-
\u0EBC\u0EC8-\u0ECD\u0F18-\u0F19\u0F35\u0F37\u0F39\u0F3E\u0F3F\u0F71-\u0F84\u0F86-\u0F8B\u0F90-
\u0F95\u0F97\u0F99-\u0FAD\u0FB1-\u0FB7\u0FB9\u20D0-\u20DC\u20E1\u302A-\u302F\u3099\u309A]

Digit=[\u0030-\u0039\u0660-\u0669\u06F0-\u06F9\u0966-\u096F\u09E6-\u09EF\u0A66-\u0A6F\u0AE6-
\u0AEF\u0B66-\u0B6F\u0BE7-\u0BEF\u0C66-\u0C6F\u0CE6-\u0CEF\u0D66-\u0D6F\u0E50-\u0E59\u0ED0-
\u0ED9\u0F20-\u0F29]

```
Extender=[\u00B7\u02D0\u02D1\u0387\u0640\u0E46\u0EC6\u3005\u3031-\u3035\u309D-\u309E\u30FC-\u30FE]

NCName=({Letter}|"_"|{NCNameStartChar})({NCNameChar})*

NCNameChar={Letter}|{Digit}|"."|"-"|"_"|{CombiningChar}|{Extender}|{NCNameStartChar}|
 \u00B7 | [\u0300-\u036F] | [\u203F-\u2040] | [\u0130-\u0136]

NCNameStartChar=[\u0041-\u005A\u0061-\u007A\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u02FF\u0370-
\u037D\u037F-\u1FFF\u200C-\u200D\u2070-\u218F\u2C00-\u2FEF\u3001-\uD7FF\uF900-\uFDCF\uFDF0-
\uFFFD] | \u005F |({HighSurrogate}{LowSurrogate})

HighSurrogate=[\uD800-\uDBFF]

LowSurrogate=[\uDC00-\uDFFF]

%%

"*"                 { return disambiguateStar(); }
"/"                 { return newSymbol(sym.SLASH); }
"+"                 { return newSymbol(sym.PLUS); }
"-"                 { return newSymbol(sym.MINUS); }
"div"               { return disambiguateOperator(sym.DIV); }
"mod"               { return disambiguateOperator(sym.MOD); }
"::"                { return newSymbol(sym.DCOLON); }
","                 { return newSymbol(sym.COMMA); }
"@"                 { return newSymbol(sym.ATSIGN); }
".."                { return newSymbol(sym.DDOT); }
"|"
  { return newSymbol(sym.VBAR); }
"$"                 { return newSymbol(sym.DOLLAR); }
"//"                { return newSymbol(sym.DSLASH); }
"="                 { return newSymbol(sym.EQ); }
"!="                { return newSymbol(sym.NE); }
"<"                 { return newSymbol(sym.LT); }
">"                 { return newSymbol(sym.GT); }
"<="                { return newSymbol(sym.LE); }
">="                { return newSymbol(sym.GE); }
"id"                { return disambiguateAxisOrFunction(sym.ID); }
"key"               { return disambiguateAxisOrFunction(sym.KEY); }
"text()"            { return newSymbol(sym.TEXT); }
"text"+[ \t\r\n\f]+"()"  { return newSymbol(sym.TEXT); }
"node()"            { return newSymbol(sym.NODE); }
"node"+[ \t\r\n\f]+"()"  { return newSymbol(sym.NODE); }
"comment()"         { return newSymbol(sym.COMMENT); }
"comment"+[ \t\r\n\f]+"()"  { return newSymbol(sym.COMMENT); }
"processing-instruction"
```

```
 { return disambiguateAxisOrFunction(sym.PIPARAM); }
"processing-instruction()"              { return newSymbol(sym.PI); }
"processing-instruction"+[ \t\r\n\f]+"()" { return newSymbol(sym.PI); }
"or"                    { return disambiguateOperator(sym.OR); }
"and"                   { return disambiguateOperator(sym.AND); }
"child"                 { return disambiguateAxisOrFunction(sym.CHILD); }
"attribute"             { return disambiguateAxisOrFunction(sym.ATTRIBUTE); }
"ancestor"              { return disambiguateAxisOrFunction(sym.ANCESTOR); }
"ancestor-or-self"      { return disambiguateAxisOrFunction(sym.ANCESTORORSELF); }
"descendant"            { return disambiguateAxisOrFunction(sym.DESCENDANT); }
"descendant-or-self"    { return disambiguateAxisOrFunction(sym.DESCENDANTORSELF); }
"following"             { return disambiguateAxisOrFunction(sym.FOLLOWING); }
"following-sibling"     { return disambiguateAxisOrFunction(sym.FOLLOWINGSIBLING);
 }
"namespace"             { return disambiguateAxisOrFunction(sym.NAMESPACE); }
"parent"                { return disambiguateAxisOrFunction(sym.PARENT); }
"preceding"             { return disambiguateAxisOrFunction(sym.PRECEDING); }
"preceding-sibling"     { return disambiguateAxisOrFunction(sym.PRECEDINGSIBLING); }
"self"                  { return disambiguateAxisOrFunction(sym.SELF); }
"["                     { return newSymbol(sym.LBRACK); }
"]"                     { return newSymbol(sym.RBRACK); }
"("                     { return newSymbol(sym.LPAREN); }
")"                     { return newSymbol(sym.RPAREN); }
"<PATTERN>"             { initialize(); return new Symbol(sym.PATTERN); }
"<EXPRESSION>"          { initialize(); return new Symbol(sym.EXPRESSION); }
\"[^\"]*\"              { return newSymbol(sym.Literal,
       yytext().substring(1, yytext().length() - 1)); }
\'[^\']*\'              { return newSymbol(sym.Literal,
       yytext().substring(1,
 yytext().length() - 1)); }
{Digit}+                { return newSymbol(sym.INT, new Long(yytext())); }
{Digit}+("."{Digit}*)?  { return newSymbol(sym.REAL, new Double(yytext())); }
"."{Digit}+             { return newSymbol(sym.REAL, new Double(yytext())); }
"."                     { return newSymbol(sym.DOT); }
({NCName}":")?{NCName}   { return newSymbol(sym.QNAME, yytext()); }
({NCName}":")?"*"       { return newSymbol(sym.QNAME, yytext()); }
({NCName}":")?"@*"      { return newSymbol(sym.QNAME, yytext()); }
[ \t\r\n\f]             { /* ignore white space. */ }
.                       { throw new Exception(yytext()); }
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/xpath.lex
No license file was found, but licenses were detected in source scan.

```
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```

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* limitations under the License.
*/
// Proprietary, built in functions
/** current function string (Proprietary). */

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/Keywords.java
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*/
// is found, then throw a special exception in order to terminate

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/TransformerFactoryImpl.java
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*/

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/QueuedEvents.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/XslAttribute.java
*
 /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/NodeLocator.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/ToStream.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/MessageHandler.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/KeyIndex.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/ElemDesc.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemForEach.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/patterns/ContextMatchStepPattern.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_zh.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncBoolean.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/NodeSetType.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/CurrentCall.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/TransformerHandlerImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/When.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/SecuritySupport.java
*
 /xalan-2-7-2-sources-jar/org/apache/xpath/axes/WalkingIteratorSorted.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemWhen.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_ja.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/StylesheetPIHandler.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncSubstring.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/TrAXFilter.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncConcat.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_zh_CN.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_ko.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/Function.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/XSLTCSource.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/AttributeIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/StringToIntTable.java
*
 /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/LoadDocument.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ObjectFactory.java

* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/NumeratorFormatter.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_hu.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/SecuritySupport.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_zh.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Equals.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Pattern.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorExsltFuncResult.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/DOMEnhancedForDTM.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/SecuritySupport.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/MatchingIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncNot.java
*
 /xalan-2-7-2-sources-jar/org/apache/xalan/processor/XSLTAttributeDef.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/StringToStringTableVector.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/If.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/ObjectFactory.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/SerializerTraceWriter.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Lt.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/PrefixResolver.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_en.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/ToTextSAXHandler.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/StringArrayWrapper.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Choose.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemFallback.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/XalanProperties.java
*
 /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncUnparsedEntityURI.java
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* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/DupFilterIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/NodeIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/DecimalFormatting.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/XPathVisitor.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_ko.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/XalanTransformState.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemVariablePsuedo.java
*
/xalan-2-7-2-sources-jar/org/apache/xpath/axes/FilterExprIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessages_es.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_hu.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_ru.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_pl.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/Expression.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/TransformStateSetter.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/XPathEvaluatorImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemExtensionCall.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/RTFIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMNodeListBase.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/LocPathIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_pt_BR.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorInclude.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/ObjectPool.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Message.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMNamedNodeMap.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xslt/ObjectFactory.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/XMLString.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemExtensionDecl.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/WrappedRuntimeException.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_de.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHMessages.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessages_ca.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/cmdline/SecuritySupport.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LocalNameCall.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/SecuritySupport.java
*

/xalan-2-7-2-sources-jar/org/apache/xml/utils/BoolStack.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/FoundIndex.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/DOMStringListImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_it.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncExtElementAvailable.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/DTMIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ArgumentList.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/objects/DTMXRTreeFrag.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AncestorPattern.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/WalkingIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/EqualityExpr.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_en.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/ChildTestIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ForEach.java
*
/xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_de.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/StringComparable.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Expression.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/XSLTVisitor.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralExpr.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ApplyImports.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/ConnectionPoolManager.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorAttributeSet.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Quo.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/NSInfo.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExtensionHandlerJavaClass.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/DOMConstants.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/ExpandedNameTable.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/QName.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/DTMManager.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/GenerateIdCall.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/QName.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/TransformSnapshot.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_ca.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/QueryParameter.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_es.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorOutputElem.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Param.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AttributeValueTemplate.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ObjectFactory.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_ru.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/SlotAllocator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Number.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_el.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/TransformerHandlerImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/DOM2TO.java

* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/Stylesheet.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/VariableStack.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/DTMWSFilter.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/FilterExprIteratorSimple.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_zh_CN.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/MultiValuedNodeHeapIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_zh_TW.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemElement.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ConcatCall.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_de.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/ResultNameSpace.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorLRE.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_fr.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/ObjectFactory.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_ja_JP_A.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Gt.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_fr.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_cs.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/DTMConfigurationException.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMNodeList.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/Axis.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/XUnresolvedVariable.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncFalse.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/SecuritySupport.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_sl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/AbsoluteIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/CurrentNodeListIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/IllegalCharException.java
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* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/package.html
*
 /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/client/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/package.html
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/patterns/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/xslt/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/package.html
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/package.html
*
 /xalan-2-7-2-sources-jar/org/apache/xpath/objects/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/package.html
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*/
/*
* $Id: Version.src 468654 2006-10-28 07:09:23Z minchau $
*/
package org.apache.xml.serializer;

```
/**
 * Administrative class to keep track of the version number of
* the Serializer release.
* <P>This class implements the upcoming standard of having
* org.apache.project-name.Version.getVersion() be a standard way
* to get version information.</P>
* @xsl.usage general
*/
public final class Version
{

 /**
  * Get the basic version string for the current Serializer.
  * Version String formatted like
  * <CODE>"<B>Serializer</B> <B>Java</B> v.r[.dd| <B>D</B>nn]"</CODE>.
  *
  * Futurework: have this read version info from jar manifest.
  *
  * @return String denoting our current version
  */
 public static String getVersion()
 {
   return getProduct()+" "+getImplementationLanguage()+" "
        +getMajorVersionNum()+"."+getReleaseVersionNum()+"."
        +( (getDevelopmentVersionNum() > 0) ?
           ("D"+getDevelopmentVersionNum()) : (""+getMaintenanceVersionNum()));
 }

 /**
  * Print the processor version to the command
 line.
  *
  * @param argv command line arguments, unused.
  */
 public static void main(String argv[])
 {
  System.out.println(getVersion());
 }

 /**
  * Name of product: Serializer.
  */
 public static String getProduct()
 {
  return "Serializer";
 }
```

```
/**
 * Implementation Language: Java.
 */
public static String getImplementationLanguage()
{
  return "Java";
}


/**
 * Major version number.
 * Version number. This changes only when there is a
 *          significant, externally apparent enhancement from
 *          the previous release. 'n' represents the n'th
 *          version.
 *
 *          Clients should carefully consider the implications
 *          of new versions as external interfaces and behaviour
 *          may have changed.
 */
public static int getMajorVersionNum()
{
  return @version.VERSION@;

}

/**
 * Release Number.
 * Release number. This
changes when:
 *           - a new set of functionality is to be added, eg,
 *             implementation of a new W3C specification.
 *           - API or behaviour change.
 *           - its designated as a reference release.
 */
public static int getReleaseVersionNum()
{
  return @version.RELEASE@;
}

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 *          drop applied to a specific release and contains
 *          fixes for defects reported. It maintains compatibility
 *          with the release and contains no API changes.
 *          When missing, it designates the final and complete
 *          development drop for a release.
```

```
 */
public static int getMaintenanceVersionNum()
{
  return @version.MINOR@;
}

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 *         a specific release. D01 is the first development
drop
 *         of a new release.
 *
 *         Development drops are works in progress towards a
 *         compeleted, final release. A specific development drop
 *         may not completely implement all aspects of a new
 *         feature, which may take several development drops to
 *         complete. At the point of the final drop for the
 *         release, the D suffix will be omitted.
 *
 *         Each 'D' drops can contain functional enhancements as
 *         well as defect fixes. 'D' drops may not be as stable as
 *         the final releases.
 */
public static int getDevelopmentVersionNum()
{
  try {
     if ((new String("@version.DEVELOPER@")).length() == 0)
       return 0;
     else
       return Integer.parseInt("@version.DEVELOPER@");
  } catch (NumberFormatException nfe) {
       return 0;
  }
 }
}
```

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* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Version.src
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```
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*/

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/XPathStylesheetDOM3Exception.java
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*/
// Proprietary
/** The 'document-location()' id (Proprietary). */

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/FunctionTable.java
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```
* limitations under the License.
*/
/*
* $Id: XSLProcessorVersion.src 468640 2006-10-28 06:53:53Z minchau $
*/
package org.apache.xalan.processor;

/**
 * Administrative class to keep track of the version number of
* the Xalan release.
* <P>See also: org/apache/xalan/res/XSLTInfo.properties</P>
* @deprecated To be replaced by org.apache.xalan.Version.getVersion()
* @xsl.usage general
*/
public class XSLProcessorVersion
{

 /**
  * Print the processor version to the command line.
  *
  * @param argv command line arguments, unused.
  */
 public static void main(String argv[])
 {
  System.out.println(S_VERSION);
 }

 /**
  * Constant name of product.
  */
 public static final String PRODUCT = "Xalan";

 /**
  * Implementation Language.
  */
 public static final String LANGUAGE = "Java";

 /**
  * Major version number.
  * Version number. This changes only when there is a
  *         significant, externally apparent enhancement from
  *         the previous release. 'n' represents the n'th
  *         version.
  *
  *         Clients should carefully consider
 the implications
  *         of new versions as external interfaces and behaviour
  *         may have changed.
```

```
 */
public static final int VERSION = @version.VERSION@;

/**
 * Release Number.
 * Release number. This changes when:
 *          - a new set of functionality is to be added, eg,
 *            implementation of a new W3C specification.
 *          - API or behaviour change.
 *          - its designated as a reference release.
 */
public static final int RELEASE = @version.RELEASE@;

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 *         drop applied to a specific release and contains
 *         fixes for defects reported. It maintains compatibility
 *         with the release and contains no API changes.
 *         When missing, it designates the final and complete
 *         development drop for a release.
 */
public static final int MAINTENANCE
= @version.MINOR@;

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 *         a specific release. D01 is the first development drop
 *         of a new release.
 *
 *         Development drops are works in progress towards a
 *         compeleted, final release. A specific development drop
 *         may not completely implement all aspects of a new
 *         feature, which may take several development drops to
 *         complete. At the point of the final drop for the
 *         release, the D suffix will be omitted.
 *
 *         Each 'D' drops can contain functional enhancements as
 *         well as defect fixes. 'D' drops may not be as stable as
 *         the final releases.
 */
public static final int DEVELOPMENT = 0;

/**
 * Version String like <CODE>"<B>Xalan</B> <B>Language</B>
 * v.r[.dd| <B>D</B>nn]"</CODE>.
 * <P>Semantics of the version string are
```

```
 identical to the Xerces project.</P>
  */
 public static final String S_VERSION = PRODUCT+" "+LANGUAGE+" "
                             +VERSION+"."+RELEASE+"."
                             +(DEVELOPMENT > 0 ? ("D"+DEVELOPMENT)
                              : (""+MAINTENANCE));

}
```

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*/
```

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* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/XPathLexer.java
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* limitations under the License.
*/
// Attribution to: "Voytenko, Dimitry" <DVoytenko@SECTORBASE.COM>

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* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/XMLEntities.properties
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_text.properties
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTInfo.properties
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_xml.properties
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Makefile.inc
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_unknown.properties
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/HTMLEntities.properties
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_html.properties
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*/
/**
* Execute the proprietary document-location() function, which returns
* a node set of documents.
* @xsl.usage advanced

```
 */
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncDoclocation.java
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*/
/*
* $Id: Version.src 1225426 2011-12-29 04:13:08Z mrglavas $
*/
package org.apache.xalan;

/**
* Administrative
 class to keep track of the version number of
* the Xalan release.
* <P>This class implements the upcoming standard of having
* org.apache.project-name.Version.getVersion() be a standard way
* to get version information.  This class will replace the older
* org.apache.xalan.processor.Version class.</P>
* <P>See also: org/apache/xalan/res/XSLTInfo.properties for
* information about the version of the XSLT spec we support.</P>
* @xsl.usage general
*/
public class Version
{

 /**
  * Get the basic version string for the current Xalan release.
  * Version String formatted like
  * <CODE>"<B>Xalan</B> <B>Java</B> v.r[.dd| <B>D</B>nn]"</CODE>.
  *
```

```
 * Futurework: have this read version info from jar manifest.
 *
 * @return String denoting our current version
 */
public static String getVersion()
{
  return getProduct()+" "+getImplementationLanguage()+" "
      +getMajorVersionNum()+"."+getReleaseVersionNum()+"."

    +( (getDevelopmentVersionNum() > 0) ?
        ("D"+getDevelopmentVersionNum()) : (""+getMaintenanceVersionNum()));
}

/**
 * Print the processor version to the command line.
 *
 * @param argv command line arguments, unused.
 */
public static void main(String argv[])
{
 System.out.println(getVersion());
}

/**
 * Name of product: Xalan.
 */
public static String getProduct()
{
 return "Xalan";
}

/**
 * Implementation Language: Java.
 */
public static String getImplementationLanguage()
{
 return "Java";
}


/**
 * Major version number.
 * Version number. This changes only when there is a
 *       significant, externally apparent enhancement from
 *       the previous release. 'n' represents the n'th
 *       version.
 *
 *       Clients should carefully consider the implications
```

```
 *          of new versions as external interfaces and behaviour
 *
        may have changed.
 */
public static int getMajorVersionNum()
{
  return @version.VERSION@;

}

/**
 * Release Number.
 * Release number. This changes when:
 *          - a new set of functionality is to be added, eg,
 *            implementation of a new W3C specification.
 *          - API or behaviour change.
 *          - its designated as a reference release.
 */
public static int getReleaseVersionNum()
{
  return @version.RELEASE@;
}

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 *          drop applied to a specific release and contains
 *          fixes for defects reported. It maintains compatibility
 *          with the release and contains no API changes.
 *          When missing, it designates the final and complete
 *          development drop for a release.
 */
public static int getMaintenanceVersionNum()
{
  return
@version.MINOR@;
}

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 *          a specific release. D01 is the first development drop
 *          of a new release.
 *
 *          Development drops are works in progress towards a
 *          compeleted, final release. A specific development drop
 *          may not completely implement all aspects of a new
 *          feature, which may take several development drops to
```

```
 *          complete. At the point of the final drop for the
 *          release, the D suffix will be omitted.
 *
 *          Each 'D' drops can contain functional enhancements as
 *          well as defect fixes. 'D' drops may not be as stable as
 *          the final releases.
 */
public static int getDevelopmentVersionNum()
{
  try {
      if ((new String("@version.DEVELOPER@")).length() == 0)
        return 0;
      else
        return Integer.parseInt("@version.DEVELOPER@");
    } catch (NumberFormatException nfe) {
         return 0;
  }
 }
}
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/Version.src

1.212 libkcapi 1.3.1-3.el9

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 * @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>
 * @author Paulo Barreto <paulo.barreto@terra.com.br>
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* Rafael D'Halleweyn - 2011-06-05 18:56:24 EDT
* Jan-Pieter Cornet (johnpc) - 2012-03-23 03:25:52 PDT
* chrysn@fsfe.org
* dfberger@users.noreply.github.com
* lizf@honeycomb.io

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* /gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/TypeAdapters.java
* /gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/ArrayTypeAdapter.java
*
 /gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/ReflectiveTypeAdapterFactory.java
* /gson-2-9-0-sources-1-jar/com/google/gson/internal/JsonReaderInternalAccess.java
* /gson-2-9-0-sources-1-jar/com/google/gson/TypeAdapterFactory.java
* /gson-2-9-0-sources-1-jar/com/google/gson/TypeAdapter.java
* /gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/JsonTreeReader.java
* /gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/ObjectTypeAdapter.java
* /gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/JsonTreeWriter.java
* /gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java

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* /gson-2-9-0-sources-1-jar/com/google/gson/FieldAttributes.java
* /gson-2-9-0-sources-1-jar/com/google/gson/JsonParser.java
* /gson-2-9-0-sources-1-jar/com/google/gson/LongSerializationPolicy.java
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* /gson-2-9-0-sources-1-jar/com/google/gson/stream/JsonScope.java
* /gson-2-9-0-sources-1-jar/com/google/gson/stream/MalformedJsonException.java
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* /gson-2-9-0-sources-1-jar/com/google/gson/ExclusionStrategy.java
* /gson-2-9-0-sources-1-jar/com/google/gson/Gson.java
* /gson-2-9-0-sources-1-jar/com/google/gson/JsonPrimitive.java
* /gson-2-9-0-sources-1-jar/com/google/gson/JsonIOException.java
*
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* /gson-2-9-0-sources-1-jar/com/google/gson/annotations/Expose.java
* /gson-2-9-0-sources-1-jar/com/google/gson/internal/ObjectConstructor.java
* /gson-2-9-0-sources-1-jar/com/google/gson/annotations/Since.java
* /gson-2-9-0-sources-1-jar/com/google/gson/internal/$Gson$Preconditions.java
* /gson-2-9-0-sources-1-jar/com/google/gson/internal/Excluder.java
* /gson-2-9-0-sources-1-jar/com/google/gson/FieldNamingStrategy.java
* /gson-2-9-0-sources-1-jar/com/google/gson/JsonElement.java
* /gson-2-9-0-sources-1-jar/com/google/gson/JsonDeserializer.java
* /gson-2-9-0-sources-1-jar/com/google/gson/InstanceCreator.java
* /gson-2-9-0-sources-1-jar/com/google/gson/JsonArray.java
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* /gson-2-9-0-sources-1-jar/com/google/gson/FieldNamingPolicy.java
*

/gson-2-9-0-sources-1-jar/com/google/gson/JsonParseException.java
* /gson-2-9-0-sources-1-jar/com/google/gson/GsonBuilder.java
* /gson-2-9-0-sources-1-jar/com/google/gson/JsonSerializer.java
* /gson-2-9-0-sources-1-jar/com/google/gson/internal/Primitives.java
* /gson-2-9-0-sources-1-jar/com/google/gson/JsonNull.java
* /gson-2-9-0-sources-1-jar/com/google/gson/annotations/Until.java
* /gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java

1.217 scala-xml 1.0.6

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1.218 libteam 1.31-16.el9_1

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Source: http://ant.apache.org/
Used By: Xalan's build process: java/build.xml and test/build.xml

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2000-05-05

1.226 jboss-logging 3.3.1.Final

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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/session/SessionInformationExpiredStrategy.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/jackson2/DefaultCsrfTokenMixin.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/jackson2/PreAuthenticatedAuthenticationTokenDeserializer.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/jackson2/PreAuthenticatedAuthenticationTokenMixin.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/csrf/CsrfAuthenticationStrategy.java
*

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jar/org/springframework/security/web/context/AbstractSecurityWebApplicationInitializer.java
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jar/org/springframework/security/web/bind/support/AuthenticationPrincipalArgumentResolver.java
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jar/org/springframework/security/web/util/matcher/MediaTypeRequestMatcher.java
* /spring-security-web-4-2-3-release-sources-4-
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/csrf/CsrfException.java
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jar/org/springframework/security/web/csrf/HttpSessionCsrfTokenRepository.java
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* /spring-security-web-4-2-3-release-sources-4-
jar/org/springframework/security/web/session/InvalidSessionAccessDeniedHandler.java
* /spring-security-web-4-2-3-release-sources-4-
jar/org/springframework/security/web/header/writers/HstsHeaderWriter.java
* /spring-security-web-4-2-3-release-sources-4-
jar/org/springframework/security/web/servlet/support/csrf/CsrfRequestDataValueProcessor.java
* /spring-security-web-4-2-3-release-sources-4-
jar/org/springframework/security/web/csrf/MissingCsrfTokenException.java
* /spring-security-web-4-2-3-release-sources-4-
jar/org/springframework/security/web/method/annotation/CsrfTokenArgumentResolver.java
* /spring-security-web-4-2-3-release-sources-4-
jar/org/springframework/security/web/header/writers/frameoptions/XFrameOptionsHeaderWriter.java
*
/spring-security-web-4-2-3-release-sources-4-
jar/org/springframework/security/web/authentication/session/CompositeSessionAuthenticationStrategy.java
* /spring-security-web-4-2-3-release-sources-4-
jar/org/springframework/security/web/header/writers/DelegatingRequestMatcherHeaderWriter.java

* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/csrf/CsrfTokenRepository.java
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jar/org/springframework/security/web/authentication/logout/LogoutHandler.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/PortResolver.java
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 /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/PortMapper.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/FilterInvocation.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/PortResolverImpl.java
* /spring-security-web-4-2-3-release-sources-4-
jar/org/springframework/security/web/authentication/rememberme/RememberMeAuthenticationFilter.java
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* /spring-security-web-4-2-3-release-sources-4-
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jar/org/springframework/security/web/access/channel/ChannelDecisionManager.java
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jar/org/springframework/security/web/access/intercept/FilterSecurityInterceptor.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/access/AccessDeniedHandler.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/RememberMeServices.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/WebAuthenticationDetails.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/switchuser/SwitchUserGrantedAuthority.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/session/HttpSessionCreatedEvent.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/AnonymousAuthenticationFilter.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/www/BasicAuthenticationEntryPoint.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/www/BasicAuthenticationFilter.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/access/AccessDeniedHandlerImpl.java

* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/session/ConcurrentSessionFilter.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/access/DelegatingAccessDeniedHandler.java
*
/spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/access/expression/AbstractVariableEvaluationContextPostProcessor.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/context/support/SecurityWebApplicationContextUtils.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/debug/DebugFilter.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/Http403ForbiddenEntryPoint.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/HttpStatusEntryPoint.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/www/package-info.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/access/expression/WebExpressionVoter.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/context/request/async/SecurityContextCallableProcessingInterceptor.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/util/matcher/RegexRequestMatcher.java
*
/spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/context/request/async/WebAsyncManagerIntegrationFilter.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/preauth/websphere/DefaultWASUsernameAndGroupsExtractor.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/rememberme/CookieTheftException.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/header/Header.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/session/ConcurrentSessionControlAuthenticationStrategy.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/firewall/HttpFirewall.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/preauth/websphere/package-info.java
*
/spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/SimpleUrlAuthenticationFailureHandler.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/preauth/x509/X509PrincipalExtractor.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/preauth/j2ee/J2eePreAuthenticatedProcessingFilter.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/ExceptionMappingAuthenticationFailureHandler.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/savedrequest/HttpSessionRequestCache.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/access/expression/DefaultWebSecurityExpressionHandler.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/util/TextEscapeUtils.java
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/spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/util/OnCommittedResponseWrapper.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/firewall/FirewalledResponse.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/rememberme/RememberMeAuthenticationException.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/rememberme/AbstractRememberMeServices.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/logout/DelegatingLogoutSuccessHandler.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/access/channel/package-info.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/logout/SimpleUrlLogoutSuccessHandler.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/preauth/PreAuthenticatedGrantedAuthoritiesUserDetailsService.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/access/intercept/package-info.java

* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/context/HttpSessionSecurityContextRepository.java
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/spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/access/channel/AbstractRetryEntryPoint.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/savedrequest/package-info.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/logout/package-info.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/logout/LogoutSuccessHandler.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/context/NullSecurityContextRepository.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/preauth/x509/SubjectDnX509PrincipalExtractor.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/logout/HttpStatusReturningLogoutSuccessHandler.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/context/SecurityContextPersistenceFilter.java
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/spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/header/writers/ReferrerPolicyHeaderWriter.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/preauth/PreAuthenticatedAuthenticationToken.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/preauth/RequestAttributeAuthenticationFilter.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/header/writers/frameoptions/AllowFromStrategy.java
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/spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/rememberme/PersistentTokenBasedRememberMeServices.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/package-info.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/preauth/x509/package-info.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/session/SimpleRedirectSessionInformationExpiredStrategy.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/preauth/j2ee/J2eeBasedPreAuthenticatedWebAuthenticationDetailsSource.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/session/RegisterSessionAuthenticationStrategy.java
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jar/org/springframework/security/web/authentication/preauth/RequestHeaderAuthenticationFilter.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/servletapi/HttpServletRequestFactory.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/access/expression/package-info.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/SimpleUrlAuthenticationSuccessHandler.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/DefaultRedirectStrategy.java
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/spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/servletapi/HttpServlet3RequestFactory.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/context/SaveContextOnUpdateOrErrorResponseWrapper.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/logout/CookieClearingLogoutHandler.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/util/matcher/AntPathRequestMatcher.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/rememberme/InvalidCookieException.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/firewall/FirewalledRequest.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/context/HttpRequestResponseHolder.java
*
/spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/jackson2/package-info.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/firewall/RequestWrapper.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/WebAttributes.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/header/writers/StaticHeadersWriter.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/servletapi/package-info.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/savedrequest/RequestCache.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/preauth/x509/X509AuthenticationFilter.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/util/matcher/AndRequestMatcher.java
*
/spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/header/writers/frameoptions/StaticAllowFromStrategy.java

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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/servletapi/HttpServlet25RequestFactory.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/session/NullAuthenticatedSessionStrategy.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/firewall/RequestRejectedException.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/session/SimpleRedirectInvalidSessionStrategy.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/header/writers/ContentSecurityPolicyHeaderWriter.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/SavedRequestAwareAuthenticationSuccessHandler.java
*
/spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/debug/Logger.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/session/SessionAuthenticationStrategy.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/session/SessionManagementFilter.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/util/RedirectUrlBuilder.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/util/matcher/OrRequestMatcher.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/switchuser/SwitchUserAuthorityChanger.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/rememberme/PersistentRememberMeToken.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/ui/package-info.java
*
/spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/util/matcher/RequestMatcher.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/header/writers/frameoptions/RegExpAllowFromStrategy.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/rememberme/PersistentTokenRepository.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/access/package-info.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/authentication/rememberme/package-info.java
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* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/session/SessionInformationExpiredEvent.java
*
/spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/csrf/CookieCsrfTokenRepository.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/csrf/LazyCsrfTokenRepository.java
* /spring-security-web-4-2-3-release-sources-4-jar/org/springframework/security/web/access/expression/DelegatingEvaluationContext.java

1.228 log4j-1.2-api 2.17.1

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1.231 xerces-j 2.8.0

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1.232 snappy-java 1.1.10.5

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Bundle-Activator: org.xerial.snappy.SnappyBundleActivator
Bundle-Description: snappy-java: A fast compression/decompression libr
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Bundle-DocURL: http://www.xerial.org/
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Implementation-URL: https://github.com/xerial/snappy-java
Implementation-Vendor: xerial.org
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Implementation-Version: 1.1.10.5
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arch64,org.xerial.snappy.native.Windows.x86,org.xerial.snappy.native.
Windows.x86_64
Require-Capability:
osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Specification-Title: snappy-java
Specification-Vendor: xerial.org
Specification-Version: 1.1.10.5
Tool: Bnd-5.1.2.202007211702

Found in path(s):
* /snappy-java-1-1-10-5-1-jar/META-INF/MANIFEST.MF

1.233 spring-security-config 5.7.3

1.233.1 Available under license :

Apache-2.0

1.234 json4s-scalap 3.5.2

1.234.1 Available under license :

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

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Found in path(s):
* /json4s-scalap-2-11-3-5-2-sources-1-jar/org/json4s/scalap/Rule.scala
* /json4s-scalap-2-11-3-5-2-sources-1-jar/org/json4s/scalap/Result.scala
* /json4s-scalap-2-11-3-5-2-sources-1-jar/org/json4s/scalap/Rules.scala
* /json4s-scalap-2-11-3-5-2-sources-1-jar/org/json4s/scalap/Memoisable.scala
* /json4s-scalap-2-11-3-5-2-sources-1-jar/org/json4s/scalap/SeqRule.scala

1.235 libtasn 4.16.0-8.el9_1

1.235.1 Available under license :

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- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
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- javaee_7.xsd
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- javaee_web_services_client_1_4.xsd
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Schemas for Java EE Deployment Descriptors:
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- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
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- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd

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* /spring-plugin-core-1-2-0-release-sources-jar/org/springframework/plugin/core/support/AbstractTypeAwareSupport.java
* /spring-plugin-core-1-2-0-release-sources-jar/org/springframework/plugin/core/config/PluginListDefinitionParser.java
*
 /spring-plugin-core-1-2-0-release-sources-jar/org/springframework/plugin/core/support/PluginRegistryFactoryBean.java
* /spring-plugin-core-1-2-0-release-sources-jar/org/springframework/plugin/core/config/PluginRegistryDefinitionParser.java
* /spring-plugin-core-1-2-0-release-sources-jar/org/springframework/plugin/core/PluginRegistry.java
* /spring-plugin-core-1-2-0-release-sources-jar/org/springframework/plugin/core/SimplePluginRegistry.java
* /spring-plugin-core-1-2-0-release-sources-jar/org/springframework/plugin/core/OrderAwarePluginRegistry.java
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* /spring-plugin-core-1-2-0-release-sources-jar/org/springframework/plugin/core/PluginRegistrySupport.java
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1.240 jsch 0.2.17

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* /jcl-over-slf4j-1-7-25-sources-jar/org/apache/commons/logging/impl/SLF4JLogFactory.java
* /jcl-over-slf4j-1-7-25-sources-jar/org/apache/commons/logging/Log.java
* /jcl-over-slf4j-1-7-25-sources-jar/org/apache/commons/logging/LogFactory.java
* /jcl-over-slf4j-1-7-25-sources-jar/org/apache/commons/logging/LogConfigurationException.java
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* /jcl-over-slf4j-1-7-25-sources-jar/org/apache/commons/logging/impl/SLF4JLocationAwareLog.java
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1.242 jandex 2.0.5.Final

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1.243 libssh 0.10.4-12.el9_3

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1.244 log4j-api 2.7

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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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1.250 slf4j 1.8.0-beta4

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Found in path(s):
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/Marker.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/helpers/SubstituteLogger.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/helpers/NOPMDCAdapter.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/helpers/BasicMarkerFactory.java

* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/helpers/MessageFormatter.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/Logger.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/helpers/NamedLoggerBase.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/spi/LoggerFactoryBinder.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/helpers/FormattingTuple.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/LoggerFactory.java
*
/slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/helpers/MarkerIgnoringBase.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/helpers/NOPLoggerFactory.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/helpers/SubstituteLoggerFactory.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/ILoggerFactory.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/spi/MarkerFactoryBinder.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/MarkerFactory.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/helpers/Util.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/IMarkerFactory.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/MDC.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/helpers/BasicMarker.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/spi/LocationAwareLogger.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/helpers/BasicMDCAdapter.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/spi/MDCAdapter.java
* /slf4j-api-1-8-0-beta4-sources-1-jar/org/slf4j/helpers/NOPLogger.java

1.251 jackson-datatype-jsr310 2.13.5

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1.252 setools 4.4.3

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1.253 jasypt 1.9.2

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1.254 isorelax 20090621

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1.255 xmlschema 2.0.1

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* /spring-security-config-4-2-3-release-sources-2-jar/org/springframework/security/config/annotation/configuration/ObjectPostProcessorConfiguration.java
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* /spring-security-config-4-2-3-release-sources-2-jar/org/springframework/security/config/annotation/SecurityConfigurerAdapter.java

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jar/org/springframework/security/config/http/DefaultFilterChainValidator.java
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* /spring-security-config-4-2-3-release-sources-2-
jar/org/springframework/security/config/annotation/web/configurers/HeadersConfigurer.java
* /spring-security-config-4-2-3-release-sources-2-
jar/org/springframework/security/config/authentication/CachingUserDetailsService.java
* /spring-security-config-4-2-3-release-sources-2-jar/org/springframework/security/config/BeanIds.java
* /spring-security-config-4-2-3-release-sources-2-
jar/org/springframework/security/config/authentication/AuthenticationProviderBeanDefinitionParser.java
* /spring-security-config-4-2-3-release-sources-2-jar/org/springframework/security/config/http/package-info.java
*
/spring-security-config-4-2-3-release-sources-2-
jar/org/springframework/security/config/authentication/AuthenticationManagerBeanDefinitionParser.java
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jar/org/springframework/security/config/method/MethodConfigUtils.java
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jar/org/springframework/security/config/http/HttpSecurityBeanDefinitionParser.java
* /spring-security-config-4-2-3-release-sources-2-
jar/org/springframework/security/config/http/AuthenticationConfigBuilder.java
*
 /spring-security-config-4-2-3-release-sources-2-
jar/org/springframework/security/config/http/CsrfBeanDefinitionParser.java
* /spring-security-config-4-2-3-release-sources-2-jar/org/springframework/security/config/http/WebConfigUtils.java
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1.259 hikaricp 4.0.3

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* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/prometheus/PrometheusMetricsTracker.java

* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/hibernate/HikariConfigurationUtil.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/HikariDataSource.java
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 /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/UtilityElf.java
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* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/ProxyPreparedStatement.java
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* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/JavassistProxyFactory.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/HikariConfig.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/metrics/prometheus/HikariCPCollector.java
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 /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/FastList.java
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* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/util/DriverDataSource.java
* /hikaricp-4-0-3-sources-jar/com/zaxxer/hikari/pool/ProxyFactory.java
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1.263 gson 2.9.1

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* /gson-2-9-1-sources-jar/com/google/gson/internal/sql/SqlTimeTypeAdapter.java
*
/gson-2-9-1-sources-jar/com/google/gson/internal/ConstructorConstructor.java
* /gson-2-9-1-sources-jar/com/google/gson/internal/UnsafeAllocator.java
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Found in path(s):

* /gson-2-9-1-sources-jar/com/google/gson/stream/JsonWriter.java
* /gson-2-9-1-sources-jar/com/google/gson/stream/JsonScope.java
* /gson-2-9-1-sources-jar/com/google/gson/stream/MalformedJsonException.java
* /gson-2-9-1-sources-jar/com/google/gson/stream/JsonReader.java
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* /gson-2-9-1-sources-jar/com/google/gson/JsonSyntaxException.java
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* /gson-2-9-1-sources-jar/com/google/gson/FieldAttributes.java
* /gson-2-9-1-sources-jar/com/google/gson/LongSerializationPolicy.java

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* /gson-2-9-1-sources-jar/com/google/gson/internal/PreJava9DateFormatProvider.java
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* /gson-2-9-1-sources-jar/com/google/gson/internal/bind/ArrayTypeAdapter.java
* /gson-2-9-1-sources-jar/com/google/gson/TypeAdapter.java
* /gson-2-9-1-sources-jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java
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* /gson-2-9-1-sources-jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java
* /gson-2-9-1-sources-jar/com/google/gson/TypeAdapterFactory.java
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* /gson-2-9-1-sources-jar/com/google/gson/internal/LinkedTreeMap.java

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May 13th, 2009

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McKenney and reviewed by Steven L. Bennett:

https://lists.lttng.org/pipermail/lttng-dev/2009-May/012835.html

I (Mathieu Desnoyers) re-implemented ACCESS_ONCE(), likely(), unlikely() and
barrier() from scratch without reference to the original code.

commit id : 2dc5fa0f7cfbfb0a64a7a67b39626650e863f16a

Bert Wesarg <bert.wesarg@googlemail.com> approved LGPL relicensing of his
patch in an email dated May 13, 2009 :

http://lkml.org/lkml/2009/5/13/16

xchg() primitives has been rewritten from a MIT-licensed cmpxchg for Intel
and powerpc. They are MIT-licensed and therefore usable in LGPL code.
This cmpxchg code was obtained from the atomic_ops project:

http://www.hpl.hp.com/research/linux/atomic_ops/

I (Mathieu Desnoyers) wrote the remainder of the code.

The license for the library files in this project
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1.266 config 1.3.1

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* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/ObjectVendorExtension.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/ModelPropertyBuilder.java
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/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/AuthorizationCodeGrant.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/schema/WildcardType.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/AuthorizationScope.java
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* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/schema/ModelProperty.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/ApiListingReference.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/TokenRequestEndpointBuilder.java
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* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/annotations/ApiIgnore.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/Tags.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/ApiInfoBuilder.java
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/springfox-core-2-9-2-sources-3-jar/springfox/documentation/schema/ClassSupport.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/AllowableRangeValues.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/Tag.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/VendorExtension.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/TokenRequestEndpoint.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/ClientCredentialsGrant.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/ResourceGroup.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/AllowableListValues.java
* /springfox-core-2-9-2-sources-3-
jar/springfox/documentation/service/ResourceOwnerPasswordCredentialsGrant.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/ResourceListingBuilder.java
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* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/ImplicitGrantBuilder.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/GrantType.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/PathProvider.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/OAuthBuilder.java
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* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/schema/Xml.java
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/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/TokenEndpoint.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/LoginEndpointBuilder.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/SecurityReference.java
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* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/ResourceListing.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/MediaTypes.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/schema/AlternateTypeRules.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/ImplicitGrant.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/Contact.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/schema/ModelRef.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/schema/Model.java

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 /springfox-core-2-9-2-sources-3-jar/springfox/documentation/schema/Enums.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/ApiListingBuilder.java
* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/LoginEndpoint.java
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* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/AlternateTypeBuilder.java
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* /springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/OperationBuilder.java
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* /spring-core-5-3-33-sources-jar/org/springframework/core/metrics/jfr/FlightRecorderApplicationStartup.java
* /spring-core-5-3-33-sources-jar/org/springframework/asm/SpringAsmInfo.java
*
 /spring-core-5-3-33-sources-jar/org/springframework/core/env/JOptCommandLinePropertySource.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/buffer/DataBufferLimitException.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/env/SimpleCommandLinePropertySource.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/ResourceLoader.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/StopWatch.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/Constants.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/LinkedCaseInsensitiveMap.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/metrics/DefaultApplicationStartup.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/AnnotationsProcessor.java
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* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/AnnotationAttributes.java
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jar/org/springframework/core/type/classreading/SimpleMethodMetadataReadingVisitor.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/InputStreamSource.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/ConcurrentLruCache.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/NativeDetector.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/AnnotationFilter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/StandardAnnotationMetadata.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/buffer/DefaultDataBuffer.java
*
 /spring-core-5-3-33-sources-jar/org/springframework/util/PatternMatchUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/AttributeAccessor.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/Encoder.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/StandardMethodMetadata.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/ByteArrayResource.java

* /spring-core-5-3-33-sources-jar/org/springframework/util/PropertyPlaceholderHelper.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/StandardClassMetadata.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/log/LogDelegateFactory.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/ValueExtractor.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/SpringProperties.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/classreading/SimpleMethodMetadata.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/MethodMetadata.java
*
 /spring-core-5-3-33-sources-jar/org/springframework/core/SmartClassLoader.java
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* /spring-core-5-3-33-sources-jar/org/springframework/core/type/classreading/MetadataReaderFactory.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/serializer/support/SerializationFailedException.java
*
 /spring-core-5-3-33-sources-jar/org/springframework/core/io/ClassRelativeResourceLoader.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/task/support/ConcurrentExecutorAdapter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/task/SyncTaskExecutor.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/NumberToCharacterConverter.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/SimpleSaxErrorHandler.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/SimpleTransformErrorListener.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/InfrastructureProxy.java
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* /spring-core-5-3-33-sources-jar/org/springframework/core/GenericTypeResolver.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/OrderComparator.java
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 /spring-core-5-3-33-sources-jar/org/springframework/core/type/classreading/MethodMetadataReadingVisitor.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/SimpleIdGenerator.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/env/SimpleCommandLineArgsParser.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/NettyByteBufDecoder.java
* /spring-core-5-3-33-sources-
jar/org/springframework/core/convert/support/NumberToNumberConverterFactory.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/StringToBooleanConverter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/StringToCharacterConverter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/StringToNumberConverterFactory.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/env/EnumerablePropertySource.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/env/PropertySource.java
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 /spring-core-5-3-33-sources-jar/org/springframework/core/metrics/jfr/FlightRecorderStartupEvent.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/Assert.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/IdGenerator.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/StringDecoder.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/ResourceDecoder.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/serializer/support/SerializingConverter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/StringToUUIDConverter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/support/PropertySourceFactory.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/converter/Converter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/Hints.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/MergedAnnotationCollectors.java
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 /spring-core-5-3-33-sources-jar/org/springframework/util/MultiValueMapAdapter.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/FileCopyUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/support/SpringFactoriesLoader.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/CustomizableThreadCreator.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/concurrent/ListenableFutureCallbackRegistry.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/env/MapPropertySource.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/log/LogAccessor.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/Conventions.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/env/PropertyResolver.java

* /spring-core-5-3-33-sources-jar/org/springframework/core/io/support/PropertiesLoaderSupport.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/serializer/Deserializer.java
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* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/NettyByteBufEncoder.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/MimeTypeUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/AliasRegistry.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/PropertiesPersister.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/metrics/ApplicationStartup.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/comparator/InstanceComparator.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/env/MutablePropertySources.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/metrics/StartupStep.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/StringToEnumConverterFactory.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/FileUrlResource.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/AbstractSingleValueEncoder.java
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 /spring-core-5-3-33-sources-jar/org/springframework/util/CommonsLogWriter.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/StreamUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/concurrent/MonoToListenableFutureAdapter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/MapToMapConverter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/PrioritizedParameterNameDiscoverer.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/SortedProperties.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/buffer/PooledDataBuffer.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/StaxStreamXMLReader.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/SystemPropertyUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/AttributeAccessorSupport.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/TypeMappedAnnotations.java
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 /spring-core-5-3-33-sources-jar/org/springframework/core/env/AbstractPropertyResolver.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/KotlinDetector.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/support/PropertiesLoaderUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/MergedAnnotationsCollection.java
* /spring-core-5-3-33-sources-
jar/org/springframework/core/type/classreading/AnnotationMetadataReadingVisitor.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/buffer/DefaultDataBufferFactory.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/task/TaskDecorator.java
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* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/CharacterToNumberFactory.java
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* /spring-core-5-3-33-sources-jar/org/springframework/util/ErrorHandler.java
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* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/EnumToIntegerConverter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/task/TaskExecutor.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/ProtocolResolver.java
* /spring-core-5-3-33-sources-jar/org/springframework/lang/UsesSunMisc.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/EnumToStringConverter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/ConfigurableObjectInputStream.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/CollectionToStringConverter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/env/ConfigurablePropertyResolver.java
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 /spring-core-5-3-33-sources-jar/org/springframework/objenesis/SpringObjenesis.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/backoff/BackOffExecution.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/env/CommandLineArgs.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/filter/AssignableTypeFilter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/StringToPropertiesConverter.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/concurrent/FailureCallback.java
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* /spring-core-5-3-33-sources-jar/org/springframework/util/CompositeIterator.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/DomUtils.java
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 /spring-core-5-3-33-sources-jar/org/springframework/core/io/support/ResourceRegion.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/env/ReadOnlySystemAttributesMap.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/concurrent/ListenableFuture.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/AbstractXMLStreamReader.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/concurrent/SuccessCallback.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/function/SupplierUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/AutoPopulatingList.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/classreading/SimpleMetadataReaderFactory.java
* /spring-core-5-3-33-sources-jar/org/springframework/lang/UsesJava8.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/backoff/FixedBackOff.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/comparator/Comparators.java
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 /spring-core-5-3-33-sources-jar/org/springframework/core/style/ToStringCreator.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/classreading/CachingMetadataReaderFactory.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/ByteBufferConverter.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/ListBasedXMLEventReader.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/support/LocalizedResourceHelper.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/comparator/ComparableComparator.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/DescriptiveResource.java
* /spring-core-5-3-33-sources-jar/org/springframework/lang/UsesSunHttpServer.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/StaxSource.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/concurrent/ListenableFutureTask.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/ParameterNameDiscoverer.java
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 /spring-core-5-3-33-sources-jar/org/springframework/core/NamedInheritableThreadLocal.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/ResourceUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/ConversionServiceFactory.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/AbstractXMLEventReader.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/comparator/BooleanComparator.java
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* /spring-core-5-3-33-sources-jar/org/springframework/util/UpdateMessageDigestInputStream.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/concurrent/CompletableToListenableFutureAdapter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/InputStreamResource.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/concurrent/DelegatingCompletableFuture.java
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 /spring-core-5-3-33-sources-jar/org/springframework/core/NestedRuntimeException.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/VfsUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/XMLEventStreamWriter.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/function/SingletonSupplier.java

* /spring-core-5-3-33-sources-jar/org/springframework/core/task/AsyncListenableTaskExecutor.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/support/ResourcePropertySource.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/StaxEventHandler.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/OverridingClassLoader.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/comparator/CompoundComparator.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/NamedThreadLocal.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/concurrent/ListenableFutureCallback.java
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/spring-core-5-3-33-sources-jar/org/springframework/util/xml/DomContentHandler.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/XMLEventStreamReader.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/env/PropertySources.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/buffer/NettyDataBufferFactory.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/SimpleNamespaceContext.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/NestedCheckedException.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/buffer/DataBufferFactory.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/ExceptionDepthComparator.java
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* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/AliasFor.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/filter/AbstractTypeHierarchyTraversingFilter.java
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/spring-core-5-3-33-sources-jar/org/springframework/core/io/UrlResource.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/StringToCharsetConverter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/buffer/DataBuffer.java
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* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/TypeMappedAnnotation.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/DigestUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/ObjectToObjectConverter.java

* /spring-core-5-3-33-sources-jar/org/springframework/util/AntPathMatcher.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/Resource.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/AbstractEncoder.java
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 /spring-core-5-3-33-sources-jar/org/springframework/core/io/AbstractResource.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/KotlinReflectionParameterNameDiscoverer.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/LocalVariableTableParameterNameDiscoverer.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/CoroutinesUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/AnnotationTypeMapping.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/Property.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/task/support/TaskExecutorAdapter.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/CollectionUtils.java
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* /spring-core-5-3-33-sources-jar/org/springframework/core/DefaultParameterNameDiscoverer.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/MergedAnnotations.java
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* /spring-core-5-3-33-sources-jar/org/springframework/core/NestedIOException.java
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* /spring-core-5-3-33-sources-jar/org/springframework/core/task/TaskRejectedException.java
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* /spring-core-5-3-33-sources-jar/org/springframework/util/unit/DataSize.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/env/AbstractEnvironment.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/SimpleAliasRegistry.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/SerializationUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/XmlValidationModeDetector.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/AnnotationTypeMappings.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/converter/ConvertingComparator.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/StringToTimeZoneConverter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/AnnotatedElementUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/VfsResource.java
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 /spring-core-5-3-33-sources-jar/org/springframework/core/io/buffer/DataBufferUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/StringToLocaleConverter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/StandardReflectionParameterNameDiscoverer.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/TypeUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/FastByteArrayOutputStream.java
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* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/AnnotationConfigurationException.java

* /spring-core-5-3-33-sources-jar/org/springframework/core/type/classreading/SimpleMetadataReader.java
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 /spring-core-5-3-33-sources-jar/org/springframework/util/ClassUtils.java
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org.springframework.core.ReactiveAdapterRegistry$SpringCoreBlockHoundIntegration

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*/

Found in path(s):
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/StaxUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/support/ResourcePatternUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/classreading/AbstractRecursiveAnnotationVisitor.java
*
/spring-core-5-3-33-sources-jar/org/springframework/core/type/AnnotatedTypeMetadata.java
* /spring-core-5-3-33-sources-jar/org/springframework/lang/NonNull.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/CharSequenceEncoder.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/AbstractStaxXMLReader.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/Ordered.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/AbstractDataBufferDecoder.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/PriorityOrdered.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/DataBufferDecoder.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/env/PropertyResolverExtensions.kt
* /spring-core-5-3-33-sources-jar/org/springframework/core/DecoratingProxy.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/env/PropertiesPropertySource.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/classreading/RecursiveAnnotationArrayVisitor.java
*
/spring-core-5-3-33-sources-jar/org/springframework/util/MultiValueMap.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/ConversionUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/io/buffer/NettyDataBuffer.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/AnnotationMetadata.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/classreading/ClassMetadataReadingVisitor.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/xml/TransformerUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/PackagesAnnotationFilter.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/AnnotationAwareOrderComparator.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/ByteArrayEncoder.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/SimpleRouteMatcher.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/unit/DataUnit.java
*
/spring-core-5-3-33-sources-jar/org/springframework/cglib/core/ClassLoaderAwareGeneratorStrategy.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/MergedAnnotationPredicates.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/PathMatcher.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/IntrospectionFailureLogger.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/MergedAnnotationSelector.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/MissingMergedAnnotation.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/ByteArrayDecoder.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/classreading/AnnotationReadingVisitorUtils.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/classreading/RecursiveAnnotationAttributesVisitor.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/Base64Utils.java
*
/spring-core-5-3-33-sources-jar/org/springframework/core/codec/ResourceEncoder.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/AbstractDecoder.java

* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/DataBufferEncoder.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/convert/support/IntegerToEnumConverterFactory.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/style/DefaultValueStyler.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/MergedAnnotationSelectors.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/SpringVersion.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/type/filter/AnnotationTypeFilter.java
* /spring-core-5-3-33-sources-jar/org/springframework/util/RouteMatcher.java
* /spring-core-5-3-33-sources-
jar/org/springframework/core/type/classreading/AnnotationAttributesReadingVisitor.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/annotation/SynthesizingMethodParameter.java
*
/spring-core-5-3-33-sources-jar/org/springframework/lang/NonNullFields.java
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* /spring-core-5-3-33-sources-jar/org/springframework/core/codec/ByteBufferEncoder.java
* /spring-core-5-3-33-sources-jar/org/springframework/core/ReactiveAdapter.java
* /spring-core-5-3-33-sources-jar/org/springframework/lang/Nullable.java

1.271 jaxb-runtime 2.3.5

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1.272 mapstruct 1.2.0.Final

1.273 quartz 2.3.2

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1.274 jaxb-core 2.3.9

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1.275 cglib 2.2.2

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1.277 nftables 0.1

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Patrick McHardy <kaber@trash.net>

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1.278 jul-to-slf4j 1.7.25

1.279 cffi 1.16.0

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1.280 swagger-annotations 1.5.20

1.281 sepolicy 3.5

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1.282 jettison 1.5.4

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1.286 pigz 2.5-4.el9

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pigz 2.2.5 (xx Apr 2012) by Mark Adler

pigz, which stands for Parallel Implementation of GZip, is a fully functional
replacement for gzip that exploits multiple processors and multiple cores to
the hilt when compressing data.

pigz was written by Mark Adler, and uses the zlib and pthread libraries.

This version of pigz is written to be portable across Unix-style operating

systems that provide the zlib and pthread libraries.

Type "make" in this directory to build the "pigz" executable. You can then
install the executable wherever you like in your path (e.g. /usr/local/bin/).
Type "pigz" to see the command help and all of the command options.

The latest version of pigz can be found at http://zlib.net/pigz/ . You need
zlib version 1.2.3 or later to compile pigz. You can find the latest version
of zlib at http://zlib.net/ . You can look in pigz.c for the change history.

Questions, comments, bug reports, fixes, etc.
can be emailed to Mark at his
address in the license below.

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* /pigz-2-2-5-tar-gz/pigz-2.2.5/README
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Summary: pigz is a parallel implementation of gzip which utilizes multiple cores
Name: pigz

Version: 2.2.5
Release: 1
Source0: %{name}-%{version}.tar.gz
License: zlib
Group: Applications/Tools
Packager: Duncan Brown <duncan@duncanbrown.org>
BuildRoot: %{_tmppath}/%{name}-%{version}-%{release}-root-%(%{__id_u} -n)
URL: http://www.zlib.net/pigz

%description
pigz, which stands for parallel implementation of gzip, is a fully functional replacement for gzip that exploits multiple processors and multiple cores to the hilt when compressing data. pigz was written by Mark Adler, and uses the zlib and pthread libraries.

%clean
rm -rf $RPM_BUILD_ROOT
%prep
mkdir -p $RPM_BUILD_ROOT

%setup -q
%build
make
mkdir -p ${RPM_BUILD_ROOT}/usr/bin
mkdir -p ${RPM_BUILD_ROOT}/usr/man/man1
mv pigz unpigz ${RPM_BUILD_ROOT}/usr/bin
mv pigz.1 ${RPM_BUILD_ROOT}/usr/man/man1

%files
%defattr(-,root,root)
/usr/bin/pigz
/usr/bin/unpigz
%doc
/usr/man/man1/pigz.1

Found
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*/

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/* yarn.c -- generic thread operations implemented using pthread functions
* Copyright (C) 2008, 2012 Mark Adler
* Version 1.3 13 Jan 2012 Mark Adler
* For conditions of distribution and use, see copyright notice in yarn.h
*/

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1.287 javax-json 1.0.4

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1.290 log4j-jul 2.17.2

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* /android-json-0-0-20131108-vaadin1-sources-1-jar/org/json/JSONStringer.java
* /android-json-0-0-20131108-vaadin1-sources-1-jar/org/json/JSONObject.java
* /android-json-0-0-20131108-vaadin1-sources-1-jar/org/json/JSONTokener.java
*
 /android-json-0-0-20131108-vaadin1-sources-1-jar/org/json/JSON.java
* /android-json-0-0-20131108-vaadin1-sources-1-jar/org/json/JSONException.java

1.292 error_prone_annotations 2.5.1

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* /error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java
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* /error-prone-annotations-2-5-1-sources-
jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
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* /error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/FormatString.java
* /error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/DoNotMock.java
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* /error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
*
 /error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/ForOverride.java
* /error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/CompileTimeConstant.java
* /error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/RequiredModifiers.java
* /error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/Immutable.java

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1.294 java-csv 2.0

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1.302 postgre-sql 42.6.0

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1.303 akka-actor 2.5.32

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* /akka-actor-2-11-2-5-32-sources-2-jar/akka/dispatch/forkjoin/RecursiveAction.java
* /akka-actor-2-11-2-5-32-sources-2-jar/akka/dispatch/forkjoin/RecursiveTask.java
* /akka-actor-2-11-2-5-32-sources-2-jar/akka/dispatch/forkjoin/ForkJoinWorkerThread.java
* /akka-actor-2-11-2-5-32-sources-2-jar/akka/dispatch/forkjoin/package-info.java
* /akka-actor-2-11-2-5-32-sources-2-jar/akka/dispatch/forkjoin/ForkJoinPool.java
* /akka-actor-2-11-2-5-32-sources-2-jar/akka/dispatch/forkjoin/ThreadLocalRandom.java
* /akka-actor-2-11-2-5-32-sources-2-jar/akka/dispatch/forkjoin/TransferQueue.java
* /akka-actor-2-11-2-5-32-sources-2-jar/akka/dispatch/forkjoin/LinkedTransferQueue.java
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1.304 reactive-streams 1.0.4

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1.305 spring-data-commons 1.13.8.RELEASE

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1.306 activation-api 1.2.2

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1.311 json-path 2.7.0

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* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/JsonPathException.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/PropertyPathToken.java
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* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/Criteria.java
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* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/MapFunction.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/EvaluationContextImpl.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/WildcardPathToken.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/Filter.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/PredicatePathToken.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/EvaluationListener.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/InvalidModificationException.java

* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/Predicate.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/TypeRef.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/ReadContext.java
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* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/mapper/JacksonMappingProvider.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/ArraySliceToken.java
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* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/path/PathToken.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/EvaluationContext.java
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* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/Utils.java
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* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/mapper/MappingException.java
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* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/spi/mapper/JakartaMappingProvider.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/JsonFormatter.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/JsonContext.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/internal/function/latebinding/ILateBindingValue.java
* /json-path-2-7-0-sources-jar/com/jayway/jsonpath/PathNotFoundException.java
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1.312 spring-security-web 5.7.11

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* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/Column.java
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1.315 hawtbuf 1.11

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1.316 keyczar 0.66

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1.317 spring-retry 1.2.5.RELEASE

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* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/backoff/UniformRandomBackOffPolicy.java
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 /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/backoff/FixedBackOffPolicy.java
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jar/org/springframework/retry/policy/RetryCacheCapacityExceededException.java
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* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/RetryContext.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/listener/RetryListenerSupport.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/support/DefaultRetryState.java
*
 /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/backoff/BackOffPolicy.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/RetryOperations.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/RetryPolicy.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/TerminatedRetryException.java
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* /spring-retry-1-2-5-release-sources-
jar/org/springframework/retry/interceptor/NewMethodArgumentsIdentifier.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/backoff/SleepingBackOffPolicy.java
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* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/support/RetrySimulator.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/RetryState.java
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 /spring-retry-1-2-5-release-sources-jar/org/springframework/classify/BackToBackPatternClassifier.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/policy/CompositeRetryPolicy.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/classify/ClassifierAdapter.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/classify/Classifier.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/backoff/StatelessBackOffPolicy.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/policy/RetryContextCache.java
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* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/policy/ExceptionClassifierRetryPolicy.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/support/RetrySimulation.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/RetryException.java

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/spring-retry-1-2-5-release-sources-jar/org/springframework/retry/support/RetrySynchronizationManager.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/classify/PatternMatcher.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/classify/PatternMatchingClassifier.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/backoff/BackOffInterruptedException.java
* /spring-retry-1-2-5-release-sources-jar/org/springframework/retry/policy/TimeoutRetryPolicy.java
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jar/org/springframework/retry/interceptor/MethodArgumentsKeyGenerator.java
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Found in path(s):
* /commons-digester-1-7-sources-1-jar/org/apache/commons/digester/plugins/RuleFinder.java
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```
/* $Id: PluginCreateRule.java 179714 2005-06-03 03:53:39Z skitching $
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* /commons-digester-1-7-sources-1-jar/org/apache/commons/digester/plugins/PluginCreateRule.java
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/* $Id: DigesterLoadingException.java 155412 2005-02-26 12:58:36Z dirkv $
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* /commons-digester-1-7-sources-1-jar/org/apache/commons/digester/xmlrules/DigesterLoadingException.java
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* /commons-digester-1-7-sources-1-jar/org/apache/commons/digester/xmlrules/DigesterLoader.java
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/* $Id: AbstractRulesImpl.java 155412 2005-02-26 12:58:36Z dirkv $

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* /commons-digester-1-7-sources-1-jar/overview.html
* /commons-digester-1-7-sources-1-jar/org/apache/commons/digester/plugins/package.html
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jar/com/mysql/jdbc/jdbc2/optional/JDBC4ConnectionWrapper.java
* /com-springsource-com-mysql-jdbc-5-1-6-sources-jar/com/mysql/jdbc/CommunicationsException.java
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* /com-springsource-com-mysql-jdbc-5-1-6-sources-
jar/com/mysql/jdbc/jdbc2/optional/JDBC4StatementWrapper.java
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 /com-springsource-com-mysql-jdbc-5-1-6-sources-jar/com/mysql/jdbc/DatabaseMetaData.java
* /com-springsource-com-mysql-jdbc-5-1-6-sources-jar/com/mysql/jdbc/RowData.java
* /com-springsource-com-mysql-jdbc-5-1-6-sources-
jar/com/mysql/jdbc/exceptions/jdbc4/CommunicationsException.java
* /com-springsource-com-mysql-jdbc-5-1-6-sources-jar/com/mysql/jdbc/Blob.java
* /com-springsource-com-mysql-jdbc-5-1-6-sources-
jar/com/mysql/jdbc/jdbc2/optional/PreparedStatementWrapper.java
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* /com-springsource-com-mysql-jdbc-5-1-6-sources-
jar/com/mysql/jdbc/jdbc2/optional/JDBC4PreparedStatementWrapper.java
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* /com-springsource-com-mysql-jdbc-5-1-6-sources-jar/com/mysql/jdbc/RowDataStatic.java
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* /com-springsource-com-mysql-jdbc-5-1-6-sources-jar/com/mysql/jdbc/jdbc2/optional/MysqlDataSourceFactory.java
* /com-springsource-com-mysql-jdbc-5-1-6-sources-jar/com/mysql/jdbc/NotUpdatable.java
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* /com-springsource-com-mysql-jdbc-5-1-6-sources-
jar/com/mysql/jdbc/jdbc2/optional/JDBC4MysqlPooledConnection.java
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* /com-springsource-com-mysql-jdbc-5-1-6-sources-jar/com/mysql/jdbc/jdbc2/optional/JDBC4MysqlXAConnection.java
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* /com-springsource-com-mysql-jdbc-5-1-6-sources-
jar/com/mysql/jdbc/interceptors/ResultSetScannerInterceptor.java
* /com-springsource-com-mysql-jdbc-5-1-6-sources-jar/com/mysql/jdbc/RandomBalanceStrategy.java
* /com-springsource-com-mysql-jdbc-5-1-6-sources-jar/com/mysql/jdbc/BufferRow.java
* /com-springsource-com-mysql-jdbc-5-1-6-sources-jar/com/mysql/jdbc/ByteArrayRow.java
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* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/Latin10Writer.java
* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/Document.java
* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/ParsingException.java
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* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/ValidityException.java
* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/IllegalTargetException.java
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/xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/WellformednessException.java
* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/IllegalDataException.java
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* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/Comment.java
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/xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/NoSuchAttributeException.java
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* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/xinclude/XIncludeException.java
* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/xslt/XSLException.java
* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/xinclude/MisplacedFallbackException.java
* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/Node.java
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* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/Attribute.java
* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/Serializer.java
* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/xinclude/XPointer.java
* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/converters/DOMConverter.java
* /xom-1-2-5-sources-jar-zip/xom-1-2-5-sources-jar/nu/xom/Namespaces.java
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*
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* /spring-batch-infrastructure-4-3-10-sources-
jar/org/springframework/batch/support/transaction/ResourcelessTransactionManager.java
* /spring-batch-infrastructure-4-3-10-sources-jar/org/springframework/batch/repeat/RepeatContext.java
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jar/org/springframework/batch/support/LastModifiedResourceComparator.java
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jar/org/springframework/batch/item/file/NonTransientFlatFileException.java
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jar/org/springframework/batch/item/file/separator/RecordSeparatorPolicy.java
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jar/org/springframework/batch/support/DefaultPropertyEditorRegistrar.java
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jar/org/springframework/batch/item/file/mapping/PatternMatchingCompositeLineMapper.java
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jar/org/springframework/batch/item/database/HibernatePagingItemReader.java
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* /spring-batch-infrastructure-4-3-10-sources-jar/org/springframework/batch/item/file/FlatFileHeaderCallback.java
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*     Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*          bug 292478 - Report potentially null across variable assignment
*          bug 332637 - Dead Code detection removing code that isn't dead
*       bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
*       Bug 411964 - [1.8][null] leverage null type annotation in foreach statement
*       Bug 421035 - [resource]
 False alarm of resource leak warning when casting a closeable in its assignment
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*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 370639 - [compiler][resource] restore the default for resource leak warnings
*   bug 265744 - Enum switch should warn about missing default
*   bug 374605 - Unreasonable warning for enum-based switch statements
*   bug 381443
 - [compiler][null] Allow parameter widening from @NonNull to unannotated
*   Bug 441208 - [1.8][null]SuppressWarnings("null") does not suppress / marked Unnecessary
*   Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
Collection#remove(Object) et al.
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*   bug 383368 - [compiler][null] syntactic null analysis for field references
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*        Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*        Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*        Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
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*     Stephan Herrmann - Contributions for
*         bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*         bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*         bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*         Bug 415790 - [compiler][resource]Incorrect potential resource leak warning in for loop
 with close in try/catch
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*         bug 349326 - [1.7] new warning for missing try-with-resources
*         bug 186342 - [compiler][null] Using annotations for null checking
*         bug 365519 - editorial cleanup after bug 186342 and bug 365387
*         bug 358903 - Filter practically unimportant resource leak warnings
*         bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
 *         bug 388281 - [compiler][null] inheritance of null annotations as an option
*         bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*         bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*         bug 400421 - [compiler] Null analysis for fields does not take @com.google.inject.Inject into account
*         bug 382069 - [null] Make the null analysis consider JUnit's assertNotNull similarly to assertions
*         bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*         Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*         Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
*         Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*         Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*         Bug
 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*         Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*         Bug 426792 - [1.8][inference][impl] generify new type inference engine
*         Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
*         Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource
*         Bug 418743 - [1.8][null] contradictory annotations on invocation of generic method not reported
```

```
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 431581 - Eclipse compiles what it should not
*       Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
*       Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
*       Bug 446442 - [1.8] merge null annotations from
 super methods
*       Bug 456532 - [1.8][null] ReferenceBinding.appendNullAnnotation() includes phantom annotations in error
messages
*       Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
Collection#remove(Object) et al.
*     Jesper S Moller - Contributions for
*       bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*       bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*       bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*     Ulrich Grave <ulrich.grave@gmx.de> - Contributions for
*                         bug 386692 - Missing "unused" warning on "autowired" fields
*     Pierre-Yves B. <pyvesdev@gmail.com> - Contribution for
*                         bug 542520 - [JUnit 5] Warning The method xxx from the type X is never used locally is shown
when using MethodSource
*     Sebastian Zarnekow - Contributions
 for
*       bug 544921 - [performance] Poor performance with large source files
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*           bug 343713 - [compiler] bogus line number in constructor of inner class in 1.5 compliance
*           bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 361407 - Resource leak warning when resource is assigned to a field outside of constructor
*       bug 368546 - [compiler][resource] Avoid
 remaining false positives found when compiling the Eclipse SDK
*       bug 383690 - [compiler] location of error re uninitialized final field should be aligned
```

*   bug 331649 - [compiler][null] consider null annotations for fields
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 400421 - [compiler] Null analysis for fields does not take @com.google.inject.Inject into account
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*   Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 415399 - [1.8][compiler] Type annotations on constructor results dropped by the code
generator
*   Ulrich Grave <ulrich.grave@gmx.de> - Contributions
 for
*   bug 386692 - Missing "unused" warning on "autowired" fields
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*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
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*   Bug 360328 - [compiler][null] detect null problems in nested code (local class inside a loop)
*   Bug 388630 - @NonNull diagnostics at line 0
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*   Bug 424727 - [compiler][null] NullPointerException
 in nullAnnotationUnsupportedLocation(ProblemReporter.java:5708)
*   Bug 457210 - [1.8][compiler][null] Wrong Nullness errors given on full build build but not on incremental build?
*   Keigo Imai - Contribution for bug 388903 - Cannot extend inner class as an anonymous class when it extends
the outer class
 *   Pierre-Yves B. <pyvesdev@gmail.com> - Contributions for
*   Bug 542520 - [JUnit 5] Warning The method xxx from the type X is never used locally is shown
when using MethodSource
*   Bug 546084 - Using Junit 5s MethodSource leads to ClassCastException
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*   philippe.marschall@netcetera.ch - Fix for 338370
*   IBM Corporation - Fix for validating relative name
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/AccessRuleSet.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/DoubleConstant.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/FloatConstant.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/CharConstant.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/LongConstant.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfObject.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocArgumentExpression.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/ShortConstant.java
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* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ASTVisitor.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/JavadocTagConstants.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/MissingTypeBinding.java
*

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*   bug 133125 - [compiler][null] need to report the null status of expressions and analyze them simultaneously
*   bug 292478 - Report potentially null across variable assignment
*   bug 324178 - [null] ConditionalExpression.nullStatus(..) doesn't take into account the analysis of condition itself
*   bug 354554 - [null] conditional with redundant condition
 yields weak error message
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 426078 - [1.8] VerifyError when conditional expression passed as an argument
*   Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
 *   Bug 418537 - [1.8][null] Fix null type annotation analysis for poly conditional expressions
*   Bug 428352 - [1.8][compiler] Resolution errors don't always surface
*   Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
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*   Jesper Steen Moller - Contributions for:
*   Bug 412149: [1.8][compiler] Emit repeated annotations into the designated container
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*   bug 358827 - [1.7] exception analysis for t-w-r spoils null analysis
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*   bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*   bug 345305 - [compiler][null]
 Compiler misidentifies a case of "variable can only be null"
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
*   bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
*   bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*   Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*   Bug 455723 - Nonnull argument not correctly inferred in loop
*   Bug 415790 - [compiler][resource]Incorrect potential resource leak warning in for loop with close in try/catch
*   Bug 446691 - [1.8][null][compiler] NullPointerException in SingleNameReference.analyseCode
**********/

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*     Stephan Herrmann - Contributions for
*         bug 349326 - [1.7] new warning for missing try-with-resources
*         bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*         Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*         Bug 467032 - TYPE_USE Null Annotations: IllegalStateException with annotated arrays of Enum when accessed
via BinaryTypeBinding
*******************************************************************************/
```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/UnresolvedReferenceBinding.java
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*   Bug 407191 - [1.8] Binary access support for type annotations
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*   Jesper S Moller - Contributions for
*   Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*   Bug 406982 - [1.8][compiler] Generation of MethodParameters Attribute in classfile
*   Bug 416885 - [1.8][compiler]IncompatibleClassChange error (edit)
*   Bug 412149 - [1.8][compiler] Emit repeated annotations into the designated container
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com
 - Contributions for
*   Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*   Bug 409236 - [1.8][compiler] Type annotations on intersection cast types dropped by code
generator
*   Bug 409246 - [1.8][compiler] Type annotations on catch parameters not handled properly
*   Bug 415541 - [1.8][compiler] Type annotations in the body of static initializer get dropped
*   Bug 415399 - [1.8][compiler] Type annotations on constructor results dropped by the code
generator
*   Bug 415470 - [1.8][compiler] Type annotations on class declaration go vanishing
*   Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
*   Bug 434556 - Broken class file generated for incorrect annotation usage
*   Bug 442416
 - $deserializeLambda$ missing cases for nested lambdas
*   Stephan Herrmann - Contribution for

*   Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*   Olivier Tardieu tardieu@us.ibm.com - Contributions for
*   Bug 442416 - $deserializeLambda$ missing cases for nested lambdas
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ClassFile.java
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*   Bug 407191 - [1.8] Binary access support for type annotations
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*   bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*   bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
*   Bug 415790
 - [compiler][resource]Incorrect potential resource leak warning in for loop with close in try/catch
**********/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/WhileStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ForStatement.java
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*   Matt McCutchen - partial fix for https://bugs.eclipse.org/bugs/show_bug.cgi?id=122995
*   Karen Moore - fix for https://bugs.eclipse.org/bugs/show_bug.cgi?id=207411
*   Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*   bug 185682 - Increment/decrement operators mark local variables as read
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 365519 - editorial cleanup after
 bug 186342 and bug 365387
*   bug 374605 - Unreasonable warning for enum-based switch statements
*   bug 384870 - [compiler] @Deprecated annotation not detected if preceded by other annotation
*   bug 393719 - [compiler] inconsistent warnings on iteration variables
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.

```
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 424742 - [1.8] NPE in LambdaExpression.isCompatibleWith
*       Bug 424710 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
*       Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
*       Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.
*       Bug 426366
 - [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload context
*       Bug 427282 - [1.8][compiler] AIOOB (-1) at
org.eclipse.jdt.internal.compiler.ClassFile.traverse(ClassFile.java:6209)
*       Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved
*       Bug 428352 - [1.8][compiler] Resolution errors don't always surface
*       Bug 427163 - [1.8][null] bogus error "Contradictory null specification" on varags
*       Bug 432348 - [1.8] Internal compiler error (NPE) after upgrade to 1.8
*       Bug 440143 - [1.8][null] one more case of contradictory null annotations regarding type variables
*       Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
*       Bug 434483 - [1.8][compiler][inference] Type inference not picked up with method reference
*       Bug 446442 - [1.8] merge null annotations from super methods
*       Bug 437072 - [compiler][null] Null analysis emits
 possibly incorrect warning for new int[][] despite @NonNullByDefault
*     Jesper S Moller - Contributions for
*       bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
*       bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*       bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*       bug 412149 - [1.8][compiler] Emit repeated annotations into the designated container
*       bug 419209 - [1.8] Repeating container annotations should be rejected in the presence of annotation it contains
*     Till Brychcy - Contributions for
*               bug 467094 - [1.8][null] TYPE_USE NullAnnotations of array contents are applied to field.
*******************************************************************************/

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*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 427438 - [1.8][compiler] NPE at
```

org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/AbstractVariableDeclaration.java
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*   bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
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* Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
* Stephan Herrmann - Contribution for
* Bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
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* Contributors:
* Frits Jalvingh - fix for bug 533830.
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*         Bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
*         Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*         Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*     Keigo Imai - Contribution for  bug 388903 - Cannot extend inner class as an anonymous class when it
 extends the outer class
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredInitializer.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/MemberTypeBinding.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/ProblemSeverities.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/SuffixConstants.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/SourceTypeCollisionException.java
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*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
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*            bug 349326 - [1.7] new warning for missing try-with-resources
*            bug 359362 - FUP of bug 349326: Resource leak on non-Closeable resource
*        bug 358903 - Filter practically unimportant resource leak warnings
*        Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*        Bug 400874 - [1.8][compiler] Inference infrastructure
 should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*        Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*        Bug 426676 - [1.8][compiler] Wrong generic method type inferred from lambda expression
*        Bug 427411 - [1.8][generics] JDT reports type mismatch when using method that returns generic type
*        Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
*        Bug 435962 - [RC2] StackOverFlowError when building
*        Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*        Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
*        Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ModuleStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredOpensStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredModuleStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredUsesStatement.java
*
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/ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfModule.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredExport.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ExportsStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredProvidesStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredTypeReference.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredExportsStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredPackageVisibilityStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredModuleReference.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredRequiresStatement.java
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*     IBM Corporation - initial API and implementation
*     Jesper S Moller - Bug 392671
*         NPE with a method with explicit this and a following incomplete parameter
*******************************************************************************/
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/model/ElementImpl.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ClassFilePool.java
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*   bug 384380 - False positive on a "Potential null pointer access" after a continue
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
***/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/InvocationSite.java

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* Contributors:
*     IBM Corporation - initial API and implementation
*     Perry James - nullStatus method improvement (165346)
*     Stephan Herrmann - Contribution for
*        bug 383368 - [compiler][null] syntactic null analysis for field references
*******************************************************************************/
```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/OperatorExpression.java
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*     Stephan Herrmann - Contributions for
*        bug 349326 - [1.7] new warning for missing try-with-resources
*        bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*        bug 383368 - [compiler][null] syntactic null analysis for field references
*        bug 402993 - [null] Follow up
 of bug 401088: Missing warning about redundant null check
*        Bug 440282 - [resource] Resource leak detection false negative with empty finally block
*******************************************************************************/
```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/Block.java

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IBinaryNestedType.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IGenericType.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/ISourceField.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IGenericField.java
*
/ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/ISourceMethod.java
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*        bug 186342 - [compiler][null] Using annotations for null checking
*        bug 365519 - editorial cleanup after bug 186342 and bug 365387
*        bug 388281 - [compiler][null] inheritance of null annotations as an option
*        bug 388795 - [compiler] detection of name clash depends on order of super interfaces
*        bug 388739 - [1.8][compiler] consider default methods when detecting whether
 a class needs to be declared abstract
*        bug 390883 - [1.8][compiler] Unable to override default method
*        bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*        bug 401246 - [1.8][compiler] abstract class method should now trump conflicting default methods
```

```
*       bug 401796 - [1.8][compiler] don't treat default methods as overriding an independent inherited abstract method
*       bug 403867 - [1.8][compiler] Suspect error about duplicate default methods
*       bug 391376 - [1.8] check interaction of default methods with bridge methods and generics
*       bug 395681 - [compiler] Improve simulation of javac6 behavior from bug 317719 after fixing bug 388795
*       bug 409473 - [compiler] JDT cannot compile against JRE 1.8
*       Bug 420080 - [1.8] Overridden Default method is reported as duplicated
*       Bug 404690 - [1.8][compiler] revisit bridge generation after VM bug is fixed
*       Bug 410325 - [1.7][compiler] Generified method override different between javac and eclipse compiler
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 390889 - [1.8][compiler] Evaluate options to support 1.7- projects against 1.8 JRE.
*       Bug 440773 - [1.8][null]DefaultLocation.RETURN_TYPE erroneously affects method parameters in
@NonNullByDefault
*       Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*       Bug 446442 - [1.8] merge null annotations from super methods
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*       bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 364890 - BinaryTypeBinding should use char constants from Util
*       bug 365387 - [compiler][null] bug 186342: Issues to follow up post review and verification.
*       bug 358903 - Filter practically unimportant resource leak warnings
*       bug
 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
*       bug 388800 - [1.8][compiler] detect default methods in class files
*       bug 388281 - [compiler][null] inheritance of null annotations as an option
*       bug 331649 - [compiler][null] consider null annotations for fields
*       bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*       Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*       Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*       Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*       Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
```

```
*       Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource
*       Bug 392245 - [1.8][compiler][null] Define whether
 / how @NonNullByDefault applies to TYPE_USE locations
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 390889 - [1.8][compiler] Evaluate options to support 1.7- projects against 1.8 JRE.
*       Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*       Bug 439516 - [1.8][null] NonNullByDefault wrongly applied to implicit type bound of binary type
*       Bug 434602 - Possible error with inferred null annotations leading to contradictory null annotations
*       Bug 440477 - [null] Infrastructure for feeding external annotations into compilation
*       Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
*       Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*       Bug 453475 - [1.8][null] Contradictory null annotations (4.5 M3 edition)
*       Bug 454182 - Internal compiler error when using
 1.8 compliance for simple project
*       Bug 470467 - [null] Nullness of special Enum methods not detected from .class file
*       Bug 447661 - [1.8][null] Incorrect 'expression needs unchecked conversion' warning
*    Jesper Steen Moller - Contributions for
*       Bug 412150 [1.8] [compiler] Enable reflected parameter names during annotation processing
*       Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*    Sebastian Zarnekow - Contributions for
*       bug 544921 - [performance] Poor performance with large source files
*    Alexander Lehmann - Contributions for
*       bug 566258 - Intermittent NPE in APT RoundDispatcher
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*       bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*       bug 383368 - [compiler][null] syntactic null analysis for field references
*       bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
*       bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*       Bug
```

422796 - [compiler][null] boxed boolean reported as potentially null after null test in lazy disjunction
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*   Kenneth Olson - Contribution for bug 188796 - [jsr199] Using JSR199 to extend ECJ
*   Dennis Hendriks - Contribution for bug 188796 - [jsr199] Using JSR199 to extend ECJ
*   Frits Jalvingh - fix for bug 533830.
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*   bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 361407 - Resource leak warning when resource is assigned to a field outside of constructor
*   bug 370639 - [compiler][resource] restore the default for resource leak warnings
*   bug 388996 - [compiler][resource] Incorrect

'potential resource leak'
* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
* Bug 424710 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
* Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.
* Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
* Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.
* Bug 426366 - [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload context
* Bug 426290 - [1.8][compiler] Inference + overloading => wrong method resolution ?
* Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved
* Bug 427438 - [1.8][compiler]
NPE at org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
* Bug 428352 - [1.8][compiler] Resolution errors don't always surface
* Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 409245 - [1.8][compiler] Type annotations dropped when call is routed through a synthetic bridge method
**********/

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* Bug 407191 - [1.8] Binary access support for type annotations
**********/

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*   Bug 473178
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```
*       bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*       bug 331649 - [compiler][null] consider null annotations for fields
*       bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
*       Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
 *       Bug 429403 - [1.8][null] null mismatch from type arguments is not reported at field initializer
*       Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*       Bug 458396 - NPE in CodeStream.invoke()
*       Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*       Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
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*     Genady Beriozkin - added support for reporting assignment with no effect
*     Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*       bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*       bug 292478 - Report potentially null across variable assignment
*         bug 335093 - [compiler][null] minimal hook for future null annotation support
*         bug 349326 - [1.7] new warning for missing
 try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 358903 - Filter practically unimportant resource leak warnings
*       bug 370639 - [compiler][resource] restore the default for resource leak warnings
*       bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*       bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
*       bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*       bug 331649 - [compiler][null] consider null annotations for fields
*       bug 383368 - [compiler][null] syntactic null analysis for field references
*       bug 402993 - [null] Follow up of bug 401088: Missing
 warning about redundant null check
*       bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
```

checking
* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
* Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
* Bug 453483 - [compiler][null][loop] Improve null analysis for loops
* Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
**********/

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* bug 400710 - [1.8][compiler] synthetic access to default method generates wrong code
* Bug 459967 - [null] compiler should know about nullness of special methods like MyEnum.valueOf()
* Bug 470467 - [null] Nullness of special Enum methods not detected from .class file
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 405104 -
[1.8][compiler][codegen] Implement support for serializeable lambdas
**********/

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*       bug 292478 - Report potentially null across variable assignment,
*       bug 185682 - Increment/decrement operators mark local variables as read
*       bug 331649 - [compiler][null] consider null annotations for fields
*       bug 383368 - [compiler][null] syntactic null analysis for field references
*       Bug 412203 - [compiler] Internal compiler error: java.lang.IllegalArgumentException:
 info cannot be null
*       Bug 458396 - NPE in CodeStream.invoke()
*       Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
*     Jesper S Moller - <jesper@selskabet.org>   - Contributions for
*           bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
*       bug 378674 - "The method can be declared as static" is wrong
*       bug 404657 - [1.8][compiler] Analysis for effectively final variables fails to consider loops
*       bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
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```

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*     Stephan Herrmann - Contribution for
*       Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*       Bug 426676 - [1.8][compiler] Wrong generic method type inferred from lambda expression
*       Bug 426542 - [1.8] Most specific method not picked when one method has intersection type as type parameter
*       Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
*     Andy
 Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                       Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
*     Jesper S Møller - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
*                       Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
**********************************************************************************/
```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/IntersectionTypeBinding18.java

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*        bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*        bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
*        bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
 checking
*******************************************************************************/
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/AssertStatement.java
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*        bug 186342 - [compiler][null] Using annotations for null checking
*        bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*        bug 388281 - [compiler][null] inheritance of null annotations as an option
*        Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/TagBits.java
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*
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*       Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                     Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                     Bug 409246 - [1.8][compiler] Type annotations on catch parameters not handled properly
**********************************************************************************/
```

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*         bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*         bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*         bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*         Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*         Bug 415850 - [1.8] Ensure RunJDTCoreTests
 can cope with null annotations enabled
*         Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*         Bug 427163 - [1.8][null] bogus error "Contradictory null specification" on varags
*         Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*         Bug 434570 - Generic type mismatch for parametrized class annotation attribute with inner class
*         Bug 434600 - Incorrect null analysis error reporting on type parameters
*         Bug 439516 - [1.8][null] NonNullByDefault wrongly applied to implicit type bound of binary type
*         Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*         Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*         Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*         Bug 437072 - [compiler][null] Null analysis
 emits possibly incorrect warning for new int[][] despite @NonNullByDefault
*         Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*         Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                         Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                         Bug 409236 - [1.8][compiler] Type annotations on intersection cast types dropped by code
generator
*                         Bug 415399 - [1.8][compiler] Type annotations on constructor results dropped by the code
generator
*      Jesper S Møller <jesper@selskabet.org> -  Contributions for
*                         bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*                         bug 529556 - [18.3] Add content assist support for 'var' as a type
*
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/util/EclipseFileManager.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/tool/EclipseFileManager.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/StackMapFrameCodeStream.java
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*   Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*   bug 328281 - visibility leaks not detected when analyzing unused field in private class
*   bug 382353 - [1.8][compiler] Implementation property modifiers should be accepted on default methods.
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ExtraCompilerModifiers.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/GenericXMLWriter.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/ManifestAnalyzer.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/UnresolvedAnnotationBinding.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/ReferenceContext.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/DefaultErrorHandlingPolicies.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/DefaultProblemFactory.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/Receiver.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/flow/InsideSubRoutineFlowContext.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/core/JDTCompilerAdapter.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/CompilerStats.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/IErrorHandlingPolicy.java
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*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
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*   bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*   Stephan Herrmann - Contribution for
*   bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 416182 - [1.8][compiler][null]
 Contradictory null annotations not rejected
***/

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*   bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*   bug 383368 - [compiler][null] syntactic null analysis for field references
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*   Bug 428811 - [1.8][compiler] Type witness unnecessarily required
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*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 358903 - Filter practically unimportant resource leak warnings
*   bug 381445 - [compiler][resource] Can the resource leak check be made aware of Closeables.closeQuietly?

```
*       bug 400421 - [compiler] Null analysis for fields does not take @com.google.inject.Inject into account
*       bug 382069 - [null] Make
 the null analysis consider JUnit's assertNotNull similarly to assertions
*       Bug 405569 - Resource leak check false positive when using DbUtils.closeQuietly
*       Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource
*       Bug 425183 - [1.8][inference] make CaptureBinding18 safe
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
Collection#remove(Object) et al.
*    Jesper S Moller - Contributions for
*       Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*       Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*       bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*    Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                       Bug 405104 - [1.8][compiler][codegen]
 Implement support for serializeable lambdas
*    Ulrich Grave <ulrich.grave@gmx.de> - Contributions for
*                       bug 386692 - Missing "unused" warning on "autowired" fields
*    Pierre-Yves B. <pyvesdev@gmail.com> - Contribution for
*                       bug 542520 - [JUnit 5] Warning The method xxx from the type X is never used locally is shown
when using MethodSource
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*   bug 331649 - [compiler][null] consider null annotations for fields
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 458396 - NPE in CodeStream.invoke()
**********/

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*   BEA - Patch for bug 172743
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*           bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*           bug 349326 - [1.7] new warning for missing try-with-resources
*           bug 360328 - [compiler][null] detect null problems in nested code (local class inside a loop)
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 365835 - [compiler][null] inconsistent error reporting.
 *       bug 365519 - editorial cleanup after bug 186342 and bug 365387
*       bug 358903 - Filter practically unimportant resource leak warnings
*       bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*       bug 370639 - [compiler][resource] restore the default for resource leak warnings
*       bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*       bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
*       bug 383368 - [compiler][null] syntactic null analysis for field references
*       bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
*       bug 401030 - [1.8][null] Null analysis support for lambda
 methods.
*       Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*       Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*       Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
*       Bug 417758 - [1.8][null] Null safety compromise during array creation.
*       Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*       Bug 430150 - [1.8][null] stricter checking against type variables
*       Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*       Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
*       Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*       Bug 455723 - Nonnull argument not correctly inferred in loop
*     Jesper S Moller - Contributions
 for
*       bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
**********************************************************************************/

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*        bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*        bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
*        bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*        Bug 422796 - [compiler][null] boxed boolean reported as potentially null after
 null test in lazy disjunction
**********************************************************************************/
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/AND_AND_Expression.java
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*       bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*       Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*     Stephan Herrmann - Contribution for
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 423504 - [1.8] Implement "18.5.3
 Functional Interface Parameterization Inference"
*       Bug 425142 - [1.8][compiler] NPE in ConstraintTypeFormula.reduceSubType
*       Bug 425153 - [1.8] Having wildcard allows incompatible types in a lambda expression
*       Bug 425156 - [1.8] Lambda as an argument is flagged with incompatible error
*       Bug 424403 - [1.8][compiler] Generic method call with method reference argument fails to resolve properly.
*       Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*       Bug 428352 - [1.8][compiler] Resolution errors don't always surface
*       Bug 446442 - [1.8] merge null annotations from super methods
*     Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                     Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
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*       Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
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*   IBM Corporation - Java 8 support
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* Contributors:
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*   Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*   bug 185682 - Increment/decrement operators mark local variables as read
*   bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*   bug 331649 - [compiler][null] consider null annotations for fields
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 392384 - [1.8][compiler][null] Restore nullness
 info from type annotations in class files
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 411964 - [1.8][null] leverage null type annotation in foreach statement
*   Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
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*   bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*   Bug 384687 - [1.8] Wildcard type arguments should be rejected for lambda and reference
expressions
*   Bug 416885 - [1.8][compiler]IncompatibleClassChange error (edit)
*   Stephan Herrmann - Contribution for
*   bug 402028 - [1.8][compiler] null analysis for reference
 expressions
*   bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super via I.super.m() syntax
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*   Bug 424637 - [1.8][compiler][null] AIOOB in ReferenceExpression.resolveType with a method reference to
Files::walk
*   Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.
*   Bug 424403 - [1.8][compiler] Generic method call with method reference argument fails to resolve properly.
*   Bug 427196 - [1.8][compiler] Compiler error for method reference to overloaded method
*   Bug 427438
 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)

*   Bug 428264 - [1.8] method reference of generic class causes problems (wrong inference result or NPE)
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 426537 - [1.8][inference] Eclipse compiler thinks I<? super J> is compatible with I<J<?>> - raw type J involved
*   Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*   Bug 435689 - [1.8][inference] Type inference not occurring with lambda expression and method reference
*   Bug 438383 - [1.8][null] Bogus warning: Null type safety at method return type
*   Bug 434483 - [1.8][compiler][inference] Type inference not picked up with method reference
*   Bug 441734 - [1.8][inference] Generic method with nested parameterized type argument fails on method reference
*   Bug 438945 - [1.8] NullPointerException
 InferenceContext18.checkExpression in java 8 with generics, primitives, and overloading
*   Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
*   Bug 448709 - [1.8][null] ensure we don't infer types that violate null constraints on a type parameter's bound
*   Bug 459967 - [null] compiler should know about nullness of special methods like MyEnum.valueOf()
*   Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*   Bug 470542 - NullPointerException in ReferenceExpression.isPotentiallyCompatibleWith (962)
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contribution for
*   Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
**/

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*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
*   bug 331649 - [compiler][null] consider null annotations for fields
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 415043 - [1.8][null] Follow-up re null type annotations
 after bug 392099
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 424728 - [1.8][null] Unexpected error: The nullness annotation 'XXXX' is not applicable at this location

```
*       Bug 392245 - [1.8][compiler][null] Define whether / how @NonNullByDefault applies to TYPE_USE locations
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*       Bug 457210 - [1.8][compiler][null] Wrong Nullness errors given on full build build but not on incremental build?
*       Bug 469584 - ClassCastException in Annotation.detectStandardAnnotation (320)
*       Andy Clement (GoPivotal,
 Inc) aclement@gopivotal.com - Contributions for
*                       Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                       Bug 409517 - [1.8][compiler] Type annotation problems on more elaborate array references
*                       Bug 415397 - [1.8][compiler] Type Annotations on wildcard type argument dropped
*                       Bug 414384 - [1.8] type annotation on abbreviated inner class is not marked as inner type
*     Jesper S Moller <jesper@selskabet.org> -  Contributions for
*                       Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*                       Bug 412151 - [1.8][compiler] Check repeating annotation's collection type
*                       Bug 412149 - [1.8][compiler] Emit repeated annotations into the designated container
*                       Bug 419209 - [1.8] Repeating container annotations
 should be rejected in the presence of annotation it contains
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* Contributors:
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*     Stephan Herrmann - Contribution for
*       Bug 440687 - [compiler][batch][null] improve command line option for external annotations
*     Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
*         Bug 473178
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*        bug 383368 - [compiler][null] syntactic null analysis for field references
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*        Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
*        Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*        Bug 417295 - [1.8[[null]
 Massage type annotated null analysis to gel well with deep encoded type bindings.
*        Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*        Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*        Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*        Andy Clement - Contributions for
*                        Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
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*   bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
*   bug 401030 - [1.8][null] Null analysis support for lambda methods.
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*   Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
**/

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*   bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*   bug 292478 - Report potentially null across variable assignment
*   bug 335093 - [compiler][null] minimal hook for future null annotation support
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 186342 - [compiler][null] Using annotations for null checking
 *   bug 358903 - Filter practically unimportant resource leak warnings
*   bug 370639 - [compiler][resource] restore the default for resource leak warnings
*   bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*   bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*   bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
*   bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 400761 - [compiler][null] null may be return as boolean without a diagnostic

* Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
* Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
 * Bug 430150 - [1.8][null] stricter checking against type variables
* Bug 453483 - [compiler][null][loop] Improve null analysis for loops
* Jesper S Moller - Contributions for
* Bug 378674 - "The method can be declared as static" is wrong
* Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
* Bug 529556 - [18.3] Add content assist support for 'var' as a type
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
* Bug 426616 - [1.8][compiler] Type Annotations, multiple problems
**********/

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*   wharley@bea.com - derived base class from BatchMessagerImpl
*
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*   Bug 440474 - [null] textual encoding of external null annotations
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*   bug 342671 - ClassCastException: org.eclipse.jdt.internal.compiler.lookup.SourceTypeBinding cannot be cast to

org.eclipse.jdt.internal.compiler.lookup.ArrayBinding
* Bug 420894 - ClassCastException in DefaultBindingResolver.resolveType(Type)
* bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
* Bug 415043 - [1.8][null] Follow-up re null type
annotations after bug 392099
* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
* Bug 434600 - Incorrect null analysis error reporting on type parameters
* Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
* Bug 456508 - Unexpected RHS PolyTypeBinding for: <code-snippet>
* Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
* Andy Clement - Contributions for
* Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
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*   Carmi Grushko - Bug 465048 - Binding is null for class literals in synchronized blocks
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*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocImplicitTypeReference.java
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*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
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*        bug 186342 - [compiler][null] Using annotations for null checking
*        bug 365519 - editorial cleanup after bug 186342 and bug 365387
*        Bug 434570 - Generic type mismatch for parametrized class annotation attribute with inner class
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*          bug 325755 - [compiler] wrong initialization state after conditional expression
*          bug 320170 - [compiler] [null] Whitebox issues in null analysis
*          bug 292478 - Report potentially null across variable assignment
*          bug 332637 - Dead Code detection removing code that isn't dead
*          bug 341499 - [compiler][null] allocate extra bits in all methods of UnconditionalFlowInfo
 *          bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 386181 - [compiler][null] wrong transition in UnconditionalFlowInfo.mergedWith()
*       bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
*       Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*       Bug 454031 - [compiler][null][loop] bug in null analysis; wrong "dead code" detection
*       Bug 421035 - [resource] False alarm of resource leak warning when casting a closeable in its assignment
*******************************************************************************/
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/batch/messages.properties
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/messages.properties
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*        Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*        Bug 429384 - [1.8][null] implement conformance rules for null-annotated lower / upper type bounds
*        Bug 441797 - [1.8] synchronize type annotations on capture and its wildcard
*        Bug 456497 - [1.8][null] during inference nullness from target type is lost against weaker
 hint from applicability analysis
*        Bug 456924 - StackOverflowError during compilation
*        Bug 462790 - [null] NPE in Expression.computeConversion()
*     Jesper S Møller - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
*        Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
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*          Bug 328281 - visibility leaks not detected when analyzing unused field in private class
*          Bug 300576 - NPE Computing type hierarchy when compliance doesn't match libraries
*          Bug 354536 - compiling package-info.java still depends on the order of compilation units
*          Bug 349326 - [1.7] new warning for missing try-with-resources
*          Bug
 358903 - Filter practically unimportant resource leak warnings
*       Bug 395977 - [compiler][resource] Resource leak warning behavior possibly incorrect for anonymous inner class
*       Bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*       Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*       Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 434570 - Generic type mismatch for parametrized class annotation attribute with inner class
*       Bug 444024 - [1.8][compiler][null] Type mismatch error in annotation generics assignment which happens
"sometimes"
*       Bug 459967 - [null] compiler should know about nullness of special methods like MyEnum.valueOf()
*        Andy Clement (GoPivotal, Inc) aclement@gopivotal.com -
 Contributions for
*                       Bug 415821 - [1.8][compiler] CLASS_EXTENDS target type annotation missing for anonymous
classes
*     het@google.com - Bug 456986 - Bogus error when annotation processor generates annotation type
*     Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
*          Bug 473178
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*         bug 328281 - visibility leaks not detected when analyzing unused field in private class
*         bug 349326 - [1.7] new warning for missing try-with-resources
*         bug 186342 - [compiler][null] Using annotations for null checking
*         bug 365836 - [compiler][null] Incomplete propagation of null defaults.
*         bug 365519 - editorial cleanup after bug 186342
 and bug 365387
*         bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
*         bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
*         bug 366063 - Compiler should not add synthetic @NonNull annotations
*         bug 384663 - Package Based Annotation Compilation Error in JDT 3.8/4.2 (works in 3.7.2)
*         bug 386356 - Type mismatch error with annotations and generics
*         bug 388281 - [compiler][null] inheritance of null annotations as an option
*         bug 331649 - [compiler][null] consider null annotations for fields
*         bug 380896 - [compiler][null] Enum constants not recognised as being NonNull.
*         bug 391376 - [1.8] check interaction of default methods with bridge methods and generics
*         Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*         Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
 *         Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*         Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*         Bug 416172 - [1.8][compiler][null] null type annotation not evaluated on method return type
*         Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*         Bug 426048 - [1.8] NPE in TypeVariableBinding.internalBoundCheck when parentheses are not balanced
*         Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*         Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*         Bug 432348 - [1.8] Internal compiler error (NPE) after upgrade to 1.8
*         Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*         Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*         Bug 441693 - [1.8][null]
 Bogus warning for type argument annotated with @NonNull
*         Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*         Bug 457210 - [1.8][compiler][null] Wrong Nullness errors given on full build build but not on incremental build?
*         Bug 461250 - ArrayIndexOutOfBoundsException in SourceTypeBinding.fields
*         Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*     Jesper S Moller <jesper@selskabet.org> -  Contributions for
*         Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*     Till Brychcy - Contributions for
*           bug 415269 - NonNullByDefault is not always inherited to nested classes
*     Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                       Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
*     Sebastian Zarnekow - Contributions
```

for
* bug 544921 - [performance] Poor performance with large source files
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* bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
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* Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
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*   bug 407191 - [1.8] Binary access support for type annotations
*   Stephan Herrmann - Contribution for
*   Bug 440474 - [null] textual encoding of external null annotations
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*   Benjamin Muskalla - Contribution for bug 239066
*   Stephan Herrmann - Contributions for
*   bug 236385 - [compiler] Warn for potential programming problem if an object is created but not used
*   bug 338303 - Warning about Redundant assignment conflicts with definite assignment
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 186342 - [compiler][null] Using annotations for null checking
 *   bug 365519 - editorial cleanup after bug 186342 and bug 365387
*   bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
*   bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
*   bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations

* bug 374605 - Unreasonable warning for enum-based switch statements
* bug 382353 - [1.8][compiler] Implementation property modifiers should be accepted on default methods.
* bug 382347 - [1.8][compiler] Compiler accepts incorrect default method inheritance
* bug 388281 - [compiler][null] inheritance of null annotations as an option
* bug 376053 - [compiler][resource] Strange potential resource leak problems
* bug 381443 - [compiler][null] Allow parameter widening from @NonNull to unannotated
* bug 393719 - [compiler] inconsistent warnings on iteration
variables
* bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
* bug 388739 - [1.8][compiler] consider default methods when detecting whether a class needs to be declared
abstract
* bug 331649 - [compiler][null] consider null annotations for fields
* bug 382789 - [compiler][null] warn when syntactically-nonnull expression is compared against null
* bug 376590 - Private fields with @Inject are ignored by unused field validation
* bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
* bug 402028 - [1.8][compiler] null analysis for reference expressions
* bug 401796 - [1.8][compiler] don't treat default methods as overriding an independent inherited abstract method
* bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
* bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
* Bug
392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
* Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
* Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
* Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
* Bug 414380 - [compiler][internal] QualifiedNameReference#indexOfFirstFieldBinding does not point to the first
field
* Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
* Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
* Bug 424637 - [1.8][compiler][null] AIOOB in ReferenceExpression.resolveType with a method reference to
Files::walk
* Bug 428294 - [1.8][compiler] Type mismatch: cannot convert
from List<Object> to Collection<Object[]>
* Bug 428366 - [1.8] [compiler] The method valueAt(ObservableList<Object>, int) is ambiguous for the type
Bindings
* Bug 416190 - [1.8][null] detect incompatible overrides due to null type annotations
* Bug 392245 - [1.8][compiler][null] Define whether / how @NonNullByDefault applies to TYPE_USE locations
* Bug 390889 - [1.8][compiler] Evaluate options to support 1.7- projects against 1.8 JRE.
* Bug 430150 - [1.8][null] stricter checking against type variables
* Bug 434600 - Incorrect null analysis error reporting on type parameters
* Bug 439516 - [1.8][null] NonNullByDefault wrongly applied to implicit type bound of binary type
* Bug 438467 - [compiler][null] Better error position for "The method _ cannot implement the corresponding
method _ due to incompatible nullness constraints"
* Bug 439298 - [null] "Missing code implementation in the compiler" when using @NonNullByDefault
in package-info.java
* Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
* Bug 446442 - [1.8] merge null annotations from super methods
* Bug 455723 - Nonnull argument not correctly inferred in loop

```
*       Bug 458361 - [1.8][null] reconciler throws NPE in ProblemReporter.illegalReturnRedefinition()
*       Bug 459967 - [null] compiler should know about nullness of special methods like MyEnum.valueOf()
*       Bug 461878 - [1.7][1.8][compiler][null] ECJ compiler does not allow to use null annotations on annotations
*       Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
Collection#remove(Object) et al.
*     Jesper S Moller <jesper@selskabet.org> -  Contributions for
*       bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*       bug 382721 - [1.8][compiler] Effectively final variables needs
 special treatment
*       bug 384567 - [1.5][compiler] Compiler accepts illegal modifiers on package declaration
*       bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*       bug 412151 - [1.8][compiler] Check repeating annotation's collection type
*       bug 419209 - [1.8] Repeating container annotations should be rejected in the presence of annotation it contains
*       Bug 429384 - [1.8][null] implement conformance rules for null-annotated lower / upper type bounds
*       Bug 416182 - [1.8][compiler][null] Contradictory null annotations not rejected
*       bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*     Ulrich Grave <ulrich.grave@gmx.de> - Contributions for
*                         bug 386692 - Missing "unused" warning on "autowired" fields
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*     Nick Teryaev - fix for bug (https://bugs.eclipse.org/bugs/show_bug.cgi?id=40752)
*     Stephan Herrmann - Contributions for
*       bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*       bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 358903 - Filter practically unimportant resource leak warnings
*       bug
 370639 - [compiler][resource] restore the default for resource leak warnings
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*       bug 379784 - [compiler] "Method can be static" is not getting reported
*       bug 379834 - Wrong "method can be static" in presence of qualified super and different staticness of nested super
```

class.
* bug 388281 - [compiler][null] inheritance of null annotations as an option
* bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
* bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
* bug 381445 - [compiler][resource] Can the resource leak check be made aware of Closeables.closeQuietly?
* bug 331649 - [compiler][null] consider null annotations for fields
* bug 383368 - [compiler][null] syntactic null
analysis for field references
* bug 382069 - [null] Make the null analysis consider JUnit's assertNotNull similarly to assertions
* bug 382350 - [1.8][compiler] Unable to invoke inherited default method via I.super.m() syntax
* bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
* bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
* Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
* Bug 405569 - Resource leak check false positive when using DbUtils.closeQuietly
* Bug 411964 - [1.8][null] leverage null type annotation in foreach statement
* Bug 417295 - [1.8[[null] Massage type annotated null analysis
to gel well with deep encoded type bindings.
* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
* Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
* Bug 424710 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
* Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.
* Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
* Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.
* Bug 426366 - [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload context
* Bug 426290 - [1.8][compiler] Inference + overloading => wrong method resolution ?
* Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved
* Bug 427438 - [1.8][compiler]
NPE at org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
* Bug 426996 - [1.8][inference] try to avoid method Expression.unresolve()?
* Bug 428352 - [1.8][compiler] Resolution errors don't always surface
* Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with generics (RuntimeException instead of IOException)
* Bug 441734 - [1.8][inference] Generic method with nested parameterized type argument fails on method reference
* Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
* Bug 456487 - [1.8][null] @Nullable type variant of @NonNull-constrained type parameter causes grief
* Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
* Bug 472618 - [compiler][null] assertNotNull vs. Assert.assertNotNull
* Bug 470958 - [1.8] Unable to convert lambda
* Bug 410218 - Optional warning
for arguments of "unexpected" types to Map#get(Object), Collection#remove(Object) et al.
* Jesper S Moller - Contributions for
* Bug 378674 - "The method can be declared as static" is wrong
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's

work)
* Bug 409245 - [1.8][compiler] Type annotations dropped when call is routed through a synthetic bridge method
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* Stephan Herrmann - Contributions for
* bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
* bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
* bug
 383368 - [compiler][null] syntactic null analysis for field references
* bug 401017 - [compiler][null] casted reference to @Nullable field lacks a warning
* bug 400761 - [compiler][null] null may be return as boolean without a diagnostic

```
*       Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*       Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
*       Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*       Bug 430150 - [1.8][null] stricter checking against type variables
*       Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style
 null annotations
*       Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
*       Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                       Bug 415541 - [1.8][compiler] Type annotations in the body of static initializer get dropped
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*    IBM Corporation - Fix for bug 328575
*    het@google.com - Bug 415274 - Annotation processing throws a NPE in getElementsAnnotatedWith()
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashSetOfInt.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/core/compiler/InvalidInputException.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/BranchLabel.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/ObjectVector.java
*
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/INameEnvironmentExtension.java
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*          Bug 473178
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*       Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*       Bug 406973 - [compiler] Parse MethodParameters attribute
*        Andy Clement - Contributions for
*                       Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
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*        Bug 440687 - [compiler][batch][null] improve command line option for external annotations
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*     Benjamin Muskalla - Contribution for bug 239066
*     Stephan Herrmann - Contribution for
*          bug 382347 - [1.8][compiler] Compiler accepts incorrect default method inheritance
*       bug 388954 - [1.8][compiler] detect default methods in class files
*       bug 388281 - [compiler][null] inheritance of null annotations as an option
*       bug 388739 - [1.8][compiler] consider default methods when detecting whether a class needs
 to be declared abstract
*       bug 390883 - [1.8][compiler] Unable to override default method
*       bug 401796 - [1.8][compiler] don't treat default methods as overriding an independent inherited abstract method
*       bug 395681 - [compiler] Improve simulation of javac6 behavior from bug 317719 after fixing bug 388795
*       bug 406928 - computation of inherited methods seems damaged (affecting @Overrides)
*       bug 409473 - [compiler] JDT cannot compile against JRE 1.8
*       Bug 420080 - [1.8] Overridden Default method is reported as duplicated
********************************************************************************/
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*          Bug 407191 - [1.8] Binary access support for type annotations
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*       bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*       bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
*       Bug 416885 - [1.8][compiler]IncompatibleClassChange error (edit)
*     Stephan Herrmann - Contribution for
*       bug 401030 - [1.8][null] Null analysis support for lambda methods.
*       Bug 392099
 - [1.8][compiler][null] Apply null annotation on types for null analysis
*       Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*       Bug 425142 - [1.8][compiler] NPE in ConstraintTypeFormula.reduceSubType
*       Bug 425153 - [1.8] Having wildcard allows incompatible types in a lambda expression
*       Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
*       Bug 425798 - [1.8][compiler] Another NPE in ConstraintTypeFormula.reduceSubType
*       Bug 425156 - [1.8] Lambda as an argument is flagged with incompatible error
*       Bug 424403 - [1.8][compiler] Generic method call with method reference argument fails to resolve properly.
*       Bug 426563 - [1.8] AIOOBE when method with error
```

invoked with lambda expression as argument
* Bug 420525 - [1.8] [compiler] Incorrect error "The type Integer does not define sum(Object, Object) that is applicable here"
* Bug 427438 - [1.8][compiler] NPE at org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
* Bug 428294 - [1.8][compiler] Type mismatch: cannot convert from List<Object> to Collection<Object[]>
* Bug 428786 - [1.8][compiler] Inference needs to compute the "ground target type" when reducing a lambda compatibility constraint
* Bug 428980 - [1.8][null] simple expression as lambda body doesn't leverage null annotation on argument
* Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with generics (RuntimeException instead of IOException)
* Bug 432110 - [1.8][compiler] nested lambda type incorrectly inferred vs javac
* Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
* Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
* Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
* Bug 453483 - [compiler][null][loop] Improve null analysis for loops
* Bug 455723 - Nonnull argument not correctly inferred in loop
* Bug 463728 - [1.8][compiler][inference] Ternary operator in lambda derives wrong type
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
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* bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
* Bug 417758 - [1.8][null] Null safety compromise during array creation.
* Bug 427163 - [1.8][null] bogus error "Contradictory null specification" on varags
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for

```
*                   Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                   Bug 409247 - [1.8][compiler] Verify error with code allocating multidimensional array
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*          bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*          bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*       bug 370639 - [compiler][resource] restore the
 default for resource leak warnings
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
```

```
*       bug 395977 - [compiler][resource] Resource leak warning behavior possibly incorrect for anonymous inner class
*       bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*       Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*       Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*       Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*       Bug 416267 - NPE in QualifiedAllocationExpression.resolveType
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 424415 - [1.8][compiler] Eventual
 resolution of ReferenceExpression is not seen to be happening.
*       Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*     Jesper S Moller <jesper@selskabet.org> - Contributions for
*       bug 378674 - "The method can be declared as static" is wrong
*     Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                       Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
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*                       Bug 409245 - [1.8][compiler] Type annotations dropped when call is routed through a synthetic
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*     Till Brychcy - Contributions for
*           bug 413460 - NonNullByDefault is not inherited to Constructors when accessed via Class File
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*     Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
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*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 387612 - Unreachable catch block...exception is never thrown from the try
*   bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*   bug 401456 - Code compiles from javac/intellij, but fails from eclipse
*   bug 401271 - StackOverflowError
 when searching for a methods references
*   bug 405706 - Eclipse compiler fails to give compiler error when return type is a inferred generic
*   Bug 408441 - Type mismatch using Arrays.asList with 3 or more implementations of an interface with the
interface type as the last parameter
*   Bug 413958 - Function override returning inherited Generic Type
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 416183 - [1.8][compiler][null] Overload resolution fails with null annotations
*   Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 424710 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
*   Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
*   Bug 424415 - [1.8][compiler]
 Eventual resolution of ReferenceExpression is not seen to be happening.
*   Bug 426366 - [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload
context
*   Bug 426290 - [1.8][compiler] Inference + overloading => wrong method resolution ?
*   Bug 426589 - [1.8][compiler] Compiler error with generic method/constructor invocation as vargs argument
*   Bug 426590 - [1.8][compiler] Compiler error with tenary operator
*   Bug 426764 - [1.8] Presence of conditional expression as method argument confuses compiler
*   Bug 426998 - [1.8][compiler] method(java.lang.Class, java.lang.String) not applicable for the arguments
(java.lang.Class, java.lang.String)
*   Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
*   Bug 427196 - [1.8][compiler] Compiler error for method reference to overloaded method
*   Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved
*   Bug
 427728 - [1.8] Type Inference rejects calls requiring boxing/unboxing
*   Bug 427218 - [1.8][compiler] Verify error varargs + inference
*   Bug 426836 - [1.8] special handling for return type in references to method getClass()?
*   Bug 427628 - [1.8] regression : The method * is ambiguous for the type *
*   Bug 428352 - [1.8][compiler] Resolution errors don't always surface
*   Bug 428366 - [1.8] [compiler] The method valueAt(ObservableList<Object>, int) is ambiguous for the type
Bindings
*   Bug 424728 - [1.8][null] Unexpected error: The nullness annotation 'XXXX' is not applicable at this location
*   Bug 428811 - [1.8][compiler] Type witness unnecessarily required
*   Bug 429424 - [1.8][inference] Problem inferring type of method's parameter
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*   Bug 434570 - Generic type mismatch for parametrized class annotation attribute with inner
 class
*   Bug 434483 - [1.8][compiler][inference] Type inference not picked up with method reference
*   Bug 441734 - [1.8][inference] Generic method with nested parameterized type argument fails on method reference

* Bug 452194 - Code no longer compiles in 4.4.1, but with confusing error
* Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
* Bug 456236 - [1.8][null] Cannot infer type when constructor argument is annotated with @Nullable
* Bug 437072 - [compiler][null] Null analysis emits possibly incorrect warning for new int[][] despite
@NonNullByDefault
* Bug 462083 - [1.8][inference] Java 8 generic return type mismatch with interface involving type parameter.
* Jesper S Moller - Contributions for
* Bug 378674 - "The method can be declared as static" is wrong
* Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
* Andy Clement (GoPivotal, Inc)
aclement@gopivotal.com - Contributions for
* Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
* Pierre-Yves B. <pyvesdev@gmail.com> - Contributions for
* Bug 559618 - No compiler warning for import from same package
* Bug 560630 - No warning on unused import on class from same package
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveryScannerData.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/SimpleSetOfCharArray.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/CachedIndexEntry.java
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*     Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
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*        bug 400710 - [1.8][compiler] synthetic access to default method generates wrong code
*        bug 391376 - [1.8] check interaction of default methods with bridge methods and generics
*        bug 421543 - [1.8][compiler] Compiler fails to recognize default method being turned into abstract by subtytpe
*     Jesper S Moller - Contributions for
*       Bug 405066 - [1.8][compiler][codegen] Implement
 code generation infrastructure for JSR335
*     Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                     Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                     Bug 409247 - [1.8][compiler] Verify error with code allocating multidimensional array
*                     Bug 409236 - [1.8][compiler] Type annotations on intersection cast types dropped by code
generator
*                     Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
*                     Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
*                     Bug 449467 - [1.8][compiler] Invalid lambda deserialization with anonymous class
*       Olivier Tardieu (tardieu@us.ibm.com) - Contributions for
*                     Bug 442418 - $deserializeLambda$ off-by-one error when deserializing the captured arguments
 of a lambda that also capture this
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*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*        bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
*        Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*        Bug 421035 - [resource] False alarm of resource leak warning when casting a closeable in its assignment
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/flow/ExceptionHandlingFlowContext.java
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* Contributors:
*    tyeung@bea.com - initial API and implementation
*    olivier_thomann@ca.ibm.com - add hashCode() and equals(..) methods
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/ClassSignature.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/EnumConstantSignature.java
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*     Tom Tromey - Contribution for bug 125961
*     Tom Tromey - Contribution for bug 159641
*     Benjamin Muskalla - Contribution for bug 239066
*     Stephan Herrmann  - Contributions for
*          bug 236385 - [compiler] Warn for potential programming problem if an object is created but not used
*          bug 295551 - Add option to automatically promote all warnings to errors
*          bug 359721 - [options] add command line option
 for new warning token "resource"
*       bug 365208 - [compiler][batch] command line options for annotation based null analysis
*       bug 374605 - Unreasonable warning for enum-based switch statements
*       bug 375366 - ECJ ignores unusedParameterIncludeDocCommentReference unless enableJavadoc option is set
*       bug 388281 - [compiler][null] inheritance of null annotations as an option
*       bug 381443 - [compiler][null] Allow parameter widening from @NonNull to unannotated
*       Bug 440477 - [null] Infrastructure for feeding external annotations into compilation
*       Bug 440687 - [compiler][batch][null] improve command line option for external annotations
*       Bug 408815 - [batch][null] Add CLI option for
COMPILER_PB_SYNTACTIC_NULL_ANALYSIS_FOR_FIELDS
*     Jesper S Moller   - Contributions for
*       bug 407297 - [1.8][compiler] Control generation of parameter names by option
*    Mat Booth - Contribution for bug 405176
*    Frits Jalvingh -
 fix for bug 533830.
*******************************************************************************/
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/batch/Main.java
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*   Stephan Herrmann - Contribution for
*   Bug 429813 - [1.8][dom ast] IMethodBinding#getJavaElement() should return IMethod for lambda
**/

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```
*      Stephen Herrmann <stephan@cs.tu-berlin.de> -  Contributions for
*        bug 317046 - Exception during debugging when hover mouse over a field
*        bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*        bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*        bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class
 files
*        Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*        Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
*        Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*        Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*        Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*        Bug 424712 - [1.8][compiler] NPE in TypeBinding.isProvablyDistinctTypeArgument
*        Bug 426792 - [1.8][inference][impl] generify new type inference engine
*        Bug 426764 - [1.8] Presence of conditional expression as method argument confuses compiler
*        Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
*        Bug 427626 - [1.8] StackOverflow while typing new ArrayList<String>().toArray( and asking for code completion
 *       Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
*        Bug 435962 - [RC2] StackOverFlowError when building
*        Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*        Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
*        Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
*        Bug 446434 - [1.8][null] Enable interned captures also when analysing null type annotations
*      Jesper S Moller <jesper@selskabet.org> -  Contributions for
*        bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*        bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*
**********************************************************************************/

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*     Stephan Herrmann - Contribution for
*        bug 331649 - [compiler][null] consider null annotations for fields
*        bug 383368 - [compiler][null] syntactic null analysis for field references
*     Jesper S Moller - Contributions for
```

* Bug 378674 - "The method can be declared as static" is wrong
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/util/Util.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/tool/Util.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/util/ArchiveFileObject.java
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* Contributors:
* wharley@bea.com - initial API and implementation
* IBM Corporation - fix for 342598
* IBM Corporation - Java 8 support
* het@google.com - Bug 427943 - The method
org.eclipse.jdt.internal.compiler.apt.model.Factory.getPrimitiveType does not throw IllegalArgumentException
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*   Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
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*   Till Brychcy - Contributions for
*   Bug 467482 - TYPE_USE null annotations: Incorrect "Redundant null check"-warning
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*     Frits Jalvingh  - fix for bug 533830.
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*   IBM Corporation - initial API and implementation
*   Stephan Herrmann - Contributions for
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*   Bug 417295 - [1.8[[null] Massage type annotated
 null analysis to gel well with deep encoded type bindings.
*   Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
***/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ParameterizedMethodBinding.java
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* Contributors:
*     IBM Corporation - initial API and implementation
*     Tom Tromey - patch for readTable(String) as described in http://bugs.eclipse.org/bugs/show_bug.cgi?id=32196
*     Stephan Herrmann - Contributions for
*        bug 366003 - CCE in ASTNode.resolveAnnotations(ASTNode.java:639)
*        bug 374605 - Unreasonable warning for enum-based switch statements
*        bug 393719 - [compiler] inconsistent warnings on iteration variables
*        bug 382353 - [1.8][compiler] Implementation property modifiers
 should be accepted on default methods.
*        bug 383973 - [1.8][compiler] syntax recovery in the presence of default methods
*        bug 401035 - [1.8] A few tests have started failing recently
*     Jesper S Moller - Contributions for
*       bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*       bug 399695 - [1.8][compiler] [1.8][compiler] migrate parser to other syntax for default methods
*       bug 384567 - [1.5][compiler] Compiler accepts illegal modifiers on package declaration
*       bug 393192 - Incomplete type hierarchy with > 10 annotations
*       bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*        Andy Clement - Contributions for
*                     Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                     Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
*
            Bug 415821 - [1.8][compiler] CLASS_EXTENDS target type annotation missing for anonymous classes
**********************************************************************************/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/Parser.java
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* Contributors:
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*     Stephan Herrmann - Contribution for
*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*******************************************************************************/
```

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/flow/LabelFlowContext.java
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* Contributors:
*     IBM Corporation - initial API and implementation
*     IBM Corporation - added the following constants
*         NonStaticAccessToStaticField
*         NonStaticAccessToStaticMethod
*         Task
*         ExpressionShouldBeAVariable
*         AssignmentHasNoEffect
*     IBM Corporation - added the following constants
*         TooManySyntheticArgumentSlots
*         TooManyArrayDimensions
*         TooManyBytesForStringConstant
*         TooManyMethods
*         TooManyFields
 *         NonBlankFinalLocalAssignment
*         ObjectCannotHaveSuperTypes
*         MissingSemiColon
*         InvalidParenthesizedExpression
*         EnclosingInstanceInConstructorCall
*         BytecodeExceeds64KLimitForConstructor
*         IncompatibleReturnTypeForNonInheritedInterfaceMethod
*         UnusedPrivateMethod
*         UnusedPrivateConstructor
*         UnusedPrivateType
*         UnusedPrivateField
*         IncompatibleExceptionInThrowsClauseForNonInheritedInterfaceMethod
*         InvalidExplicitConstructorCall
*     IBM Corporation - added the following constants
*         PossibleAccidentalBooleanAssignment
*         SuperfluousSemicolon
*         IndirectAccessToStaticField
*         IndirectAccessToStaticMethod
*         IndirectAccessToStaticType
*         BooleanMethodThrowingException
```

```
*          UnnecessaryCast
*          UnnecessaryArgumentCast
*          UnnecessaryInstanceof
*
   FinallyMustCompleteNormally
*          UnusedMethodDeclaredThrownException
*          UnusedConstructorDeclaredThrownException
*          InvalidCatchBlockSequence
*          UnqualifiedFieldAccess
*     IBM Corporation - added the following constants
*          Javadoc
*          JavadocUnexpectedTag
*          JavadocMissingParamTag
*          JavadocMissingParamName
*          JavadocDuplicateParamName
*          JavadocInvalidParamName
*          JavadocMissingReturnTag
*          JavadocDuplicateReturnTag
*          JavadocMissingThrowsTag
*          JavadocMissingThrowsClassName
*          JavadocInvalidThrowsClass
*          JavadocDuplicateThrowsClassName
*          JavadocInvalidThrowsClassName
*          JavadocMissingSeeReference
*          JavadocInvalidSeeReference
*          JavadocInvalidSeeHref
*          JavadocInvalidSeeArgs
*          JavadocMissing
*          JavadocInvalidTag
*          JavadocMessagePrefix
 *          EmptyControlFlowStatement
*     IBM Corporation - added the following constants
*          IllegalUsageOfQualifiedTypeReference
*          InvalidDigit
*     IBM Corporation - added the following constants
*          ParameterAssignment
*          FallthroughCase
*     IBM Corporation - added the following constants
*                         UnusedLabel
*                         UnnecessaryNLSTag
*                         LocalVariableMayBeNull
*                         EnumConstantsCannotBeSurroundedByParenthesis
*                         JavadocMissingIdentifier
*                         JavadocNonStaticTypeFromStaticInvocation
*                         RawTypeReference
*                         NoAdditionalBoundAfterTypeVariable
*                         UnsafeGenericArrayForVarargs
*                         IllegalAccessFromTypeVariable
```

```
*
  AnnotationValueMustBeArrayInitializer
*                       InvalidEncoding
*                       CannotReadSource
*                       EnumStaticFieldInInInitializerContext
*                       ExternalProblemNotFixable
*                       ExternalProblemFixable
*    IBM Corporation - added the following constants
*                       AnnotationValueMustBeAnEnumConstant
*                       OverridingMethodWithoutSuperInvocation
*                       MethodMustOverrideOrImplement
*                       TypeHidingTypeParameterFromType
*                       TypeHidingTypeParameterFromMethod
*                       TypeHidingType
*    IBM Corporation - added the following constants
*         NullLocalVariableReference
*         PotentialNullLocalVariableReference
*         RedundantNullCheckOnNullLocalVariable
*          NullLocalVariableComparisonYieldsFalse
 *          RedundantLocalVariableNullAssignment
*          NullLocalVariableInstanceofYieldsFalse
*          RedundantNullCheckOnNonNullLocalVariable
*          NonNullLocalVariableComparisonYieldsFalse
*    IBM Corporation - added the following constants
*                       InvalidUsageOfTypeParametersForAnnotationDeclaration
*                       InvalidUsageOfTypeParametersForEnumDeclaration
*    IBM Corporation - added the following constants
*         RedundantSuperinterface
*  Benjamin Muskalla - added the following constants
*       MissingSynchronizedModifierInInheritedMethod
*  Stephan Herrmann  - added the following constants
*       UnusedObjectAllocation
*       PotentiallyUnclosedCloseable
*       PotentiallyUnclosedCloseableAtExit
*       UnclosedCloseable
*       UnclosedCloseableAtExit
*       ExplicitlyClosedAutoCloseable
*          RequiredNonNullButProvidedNull
 *        RequiredNonNullButProvidedPotentialNull
*        RequiredNonNullButProvidedUnknown
*        NullAnnotationNameMustBeQualified
*        IllegalReturnNullityRedefinition
*        IllegalRedefinitionToNonNullParameter
*        IllegalDefinitionToNonNullParameter
*        ParameterLackingNonNullAnnotation
*        ParameterLackingNullableAnnotation
*        PotentialNullMessageSendReference
*        RedundantNullCheckOnNonNullMessageSend
```

* CannotImplementIncompatibleNullness
* RedundantNullAnnotation
* RedundantNullDefaultAnnotation
* RedundantNullDefaultAnnotationPackage
* RedundantNullDefaultAnnotationType
* RedundantNullDefaultAnnotationMethod
* ContradictoryNullAnnotations
* IllegalAnnotationForBaseType
* RedundantNullCheckOnSpecdNonNullLocalVariable
* SpecdNonNullLocalVariableComparisonYieldsFalse
* RequiredNonNullButProvidedSpecdNullable
* MissingDefaultCase
* MissingEnumConstantCaseDespiteDefault
* UninitializedLocalVariableHintMissingDefault
* UninitializedBlankFinalFieldHintMissingDefault
* ShouldReturnValueHintMissingDefault
* IllegalModifierForInterfaceDefaultMethod
* InheritedDefaultMethodConflictsWithOtherInherited
* ConflictingNullAnnotations
* ConflictingInheritedNullAnnotations
* UnsafeElementTypeConversion
* ArrayReferencePotentialNullReference
* DereferencingNullableExpression
* NullityMismatchingTypeAnnotation
* NullityMismatchingTypeAnnotationSuperHint
* NullityUncheckedTypeAnnotationDetail
* NullityUncheckedTypeAnnotationDetailSuperHint
* NullableFieldReference
* UninitializedNonNullField
* UninitializedNonNullFieldHintMissingDefault
* NonNullMessageSendComparisonYieldsFalse
* RedundantNullCheckOnNonNullSpecdField
* NonNullSpecdFieldComparisonYieldsFalse
* NonNullExpressionComparisonYieldsFalse
* RedundantNullCheckOnNonNullExpression
* ReferenceExpressionParameterNullityMismatch
* ReferenceExpressionParameterNullityUnchecked
* ReferenceExpressionReturnNullRedef
* ReferenceExpressionReturnNullRedefUnchecked
* DuplicateInheritedDefaultMethods
* SuperAccessCannotBypassDirectSuper
* SuperCallCannotBypassOverride
* ConflictingNullAnnotations
* ConflictingInheritedNullAnnotations
* UnsafeElementTypeConversion
* PotentialNullUnboxing
* NullUnboxing
* NullExpressionReference

```
*       PotentialNullExpressionReference
*       RedundantNullCheckAgainstNonNullType
*       NullAnnotationUnsupportedLocation
*       NullAnnotationUnsupportedLocationAtType
*       NullityMismatchTypeArgument
*       ContradictoryNullAnnotationsOnBound
*       UnsafeNullnessCast
 *       ContradictoryNullAnnotationsInferred
*       NonNullDefaultDetailIsNotEvaluated
*       NullNotCompatibleToFreeTypeVariable
*       NullityMismatchAgainstFreeTypeVariable
*       ImplicitObjectBoundNoNullDefault
*       IllegalParameterNullityRedefinition
*       ContradictoryNullAnnotationsInferredFunctionType
*       IllegalReturnNullityRedefinitionFreeTypeVariable
*       UnlikelyCollectionMethodArgumentType
*       UnlikelyEqualsArgumentType
*     Jesper S Moller  - added the following constants
*       TargetTypeNotAFunctionalInterface
*       OuterLocalMustBeEffectivelyFinal
*       IllegalModifiersForPackage
*       DuplicateAnnotationNotMarkedRepeatable
*       DisallowedTargetForContainerAnnotation
*       RepeatedAnnotationWithContainerAnnotation
*       ContainingAnnotationMustHaveValue
*       ContainingAnnotationHasNonDefaultMembers
*       ContainingAnnotationHasWrongValueType
*       ContainingAnnotationHasShorterRetention
 *       RepeatableAnnotationHasTargets
*       RepeatableAnnotationTargetMismatch
*       RepeatableAnnotationIsDocumented
*       RepeatableAnnotationIsInherited
*       RepeatableAnnotationWithRepeatingContainerAnnotation
*       VarLocalMultipleDeclarators
*       VarLocalCannotBeArray
*       VarLocalReferencesItself
*       VarLocalWithoutInitizalier
*       VarLocalInitializedToNull
*       VarLocalCannotBeArrayInitalizers
*       VarLocalCannotBeLambda
*       VarLocalCannotBeMethodReference
*       VarIsReserved
*       VarIsReservedInFuture
*       VarIsNotAllowedHere
**********************************************************************************/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/core/compiler/IProblem.java
```

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*     Stephan Herrmann - Contribution for
*        bug 382350 - [1.8][compiler] Unable to invoke inherited default method via I.super.m() syntax
*        bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
*     Jesper S Moller <jesper@selskabet.org> - Contributions for
*        bug 378674 - "The method can be declared as static" is wrong
*******************************************************************************/
```

Found
in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/QualifiedThisReference.java
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* Contributors:
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*     Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
*          Bug 473178
*******************************************************************************/
```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ConstraintTypeFormula.java
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* Contributors:
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*   Stephan Herrmann - Contribution for
*   bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*   bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*   bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug
 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
*   Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*   Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 425460 - [1.8] [inference] Type not inferred on stream.toArray
*   Bug 426792 - [1.8][inference][impl] generify new type inference engine
*   Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
*   Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*   Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
*   Bug 441693 -
 [1.8][null] Bogus warning for type argument annotated with @NonNull
*   Jesper S Møller - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
*   Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
**/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ArrayBinding.java
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*   Stephan Herrmann - Contributions for
*   Bug 186342 - [compiler][null] Using annotations for null checking
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
**********/

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*   Walter Harley   - Patch for ensuring the parent folders are created
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/tool/EclipseFileObject.java
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*   Stephan Herrmann - Contribution for
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 370930 - NonNull annotation not considered for enhanced for loops
*   bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*   bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*   bug 393719 - [compiler] inconsistent warnings

on iteration variables
*   Bug 411964 - [1.8][null] leverage null type annotation in foreach statement
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*   Bug 415790 - [compiler][resource]Incorrect potential resource leak warning in for loop with close in try/catch
*   Jesper S Moller - Contribution for
*   bug 401853 - Eclipse Java compiler creates invalid bytecode (java.lang.VerifyError)
*   bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ForeachStatement.java
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*   Jesper Steen Moller - Bug 412150 [1.8] [compiler] Enable reflected parameter names during annotation
processing
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/model/ExecutableElementImpl.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/PackageVisibilityStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredModule.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ModuleReference.java
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*   Erling Ellingsen - patch for bug 125570
*   Stephan Herrmann - Contribution for
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*   Bug 434570 - Generic type mismatch for parametrized class annotation attribute with inner class
*   Sebastian Zarnekow - Contribution for
*   Bug 544921 - [performance] Poor performance with large source files
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/CompilationUnitScope.java
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* Contributors:
*   tyeung@bea.com - initial API and implementation
*   olivier_thomann@ca.ibm.com - add hashCode() and equals(..) methods
**********/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/AnnotationInfo.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/ElementValuePairInfo.java
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*   het@google.com - Bug 441790
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*   Igor Fedorenko - extracted from ElementsImpl
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* Contributors:
*   IBM Corporation - initial API and implementation
*   Stephan Herrmann <stephan@cs.tu-berlin.de> - Contribution for bug 185682 - Increment/decrement operators mark local variables as read
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*   Jesper Steen Moeller - Contributions for:
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*   bug 365519 - editorial cleanup after bug 186342 and bug 365387
*   bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*   bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*   bug 385626 - @NonNull fails across
 loop boundaries
*   bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*   bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*   Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*   Bug 455723 - Nonnull argument not correctly inferred in loop
*   Jesper S Moller - Contributions for
*   bug 404657 - [1.8][compiler] Analysis for effectively final variables fails to consider loops
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*          bug 332637 - Dead Code detection removing code that isn't dead
*          bug 358827 - [1.7] exception analysis for t-w-r spoils null analysis
*          bug 349326 - [1.7] new warning for missing try-with-resources
*          bug 359334 - Analysis for resource leak warnings does not consider exceptions as method exit points
*       bug 358903 - Filter practically unimportant resource
 leak warnings
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*       bug 401088 - [compiler][null] Wrong warning "Redundant null check" inside nested try statement
*       bug 401092 - [compiler][null] Wrong warning "Redundant null check" in outer catch of nested try
*       bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
*       bug 384380 - False positive on a ?? Potential null pointer access ?? after a continue
*       Bug 415790 - [compiler][resource]Incorrect potential resource leak warning in for loop with close in try/catch
*       Bug 371614 - [compiler][resource] Wrong "resource leak" problem on return/throw inside while loop
*       Bug 444964 - [1.7+][resource] False resource leak warning (try-with-resources for ByteArrayOutputStream -
return inside for loop)
*     Jesper Steen Moller -
 Contributions for
*       bug 404146 - [1.7][compiler] nested try-catch-finally-blocks leads to unrunnable Java byte code
*     Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                     Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
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*        bug 382350 - [1.8][compiler] Unable to invoke inherited default method via I.super.m() syntax
*        bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
*        bug 404728 - [1.8]NPE on QualifiedSuperReference error
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*   bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*   bug 370639 - [compiler][resource] restore the default for resource leak warnings
*   bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*   Bug 417758 - [1.8][null] Null safety compromise during array creation.
*   Bug 427438 - [1.8][compiler] NPE at
 org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*   Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
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*   Stephan Herrmann - Contribution for
*   bug 331649 - [compiler][null] consider null annotations for fields
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 426996 - [1.8][inference] try to avoid method Expression.unresolve()?
*   Jesper S Moller - Contributions for
*   bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
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*        Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
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*         bug 186342 - [compiler][null] Using annotations for null checking
*         bug 365519 - editorial cleanup after bug 186342 and bug 365387
*         bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
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*         Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
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*                     Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                     Bug 409247 - [1.8][compiler] Verify error with code allocating multidimensional array
*                     Bug 409517 - [1.8][compiler] Type annotation problems on more elaborate array references
*
                Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
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*           bug 185682 - Increment/decrement operators mark local variables as read
*           bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*       bug 331649 - [compiler][null] consider
```

null annotations for fields
* Bug 466308 - [hovering] Javadoc header for parameter is wrong with annotation-based null analysis
* Jesper S Møller <jesper@selskabet.org> - Contributions for
* Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
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* bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
* bug 383368 - [compiler][null] syntactic null analysis for field references
* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
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*   bug 185682 - Increment/decrement operators mark local variables as read
*   bug 331649 - [compiler][null] consider null annotations for fields
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 447088 - [null] @Nullable on fully qualified field type is ignored
*   Bug 435805 - [1.8][compiler][null]
 Java 8 compiler does not recognize declaration style null annotations
*   Bug 458396 - NPE in CodeStream.invoke()
*   Bug 446217 - [null] @NonNullByDefault in package-info.java causes bogus "null type safety" warning
*   Till Brychcy - Contribution for
*   bug 467094 - [1.8][null] TYPE_USE NullAnnotations of array contents are applied to field.
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredUnit.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredField.java
*
/ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/AnnotationMethodDeclaration.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/batch/ClasspathLocation.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/ICompilationUnit.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/NameEnvironmentAnswer.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ClassLiteralAccess.java
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*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
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*   Jesper Steen Moeller - Contribution for bug 406973 - [compiler] Parse MethodParameters attribute
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 407191 - [1.8] Binary access support for type annotations
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*   IBM Corporation - fix for 342598
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*     Stephan Herrmann - Contribution for bug 349326 - [1.7] new warning for missing try-with-resources
*******************************************************************************/
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*     Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*          bug 282152 - [1.5][compiler] Generics code rejected by Eclipse but accepted by javac
*          bug 349326 - [1.7] new warning for missing try-with-resources
*          bug 359362 - FUP of bug 349326: Resource leak on non-Closeable resource
*       bug 358903 - Filter practically unimportant resource leak warnings
*       bug 395002 - Self bound generic class
 doesn't resolve bounds properly for wildcards for certain parametrisation.
*       bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*       Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*       Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 426792 - [1.8][inference][impl] generify new type inference engine
*       Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
*       Bug 429384 - [1.8][null] implement conformance rules for null-annotated lower / upper type bounds
```

* Bug 431269 - [1.8][compiler][null] StackOverflow in nullAnnotatedReadableName
* Bug 431408 - Java 8 (1.8) generics bug
* Bug 435962 - [RC2] StackOverFlowError when building
* Bug
438458 - [1.8][null] clean up handling of null type annotations wrt type variables
* Bug 438250 - [1.8][null] NPE trying to report bogus null annotation conflict
* Bug 438179 - [1.8][null] 'Contradictory null annotations' error on type variable with explicit null-annotation.
* Bug 440143 - [1.8][null] one more case of contradictory null annotations regarding type variables
* Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
* Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
* Bug 456497 - [1.8][null] during inference nullness from target type is lost against weaker hint from applicability analysis
* Bug 456459 - Discrepancy between Eclipse compiler and javac - Enums, interfaces, and generics
* Bug 456487 - [1.8][null] @Nullable type variant of @NonNull-constrained type parameter causes grief
* Bug 462790 - [null] NPE in Expression.computeConversion()
* Bug 456532 - [1.8][null] ReferenceBinding.appendNullAnnotation() includes phantom annotations in error messages
* Jesper S Møller <jesper@selskabet.org> - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
* Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
**********/

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* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
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*   IBM Corporation - initial API and implementation
*   Luiz-Otavio Zorzella <zorzella at gmail dot com> - Improve CamelCase algorithm
*   Gábor Kövesdán - Contribution for Bug 350000 - [content assist] Include non-prefix matches in auto-complete suggestions
*   Stefan Xenos <sxenos@gmail.com> (Google) - Bug 501283 - Lots of hash collisions during indexing
***/

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*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 433478 - [compiler][null] NPE in ReferenceBinding.isCompatibleWith
***/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/CompactConstructorDeclaration.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/TextBlock.java

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*         bug 292478 - Report potentially null across variable assignment
*         bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*         bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*         bug 331649 - [compiler][null] consider null annotations for fields
*         bug 383368 - [compiler][null] syntactic null analysis for field
 references
*         bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
*         bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
*         bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*         Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*         Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*         Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*         Bug 426792 - [1.8][inference][impl] generify new type inference engine
*         Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
*         Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*         Bug 426996 - [1.8][inference]
 try to avoid method Expression.unresolve()?
*         Bug 428274 - [1.8] [compiler] Cannot cast from Number to double
*         Bug 428352 - [1.8][compiler] Resolution errors don't always surface
*         Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
*     Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
*          Bug 473178
*******************************************************************************/
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*         bug 349326 - [1.7] new warning for missing try-with-resources
*         bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*         bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*         bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*         Bug 392099
 - [1.8][compiler][null] Apply null annotation on types for null analysis
*         Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
*         Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*         Bug 412076 - [compiler] @NonNullByDefault doesn't work for varargs parameter when in generic interface
*         Bug 403216 - [1.8][null] TypeReference#captureTypeAnnotations treats type annotations as type argument
annotations
*         Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*         Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*         Bug 416175 - [1.8][compiler][null] NPE with a code snippet that used null annotations on wildcards
*         Bug 416174 - [1.8][compiler][null] Bogus name clash error with null annotations
*         Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*         Bug 400874 - [1.8][compiler]
 Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*         Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*         Bug 425278 - [1.8][compiler] Suspect error: The target type of this expression is not a well formed parameterized
type due to bound(s) mismatch
*         Bug 425798 - [1.8][compiler] Another NPE in ConstraintTypeFormula.reduceSubType
*         Bug 425156 - [1.8] Lambda as an argument is flagged with incompatible error
*         Bug 426563 - [1.8] AIOOBE when method with error invoked with lambda expression as argument
*         Bug 426792 - [1.8][inference][impl] generify new type inference engine
*         Bug 428294 - [1.8][compiler] Type mismatch: cannot convert from List<Object> to Collection<Object[]>
*         Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource
*         Bug 416182 - [1.8][compiler][null] Contradictory null annotations not rejected
 *         Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*         Bug 438179 - [1.8][null] 'Contradictory null annotations' error on type variable with explicit null-annotation.
*         Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
*         Bug 446434 - [1.8][null] Enable interned captures also when analysing null type annotations
*         Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*         Bug 456508 - Unexpected RHS PolyTypeBinding for: <code-snippet>
*         Bug 390064 - [compiler][resource] Resource leak warning missing when extending parameterized class
*     Jesper S Møller  - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
*         Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
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*     Stephan Herrmann - Contribution for bug 186342 - [compiler][null] Using annotations for null checking
*     Jesper S Moller  -. Contribution for bug 400830: [1.8][formatter] Code formatter for Java 8
*******************************************************************************/
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*   bug 185682 - Increment/decrement operators mark local variables as read
*   bug 331649 - [compiler][null] consider null annotations for fields
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   Bug 412203 - [compiler] Internal compiler error: java.lang.IllegalArgumentException: info cannot be null
*   Bug 400874 - [1.8][compiler]
 Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 458396 - NPE in CodeStream.invoke()
*   Jesper S Moller - Contributions for
*   Bug 378674 - "The method can be declared as static" is wrong
*   Robert Roth <robert.roth.off@gmail.com> - Contributions for
*   Bug 361039 - NPE in FieldReference.optimizedBooleanConstant
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*   IBM Corporation - fix for 342598, 382590
*   Jean-Marie Henaff <jmhenaff@google.com> (Google) - Bug 481555
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*   Jesper S Moller - Contributions for
*   Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
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*   Bug 378674 - "The method can be declared as static" is wrong
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*   bug 411098 - [compiler][resource] Invalid Resource Leak Warning using ternary operator inside try-with-resource
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/DefaultProblem.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/LabeledStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/batch/CompilationUnit.java
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 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/ITypeRequestor.java
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*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 407191 - [1.8] Binary access support for type annotations
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ReductionResult.java
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*            bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*            bug 349326 - [1.7] new warning for missing try-with-resources
*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*        bug 383368 - [compiler][null] syntactic null analysis for field references
*        bug 403147 - [compiler][null] FUP of bug 400761:
 consolidate interaction between unboxing, NPE, and deferred checking
*******************************************************************************/
```

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*   Stephan Herrmann - Contributions for
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 331649 - [compiler][null] consider null annotations for fields
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 382069 - [null] Make the null analysis consider JUnit's assertNotNull similarly to assertions
*   bug 403086 - [compiler][null] include the effect of 'assert'
 in syntactic null analysis for fields
**/

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*   Stephan Herrmann - Contributions for
*   bug 236385 - [compiler] Warn for potential programming problem if an object is created but not used
*   bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 358903 - Filter practically unimportant resource
 leak warnings
*   bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*   bug 370639 - [compiler][resource] restore the default for resource leak warnings
*   bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*   bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*   bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.

* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
* Bug 424727 - [compiler][null] NullPointerException in
nullAnnotationUnsupportedLocation(ProblemReporter.java:5708)
* Bug 424710
 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
* Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.
* Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
* Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.
* Bug 426366 - [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload
context
* Bug 426290 - [1.8][compiler] Inference + overloading => wrong method resolution ?
* Bug 426764 - [1.8] Presence of conditional expression as method argument confuses compiler
* Bug 424930 - [1.8][compiler] Regression: "Cannot infer type arguments" error from compiler.
* Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved
* Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
 * Bug 426996 - [1.8][inference] try to avoid method Expression.unresolve()?
* Bug 428352 - [1.8][compiler] Resolution errors don't always surface
* Bug 429203 - [1.8][compiler] NPE in AllocationExpression.binding
* Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with generics (RuntimeException
instead of IOException)
* Bug 434297 - [1.8] NPE in LamdaExpression.analyseCode with lamda expression nested in a conditional
expression
* Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
* Bug 448709 - [1.8][null] ensure we don't infer types that violate null constraints on a type parameter's bound
* Jesper S Moller <jesper@selskabet.org> - Contributions for
* bug 378674 - "The method can be declared as static" is wrong
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 383624 - [1.8][compiler] Revive
 code generation support for type annotations (from Olivier's work)
* Bug 409245 - [1.8][compiler] Type annotations dropped when call is routed through a synthetic
bridge method
* Till Brychcy - Contributions for
* bug 413460 - NonNullByDefault is not inherited to Constructors when accessed via Class File
* Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
* Bug 473178
**/

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*   Bug 432977 - [1.8][null] Incorrect 'type is not visible' compiler error
*   Bug 446434 - [1.8][null] Enable interned captures also when analysing null type annotations
***/
/* Taking the binding of QTR as an example, there could be different annotatable components, but we come in a

with a single binding, e.g:

 @T Z;   type => Z annotations => [[@T]]
     @T Y.@T Z   type => Z annotations => [[@T][@T]]
     @T X.@T Y.@T Z   type => Z annotations => [[@T][@T][@T]]
     java.lang.@T X.@T Y.@T Z   type => Z annotations => [[][][@T][@T][@T]]
     in all these cases the incoming type binding is for Z, but annotations are for different levels. We need to align their layout for proper attribution.
    */

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*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 365519 - editorial cleanup after bug 186342 and bug 365387
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 435570 - [1.8][null] @NonNullByDefault
 illegally tries to affect "throws E"
*   Bug 438012 - [1.8][null] Bogus Warning: The nullness annotation is redundant with a default that applies to this location
*   Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 409246 - [1.8][compiler] Type annotations on catch parameters not handled properly
***/

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*   bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 415543 - [1.8][compiler] Incorrect bound index in RuntimeInvisibleTypeAnnotations attribute
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocAllocationExpression.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ProblemPackageBinding.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocMessageSend.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/CaseStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/ParserBasicInformation.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/ClassFormatException.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/ConflictedParser.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/diagnose/DiagnoseParser.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/QualifiedTypeReference.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/TerminalTokens.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/core/compiler/CategorizedProblem.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredStatement.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/AccessRestriction.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/diagnose/RangeUtil.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/OperatorIds.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/AccessRule.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/FalseLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/ClassFileStruct.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IDependent.java

* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ProblemBinding.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfIntValues.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/SimpleLookupTable.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/ISourceImport.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/AbortMethod.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredImport.java
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/ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfType.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/DoubleCache.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/InnerEmulationDependency.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocReturnStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/AbortCompilationUnit.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/NLSTag.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/PrefixExpression.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/IDebugRequestor.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/TrueLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/SimpleSet.java
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/ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/CharLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/antadapter/AntAdapterMessages.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/AbortType.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfObjectToInt.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/AbortCompilation.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/IProblemFactory.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/SyntheticFieldBinding.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfInt.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/FloatCache.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ImportConflictBinding.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ExtendedStringLiteral.java
*
/ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/Label.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/AnnotationHolder.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/InnerClassInfo.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/PostfixExpression.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocArrayQualifiedTypeReference.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfLong.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ProblemFieldBinding.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocSingleNameReference.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/IntegerCache.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/ObjectCache.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/SyntheticArgumentBinding.java
*
/ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/MagicLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ParameterizedFieldBinding.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfObjectToIntArray.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/LongCache.java

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*        bug 383368 - [compiler][null] syntactic null analysis for field references
*        bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
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*   bug 359362 - FUP of bug 349326: Resource leak on non-Closeable resource
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 358903 - Filter practically unimportant resource leak warnings
*   bug 400421 - [compiler] Null analysis for fields does not take @com.google.inject.Inject
 into account
*   bug 382069 - [null] Make the null analysis consider JUnit's assertNotNull similarly to assertions
*   Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
Collection#remove(Object) et al.
*   Jesper S Moller <jesper@selskabet.org> - Contributions for
*   Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*   Ulrich Grave <ulrich.grave@gmx.de> - Contributions for
*   bug 386692 - Missing "unused" warning on "autowired" fields
*   Pierre-Yves B. <pyvesdev@gmail.com> - Contribution for
*   bug 542520 - [JUnit 5] Warning The method xxx from the type X is never used locally is shown
when using MethodSource
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*   Bug 407191 - [1.8] Binary access support for type annotations
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*   Stephan Herrmann - Contribution for bug 295551

```
*     Jesper S Moller   - Contributions for
*         Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*     Frits Jalvingh    - contributions for bug 533830.
*     Red Hat Inc.      - add module-info Javadoc support
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*     Stephan Herrmann - Contributions for
*         bug 332637 - Dead Code detection removing code that isn't dead
*         bug 391517 - java.lang.VerifyError on code that runs correctly in Eclipse 3.7 and eclipse 3.6
*         bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
*******************************************************************************/
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* Contributors:
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*     Stephan Herrmann - contributions for
*           bug 337868 - [compiler][model] incomplete support for package-info.java when using SearchableEnvironment
*           bug 186342 - [compiler][null] Using annotations for null checking
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/Compiler.java
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*   Stephan Herrmann - Contribution for
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 409236 - [1.8][compiler] Type annotations on intersection cast types dropped by code
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/IntersectionCastTypeReference.java
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*     Stephan Herrmann - Contribution for
*        Bug 440477 - [null] Infrastructure for feeding external annotations into compilation
*        Bug 440687 - [compiler][batch][null] improve command line option for external annotations
*******************************************************************************/
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/batch/ClasspathJar.java
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*     IBM Corporation - initial API and implementation
*     Stephan Herrmann - Contribution for
*        bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
*        Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*        Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*     Jesper Steen Moller - Contributions for
*        Bug 412150 [1.8] [compiler]
 Enable reflected parameter names during annotation processing
*******************************************************************************/
```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/Binding.java
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*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
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*     IBM Corporation - initial API and implementation
*     Stephan Herrmann - Contributions for
*         bug 349326 - [1.7] new warning for missing try-with-resources
*         bug 374605 - Unreasonable warning for enum-based switch statements
*         bug 382353 - [1.8][compiler] Implementation property modifiers should be accepted on default methods.
*         bug 382354 - [1.8][compiler] Compiler silent on conflicting modifier
*         bug 401030 - [1.8][null] Null analysis support for lambda methods.
*         Bug
 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*         Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*     Jesper S Moller - Contributions for
*       bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*******************************************************************************/
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/NumberLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/LongLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/flow/InitializationFlowContext.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/IntLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/FloatLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/IntLiteralMinValue.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/InferenceContext.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/LongLiteralMinValue.java
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*   Stephan Herrmann - contributions for
*   bug 337868 - [compiler][model] incomplete support for package-info.java when using SearchableEnvironment
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
*   bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   bug
 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*   bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*   Bug 416183 - [1.8][compiler][null] Overload resolution fails with null annotations
*   Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 416190 - [1.8][null]
 detect incompatible overrides due to null type annotations
*   Bug 424624 - [1.8][null] if a static-object with annotation @NonNull is used, a warning is shown
*   Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*   Bug 439516 - [1.8][null] NonNullByDefault wrongly applied to implicit type bound of binary type
*   Bug 434602 - Possible error with inferred null annotations leading to contradictory null annotations
*   Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*   Bug 453475 - [1.8][null] Contradictory null annotations (4.5 M3 edition)
*   Bug 457079 - Regression: type inference
*   Bug 440477 - [null] Infrastructure for feeding external annotations into compilation
*   Bug 455180 - IllegalStateException in AnnotatableTypeSystem.getRawType
*   Bug 470467 - [null] Nullness of special Enum methods not detected from .class file
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*   IBM Corporation - Java 8 support
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*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 367203 - [compiler][null] detect assigning null to nonnull argument
*   bug 365519 - editorial cleanup after bug 186342 and bug 365387
*   bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
*   bug 382353 - [1.8][compiler] Implementation property modifiers
 should be accepted on default methods.
*   bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   bug 388281 - [compiler][null] inheritance of null annotations as an option
*   bug 401030 - [1.8][null] Null analysis support for lambda methods.
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 403216 - [1.8][null] TypeReference#captureTypeAnnotations treats type annotations as type argument
annotations
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*   Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize
 declaration style null annotations
*   Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/SortedCharArrays.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/SortedSimpleNameVector.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/tool/JrtFileSystem.java
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* Contributors:
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*   Jesper S Moller - Contributions for
*   Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*   Bug 406982 - [1.8][compiler] Generation of MethodParameters Attribute in classfile
*   Bug 416885 - [1.8][compiler]IncompatibleClassChange error (edit)
*   Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com
 - Contributions for
*   Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
*   Bug 439889 - [1.8][compiler] [lambda] Deserializing lambda fails with IllegalArgumentException:
"Invalid lambda deserialization"
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*         bug 186342 - [compiler][null] Using annotations for null checking
*         bug 367203 - [compiler][null] detect assigning null to nonnull argument
*         bug 365519 - editorial cleanup after bug 186342 and bug 365387
*         bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
*         bug 365531 - [compiler][null] investigate alternative strategy for internally
 encoding nullness defaults
*         bug 388281 - [compiler][null] inheritance of null annotations as an option
*         Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*         Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*         Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*         Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.
*         Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
*         Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*         Bug 438012 - [1.8][null] Bogus Warning: The nullness annotation is redundant with a default that applies to this
location
*         Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
*         Bug 443347 - [1.8][null]
 @NonNullByDefault should not affect constructor arguments of an anonymous instantiation
*         Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*         Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*         Bug 456584 - [1.8][null] Bogus warning for return type variable's @NonNull annotation being 'redundant'
*         Bug 471611 - Error on hover on call to generic method with null annotation
*     Jesper Steen Moller - Contributions for
*         Bug 412150 [1.8] [compiler] Enable reflected parameter names during annotation processing
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/AnnotationMethodInfo.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/AnnotationMethodInfoWithAnnotations.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/core/compiler/batch/BatchCompiler.java
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* Contributors:
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*   Stephan Herrmann - Contributions for
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 365519 - editorial cleanup after bug 186342 and bug 365387
*   bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*   bug 382353 - [1.8][compiler] Implementation property modifiers should
 be accepted on default methods.
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations

```
*       Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*       Bug 438012 - [1.8][null] Bogus Warning: The nullness annotation is redundant with a default that applies to this
location
*       Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*       Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*     Jesper S Moller <jesper@selskabet.org> - Contributions for
*       bug 378674 - "The method can be declared as static" is wrong
*******************************************************************************/
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*     Stephan Herrmann - Contributions for
*       bug 342671 - ClassCastException: org.eclipse.jdt.internal.compiler.lookup.SourceTypeBinding cannot be cast to
org.eclipse.jdt.internal.compiler.lookup.ArrayBinding
*       bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*       Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*       Bug 416181 - [1.8][compiler][null] Invalid assignment
 is not rejected by the compiler
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 434600 - Incorrect null analysis error reporting on type parameters
*       Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*       Bug 456508 - Unexpected RHS PolyTypeBinding for: <code-snippet>
*       Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*       Andy Clement - Contributions for
*                       Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*******************************************************************************/
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ParameterizedQualifiedTypeReference.java
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*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 415397 - [1.8][compiler] Type Annotations on wildcard type argument dropped
*   Stephan Herrmann - Contribution for
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 429958
 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*   Bug 440462 - [null][compiler]NPE in EJC for erroneous null annotations
*   Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
***/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/Wildcard.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/batch/ClasspathJmod.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfInteger.java
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*     Stephan Herrmann - Contributions for
*        bug 359334 - Analysis for resource leak warnings does not consider exceptions as method exit points
*        bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*        Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with
 generics (RuntimeException instead of IOException)
*******************************************************************************/
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ThrowStatement.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/dispatch/RoundDispatcher.java
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*   Bug 434602 - Possible error with inferred null annotations leading to contradictory null annotations
*   Bug 456497 - [1.8][null] during inference nullness from target type is lost against weaker hint from applicability analysis
*   Bug 456487 - [1.8][null] @Nullable type variant of @NonNull-constrained type parameter causes grief
*   Till Brychcy - Contribution for
*   Bug 473713
 - [1.8][null] Type mismatch: cannot convert from @NonNull A1 to @NonNull A1
**********/
/* Cache the derived type, tagging it as a derivative of both the key type and the naked type.
    E.g: int @NonNull [] would be tagged as a derived type of both int and int []. This is not
    needed for correctness, but for annotated object reuse. We provide two alternate ways to
    annotate a type:

    Taking parameterized types as an example, a call to getParamaterizedType can be made with annotations
    to create @NonNull List<@NonNull String> in one stroke. Or a parameterized type can be created first
    and then annotated via getAnnotatedType. In the former case, the tables get looked up with List as
    the key, in the latter with List<String> as the key.

    Binary vs source, substitutions, annotation re-attribution from SE7 locations etc trigger these
    alternate code paths. Unless care is exercised,
 we will end up with duplicate objects (that share
    the same TypeBinding.id => correctness is not an issue, but memory wastage is)
  */

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/TypeSystem.java
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*   Bug 407191 - [1.8] Binary access support for type annotations
***/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IBinaryTypeAnnotation.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/FieldInfoWithTypeAnnotation.java
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*   Bug 458396 - NPE in CodeStream.invoke()
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*     Patrick Wienands <pwienands@abit.de> - Contribution for bug 393749
*     Stephan Herrmann - Contribution for
*        bug 331649 - [compiler][null] consider null annotations for fields
*******************************************************************************/
```

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**********/

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*   bug 335093 - [compiler][null] minimal hook for future null annotation support
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 365983 - [compiler][null] AIOOB with null annotation analysis and varargs
*   bug 368546 - [compiler][resource] Avoid remaining false positives found when
 compiling the Eclipse SDK
*   bug 370930 - NonNull annotation not considered for enhanced for loops
*   bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*   bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*   bug 331649 - [compiler][null] consider null annotations for fields
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*   Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
*   Bug 417758 - [1.8][null] Null safety compromise
 during array creation.
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.

```
*       Bug 418537 - [1.8][null] Fix null type annotation analysis for poly conditional expressions
*       Bug 428352 - [1.8][compiler] Resolution errors don't always surface
*       Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with generics (RuntimeException
instead of IOException)
*       Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*       Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*       Bug 455723 - Nonnull argument not correctly inferred in loop
*       Andy Clement - Contributions for
*                       Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
 work)
*                       Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
**********************************************************************************/
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*           bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*           bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 265744 - Enum switch should warn about missing default
*       bug 374605 - Unreasonable warning for enum-based switch statements
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
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*        bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*        Bug 416174 - [1.8][compiler][null] Bogus name clash error with null annotations
*        Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*        Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*        Bug 425783 - An
 internal error occurred during: "Requesting Java AST from selection". java.lang.StackOverflowError
*        Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*        Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
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*     Jesper S Moller - Contributions for
*       Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*       Bug 406982 - [1.8][compiler] Generation of MethodParameters Attribute in classfile
*     Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                       Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
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*     Stephan Herrmann - Contributions for
*            bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 359334 - Analysis for resource leak warnings does not consider exceptions as method exit points
*       bug 358903 - Filter practically unimportant resource leak warnings
*       bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*       bug 370639 - [compiler][resource]
 restore the default for resource leak warnings
*       bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*       bug 379784 - [compiler] "Method can be static" is not getting reported
*       bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
*       bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 371614 - [compiler][resource] Wrong "resource leak" problem on return/throw inside while loop
*       Bug 421035 - [resource] False alarm of resource leak warning when casting a closeable in its assignment
*       Bug 444964 - [1.7+][resource] False resource leak warning (try-with-resources for ByteArrayOutputStream -
return inside for loop)
*       Bug 396575 - [compiler][resources] Incorrect Errors/Warnings check for potential resource leak when surrounding
 with try-catch
*     Jesper S Moller <jesper@selskabet.org> - Contributions for
*       bug 378674 - "The method can be declared as static" is wrong
*     Keigo Imai - Contribution for  bug 388903 - Cannot extend inner class as an anonymous class when it extends
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the outer class
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*   Stephan Herrmann - Contribution for
*   Bug 365992 - [builder] [null] Change of nullness for a parameter doesn't trigger a build for the files that call the method
*   Bug 440477 - [null] Infrastructure for feeding external annotations into compilation
*   Bug 440687 - [compiler][batch][null] improve command line option for external annotations
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*
            bug 407191 - [1.8] Binary access support for type annotations
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* Contributors:
*     IBM Corporation - initial API and implementation
*     Benjamin Muskalla - Contribution for bug 239066
*     Stephan Herrmann  - Contributions for
*          bug 236385 - [compiler] Warn for potential programming problem if an object is created but not used
*          bug 295551 - Add option to automatically promote all warnings to errors
*          bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug
 370639 - [compiler][resource] restore the default for resource leak warnings
*       bug 366063 - Compiler should not add synthetic @NonNull annotations
*       bug 374605 - Unreasonable warning for enum-based switch statements
*       bug 388281 - [compiler][null] inheritance of null annotations as an option
*       bug 381443 - [compiler][null] Allow parameter widening from @NonNull to unannotated
*       bug 383368 - [compiler][null] syntactic null analysis for field references
*       Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*       Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
Collection#remove(Object) et al.
*     Jesper Steen Moller - Contributions for
*       bug 404146 - [1.7][compiler] nested try-catch-finally-blocks leads to unrunnable Java byte code
*       bug 407297 - [1.8][compiler] Control generation of parameter names by option
*******************************************************************************/
```

Found
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*         bug 186342 - [compiler][null] Using annotations for null checking
*         bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*         Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*         bug 413958 - Function override returning inherited Generic Type
*         Bug 400874 - [1.8][compiler] Inference infrastructure
 should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*         Bug 424710 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
*         Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
*         Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*         Bug 418743 - [1.8][null] contradictory annotations on invocation of generic method not reported
*         Bug 416182 - [1.8][compiler][null] Contradictory null annotations not rejected
*         Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*         Bug 434602 - Possible error with inferred null annotations leading to contradictory null annotations
*         Bug 434483 - [1.8][compiler][inference] Type inference not picked up with method reference
*         Bug 446442 - [1.8] merge null annotations from super methods
*         Bug 457079 - Regression: type
 inference
**********************************************************************************/

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*         bug 366003 - CCE in ASTNode.resolveAnnotations(ASTNode.java:639)
*         bug 383973 - [1.8][compiler] syntax recovery in the presence of default methods
*******************************************************************************/

Found in path(s):
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredType.java
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*            bug 336428 - [compiler][null] bogus warning "redundant null check" in condition of do {} while() loop
*        bug 186342 - [compiler][null] Using annotations for null checking
*        bug 365519 - editorial cleanup after bug 186342 and bug 365387
*        bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*        bug 365859 - [compiler][null]
 distinguish warnings based on flow analysis vs. null annotations
*        bug 385626 - @NonNull fails across loop boundaries
*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*        bug 376263 - Bogus "Potential null pointer access" warning
*        bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*        bug 406384 - Internal error with I20130413
*        Bug 415413 - [compiler][null] NullpointerException in Null Analysis caused by interaction of
```

LoopingFlowContext and FinallyFlowContext
* Bug 453483 - [compiler][null][loop] Improve null analysis for loops
* Bug 455557 - [jdt] NPE LoopingFlowContext.recordNullReference
* Bug 455723 - Nonnull argument not correctly inferred in loop
* Bug 415790 - [compiler][resource]Incorrect potential resource leak warning in for loop with close in try/catch
* Bug 421035 - [resource]
False alarm of resource leak warning when casting a closeable in its assignment
* Jesper S Moller - contributions for
* bug 404657 - [1.8][compiler] Analysis for effectively final variables fails to consider loops
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/flow/LoopingFlowContext.java
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*   Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*   bug 185682 - Increment/decrement operators mark local variables as read
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 365519 - editorial cleanup after bug 186342 and bug 365387
*   bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*   bug 345305 - [compiler][null]
 Compiler misidentifies a case of "variable can only be null"
*   Bug 414380 - [compiler][internal] QualifiedNameReference#indexOfFirstFieldBinding does not point to the first
field
*   Bug 458396 - NPE in CodeStream.invoke()
*   Jesper S Moller - Contributions for
*   bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
*   bug 331649 - [compiler][null] consider null annotations for fields
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
*   Jesper S Moller <jesper@selskabet.org> - Contributions for
*   bug 378674 - "The method can be declared as static" is wrong
***/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/QualifiedNameReference.java

1.326 binutils 2.35.2-42.el9_3.1

1.326.1 Available under license :

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If you've contributed to gas and your name isn't listed here, it is
not meant as a slight. I just don't know about it. Email me,
nickc@redhat.com and I'll correct the situation.

This file will eventually be deleted: The general info will go into
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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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4. You may copy and distribute the Library (or a portion or
derivative of it, under Section 2) in object code or executable form
under the terms of Sections 1 and 2 above provided that you accompany
it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

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

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

However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
contains portions of the Library), rather than a "work that uses the

library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

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

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

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

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

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

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the

Library will not necessarily be able to recompile the application
to use the modified definitions.)

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

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

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

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

It may happen that this requirement contradicts the license
restrictions of other proprietary libraries that do not normally
accompany the operating system. Such a contradiction means you cannot
use both them and the Library together in an executable that you
distribute.

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

a) Accompany the combined library with a copy of the same work
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facilities. This must be distributed under the terms of the
Sections above.

b) Give prominent notice with the combined library of the fact
that part of it is a work based on the
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Appendix: How to Apply These Terms to Your New Libraries

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library `Frob' (a library for tweaking knobs) written by James Random Hacker.

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Ty Coon, President of Vice

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strategy to use in any particular case, based on the explanations below.

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use the Lesser General Public License.

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The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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Each licensee is addressed as "you".

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

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

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

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

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

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

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

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

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

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

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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

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

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that they refer to the ordinary GNU General Public License, version 2,
instead of to this License. (If a newer version than version 2 of the
ordinary GNU General Public License has appeared, then you can specify
that version instead if you wish.) Do not make any other change in
these notices.

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

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

4. You may copy and distribute the Library (or a portion or
derivative of it, under Section 2) in object code or executable form
under the terms of Sections 1 and 2 above provided that you accompany
it with the complete corresponding machine-readable source code, which
must be
distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

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

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

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

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

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

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

6. As an exception to the Sections above, you may also 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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a) Accompany the work with the complete corresponding machine-readable
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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

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c) Accompany the work with a written offer, valid for at
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from a designated place, offer equivalent access to copy the above
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e) Verify that the user has already received a copy of these
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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.

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Library side-by-side in a single library together with other library
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the Library and of the other library facilities is otherwise
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a) Accompany the combined library with a copy of the same work
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facilities. This must be distributed
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b) Give prominent notice with the combined library of the fact
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1.327 bcrypt 4.1.2

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1.330 sqlite 3.34.1-7.el9_3

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THE POSSIBILITY OF SUCH DAMAGE.
not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the Tuple2,
    or consider a pattern matching anonymous function: `{ case (a, b) => ... }
 val x: ((Int, Int) => Int) = (((a, b)) => a)
                               ^
not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
    Either create a single parameter accepting the Tuple2,
    or consider a pattern matching anonymous function: `{ case (param1, param2) => ... }
 val y: ((Int, Int, Int) => Int) = (((a, !!)) => a)

^
not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
Either create a single parameter accepting the
Tuple3,
or consider a pattern matching anonymous function: `{ case (param1, ..., param3) => ... }
val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
^
three errors found
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* /axis-1-4-sources-jar/org/apache/axis/holders/PositiveIntegerHolder.java
* /axis-1-4-sources-jar/org/apache/axis/utils/bytecode/ChainedParamReader.java
* /axis-1-4-sources-jar/org/apache/axis/AxisServiceConfigImpl.java
*
 /axis-1-4-sources-jar/org/apache/axis/utils/bytecode/ClassReader.java
* /axis-1-4-sources-jar/org/apache/axis/EngineConfiguration.java
* /axis-1-4-sources-jar/org/apache/axis/collections/SequencedHashMap.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPFaultReasonBuilder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/YearHolder.java
* /axis-1-4-sources-jar/org/apache/axis/description/OperationDesc.java
* /axis-1-4-sources-jar/org/apache/axis/holders/NonNegativeIntegerHolder.java
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* /axis-1-4-sources-jar/org/apache/axis/soap/SOAP12Constants.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/AxisServletBase.java

* /axis-1-4-sources-jar/org/apache/axis/configuration/EngineConfigurationFactoryFinder.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorSerializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/SocketFactoryFactory.java
*
/axis-1-4-sources-jar/org/apache/axis/types/YearMonth.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/EngineConfigurationFactoryServlet.java
* /axis-1-4-sources-jar/org/apache/axis/types/Year.java
* /axis-1-4-sources-jar/org/apache/axis/holders/HexBinaryHolder.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/SimpleSerializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/message/Text.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPHeader.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/EngineConfigurationFactoryDefault.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAPFactoryImpl.java
* /axis-1-4-sources-jar/org/apache/axis/types/MonthDay.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDFault.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPBody.java
* /axis-1-4-sources-jar/org/apache/axis/soap/MessageFactoryImpl.java
* /axis-1-4-sources-jar/org/apache/axis/holders/UnsignedIntHolder.java
*
/axis-1-4-sources-jar/org/apache/axis/components/net/SocketFactory.java
* /axis-1-4-sources-jar/org/apache/axis/holders/NegativeIntegerHolder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/UnsignedByteHolder.java
* /axis-1-4-sources-jar/org/apache/axis/types/Time.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/BasicServerConfig.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/TransportClientPropertiesFactory.java
* /axis-1-4-sources-jar/org/apache/axis/holders/OctetStreamHolder.java
* /axis-1-4-sources-jar/org/apache/axis/types/Month.java
* /axis-1-4-sources-jar/org/apache/axis/types/Day.java
* /axis-1-4-sources-jar/org/apache/axis/description/AttributeDesc.java
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* /axis-1-4-sources-jar/org/apache/axis/description/JavaServiceDesc.java
* /axis-1-4-sources-jar/org/apache/axis/holders/DurationHolder.java
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* /axis-1-4-sources-jar/org/apache/axis/holders/URIHolder.java
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* /axis-1-4-sources-jar/org/apache/axis/holders/NonPositiveIntegerHolder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/DateHolder.java
* /axis-1-4-sources-jar/org/apache/axis/utils/bytecode/ParamReader.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/ServletEndpointContextImpl.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/DefaultEngineConfigurationFactory.java

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 /axis-1-4-sources-jar/org/apache/axis/holders/TokenHolder.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/SecureSocketFactory.java
* /axis-1-4-sources-jar/org/apache/axis/holders/UnsignedLongHolder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/NormalizedStringHolder.java
* /axis-1-4-sources-jar/org/apache/axis/message/DetailEntry.java
* /axis-1-4-sources-jar/org/apache/axis/holders/YearMonthHolder.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDNonFatalException.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/CommonsHTTPClientPropertiesFactory.java
* /axis-1-4-sources-jar/org/apache/axis/message/Detail.java
* /axis-1-4-sources-jar/org/apache/axis/ConfigurationException.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorDeserializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/EngineConfigurationFactory.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAPConnectionImpl.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAPConnectionFactoryImpl.java
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 /axis-1-4-sources-jar/org/apache/axis/holders/MonthDayHolder.java
* /axis-1-4-sources-jar/org/apache/axis/description/ServiceDesc.java
* /axis-1-4-sources-jar/org/apache/axis/holders/UnsignedShortHolder.java
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* /axis-1-4-sources-jar/org/apache/axis/management/jmx/ServiceAdministratorMBean.java
* /axis-1-4-sources-jar/org/apache/axis/management/Registrar.java
*
 /axis-1-4-sources-jar/org/apache/axis/transport/http/AxisHTTPSessionListener.java
* /axis-1-4-sources-jar/org/apache/axis/utils/ByteArrayOutputStream.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/AutoRegisterServlet.java
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* /axis-1-4-sources-jar/javax/xml/rpc/ParameterMode.java
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1.335 e2fsprogs 1.46.5-3.el9

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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:

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file system consistency checker (e2fsck.static). The EXT2 utilities
were written by Theodore Ts'o <tytso@mit.edu> and Remy Card
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```
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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)

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This is the Debian GNU/Linux prepackaged version of the translation
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Theodore Ts'o <tytso@mit.edu> on Fri Dec 14 22:24:35 EST 2007

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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
-
- Copyright (C) Andrew Tridgell 2005
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Gadi Oxman, August 1995

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Theodore Ts'o
23-June-2007

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* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/mapping/LinkCollector.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/EmbeddedResourcesAssembler.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/support/DomainClassResolver.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/ResourceStatus.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/support/ExcerptProjector.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/json/MappingAwarePageableArgumentResolver.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/json/MappedProperties.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/config/RepositoryCorsRegistry.java
*
/spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/json/MappingAwareDefaultedPageableArgumentResolver.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/json/MappingAwareSortArgumentResolver.java
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* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/support/PersistentEntityProjector.java

* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/json/patch/LateObjectEvaluator.java
*
/spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/IncomingRequest.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/json/patch/JsonPatchPatchConverter.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/config/JsonPatchHandler.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/BaseUri.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/alps/AlpsJsonHttpMessageConverter.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/json/patch/Patch.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/support/Projector.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/json/patch/AddOperation.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/json/patch/PatchException.java
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/spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/support/DefaultedPageable.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/json/patch/TestOperation.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/BasePathAwareController.java
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* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/json/patch/JsonLateObjectEvaluator.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/json/patch/RemoveOperation.java
*
/spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/config/PersistentEntityResourceAssemblerArgumentResolver.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/support/DefaultedPageableHandlerMethodArgumentResolver.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/ProfileResourceProcessor.java
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* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/json/patch/ReplaceOperation.java
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* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/support/ETagDoesntMatchException.java
* /spring-data-rest-webmvc-3-7-18-sources-jar/org/springframework/data/rest/webmvc/mapping/Associations.java
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1.337 jackson 2.16.0

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1.340 cxf-rt-bindings-soap 3.5.5

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1.341 python-setuptools 53.0.0

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1.342 charset-normalizer 3.3.2

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1.343 mchange-commons-java 0.2.15

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1.346 aspect-j 1.9.7

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* A Base64 encoder/decoder.
*
* <p>
* This class is used to encode and decode data in Base64 format as described in RFC 1521.
*
* <p>
* Project home page: www.
* source-code.biz/base64coder/java
* Author: Christian d'Heureuse, Inventec Informatik AG, Zurich, Switzerland
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/parser/Parser.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/env/EnvScalarConstructor.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/ScalarNode.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/ValueToken.java
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/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/StreamEndEvent.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/CollectionEndEvent.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/ScalarEvent.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/CommentEvent.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/Property.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/parser/Production.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/resolver/ResolverTuple.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/scanner/Scanner.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/composer/ComposerException.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/emitter/Emitable.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/DumperOptions.java

* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/FlowSequenceEndToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/AnchorNode.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/representer/Represent.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/reader/ReaderException.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/scanner/Constant.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/parser/ParserImpl.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/ScalarToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/MethodProperty.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/CollectionStartEvent.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/StreamStartToken.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/ConstructorException.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/representer/BaseRepresenter.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/inspector/UnTrustedTagInspector.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/CommentToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/PackageCompactConstructor.java
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/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/inspector/TrustedPrefixesTagInspector.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactConstructor.java
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* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/service/ParameterMetadataAccessor.java
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* /springfox-spi-2-9-2-sources-3-
jar/springfox/documentation/spi/service/contexts/DocumentationContextBuilder.java
* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/service/PathDecorator.java
* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/service/ApiListingBuilderPlugin.java
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 /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/service/OperationModelsProviderPlugin.java
* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/service/contexts/ApiSelector.java
* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/schema/TypeNameProviderPlugin.java
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* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/service/PathAdjuster.java
* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/service/ParameterBuilderPlugin.java
* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/schema/AlternateTypeProvider.java
* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/DocumentationType.java
* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/service/contexts/Defaults.java

* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/service/ExpandedParameterBuilderPlugin.java
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* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/service/contexts/ApiListingContext.java
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* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/service/contexts/SecurityContextBuilder.java
* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/service/ResourceGroupingStrategy.java
* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/schema/GenericTypeNamingStrategy.java
* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/schema/ModelPropertyBuilderPlugin.java
* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/schema/contexts/ModelPropertyContext.java
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* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/service/DocumentationPlugin.java
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* /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/schema/contexts/ModelContext.java
*
 /springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/service/contexts/ParameterContext.java
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1.352 commons-csv 1.9.0

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* /jcommander-1-12-sources-2-jar/com/beust/jcommander/ParameterDescription.java
* /jcommander-1-12-sources-2-jar/com/beust/jcommander/converters/CommaSeparatedConverter.java
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 /jcommander-1-12-sources-2-jar/com/beust/jcommander/JCommander.java
* /jcommander-1-12-sources-2-jar/com/beust/jcommander/IStringConverterFactory.java
* /jcommander-1-12-sources-2-jar/com/beust/jcommander/converters/LongConverter.java
* /jcommander-1-12-sources-2-jar/com/beust/jcommander/internal/DefaultConverterFactory.java
* /jcommander-1-12-sources-2-jar/com/beust/jcommander/ResourceBundle.java
* /jcommander-1-12-sources-2-jar/com/beust/jcommander/converters/StringConverter.java
* /jcommander-1-12-sources-2-jar/com/beust/jcommander/internal/Sets.java
* /jcommander-1-12-sources-2-jar/com/beust/jcommander/defaultprovider/PropertyFileDefaultProvider.java
* /jcommander-1-12-sources-2-jar/com/beust/jcommander/IStringConverter.java
* /jcommander-1-12-sources-2-jar/com/beust/jcommander/internal/Lists.java
* /jcommander-1-12-sources-2-jar/com/beust/jcommander/ParameterException.java
* /jcommander-1-12-sources-2-jar/com/beust/jcommander/Parameter.java
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* /jcommander-1-12-sources-2-jar/com/beust/jcommander/converters/NoConverter.java
* /jcommander-1-12-sources-2-jar/com/beust/jcommander/converters/FileConverter.java

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1.354 spring-beans 5.3.33

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* /spring-beans-5-3-33-sources-1-
jar/org/springframework/beans/factory/support/CglibSubclassingInstantiationStrategy.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/groovy/GroovyBeanDefinitionReader.java
*
 /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/AbstractBeanDefinitionReader.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/support/PropertyComparator.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/MethodReplacer.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/config/ConstructorArgumentValues.java
* /spring-beans-5-3-33-sources-1-
jar/org/springframework/beans/factory/config/InstantiationAwareBeanPostProcessor.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/propertyeditors/LocaleEditor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/BeanDefinitionReader.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/TypeMismatchException.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/xml/ParserContext.java
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 /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/GenericTypeAwarePropertyDescriptor.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/PropertyEditorRegistrySupport.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/ListableBeanFactory.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/BeanNameGenerator.java
*
 /spring-beans-5-3-33-sources-1-
jar/org/springframework/beans/factory/serviceloader/ServiceLoaderFactoryBean.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/serviceloader/ServiceFactoryBean.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/BeanIsAbstractException.java
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/spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/xml/SimplePropertyNamespaceHandler.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/parsing/NullSourceExtractor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/config/PropertyResourceConfigurer.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/wiring/BeanWiringInfoResolver.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/BeanExpressionException.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/PropertyEditorRegistrar.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/parsing/ComponentDefinition.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/support/SortDefinition.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/BeanCreationNotAllowedException.java
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/spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/FactoryBeanNotInitializedException.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/PropertyEditorRegistry.java
* /spring-beans-5-3-33-sources-1-
jar/org/springframework/beans/factory/wiring/ClassNameBeanWiringInfoResolver.java
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jar/org/springframework/beans/factory/parsing/BeanDefinitionParsingException.java
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/spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/parsing/PassThroughSourceExtractor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/annotation/Configurable.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/BeanCurrentlyInCreationException.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/xml/DocumentLoader.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/xml/NamespaceHandler.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/config/BeanReference.java
* /spring-beans-5-3-33-sources-1-
jar/org/springframework/beans/factory/xml/XmlBeanDefinitionStoreException.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/BeanIsNotAFactoryException.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/ConversionNotSupportedException.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/BeanFactoryAware.java
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jar/org/springframework/beans/factory/support/DefaultSingletonBeanRegistry.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/ConstructorResolver.java
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* /spring-beans-5-3-33-sources-1-
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 /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/config/Scope.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/propertyeditors/InputStreamEditor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/xml/NamespaceHandlerResolver.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/propertyeditors/FileEditor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/parsing/SourceExtractor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/xml/UtilNamespaceHandler.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/propertyeditors/URLEditor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/BeanNameAware.java
* /spring-beans-5-3-33-sources-1-
jar/org/springframework/beans/factory/support/ImplicitlyAppearedSingletonException.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/NullValueInNestedPathException.java
*
 /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/BeanInitializationException.java
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jar/org/springframework/beans/factory/xml/AbstractSimpleBeanDefinitionParser.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/NotReadablePropertyException.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/BeanFactory.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/BeanDefinitionValueResolver.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/DisposableBeanAdapter.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/DefaultListableBeanFactory.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/propertyeditors/PathEditor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/DirectFieldAccessor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/CachedIntrospectionResults.java
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/spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/RootBeanDefinition.java
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* /spring-beans-5-3-33-sources-1-
jar/org/springframework/beans/factory/groovy/GroovyDynamicElementReader.groovy
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/parsing/ImportDefinition.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/propertyeditors/CharacterEditor.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/parsing/Location.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/propertyeditors/PatternEditor.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/config/ProviderCreatingFactoryBean.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/xml/XmlReaderContext.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/config/SetFactoryBean.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/PropertyBatchUpdateException.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/MethodOverrides.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/config/BeanPostProcessor.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/config/YamlMapFactoryBean.java
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* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/xml/PluggableSchemaResolver.java
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* /spring-beans-5-3-33-sources-1-
jar/org/springframework/beans/factory/config/InstantiationAwareBeanPostProcessorAdapter.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/config/ConfigurableBeanFactory.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/AutowireCandidateResolver.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/parsing/BeanEntry.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/parsing/ReaderContext.java
* /spring-beans-5-3-33-sources-1-
jar/org/springframework/beans/factory/support/GenericTypeAwareAutowireCandidateResolver.java
*
/spring-beans-5-3-33-sources-1-jar/org/springframework/beans/propertyeditors/URIEditor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/support/ArgumentConvertingMethodInvoker.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/config/DependencyDescriptor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/config/MapFactoryBean.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/annotation/Lookup.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/AutowireUtils.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/config/BeanDefinition.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/annotation/Value.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/MutablePropertyValues.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/parsing/PropertyEntry.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/BeanWrapperImpl.java
*
/spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/BeanDefinitionReaderUtils.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/ScopeNotActiveException.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/FactoryBean.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/serviceloader/ServiceListFactoryBean.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/annotation/InjectionMetadata.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/AbstractPropertyAccessor.java
* /spring-beans-5-3-33-sources-1-
jar/org/springframework/beans/factory/support/PropertiesBeanDefinitionReader.java
No license file was found, but licenses were detected in source scan.

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* limitations under the License.
*/

Found in path(s):
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/support/ResourceEditorRegistrar.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/PropertyDescriptorUtils.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/ManagedList.java
*
/spring-beans-5-3-33-sources-1-jar/org/springframework/beans/propertyeditors/CurrencyEditor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/ListableBeanFactoryExtensions.kt
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/propertyeditors/TimeZoneEditor.java
* /spring-beans-5-3-33-sources-1-
jar/org/springframework/beans/factory/annotation/InitDestroyAnnotationBeanPostProcessor.java
* /spring-beans-5-3-33-sources-1-
jar/org/springframework/beans/factory/annotation/RequiredAnnotationBeanPostProcessor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/ManagedSet.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/propertyeditors/ZoneIdEditor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/propertyeditors/CharsetEditor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/PropertyAccessor.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/config/BeanExpressionResolver.java
*
/spring-beans-5-3-33-sources-1-jar/org/springframework/beans/SimpleBeanInfoFactory.java
* /spring-beans-5-3-33-sources-1-jar/org/springframework/beans/factory/support/ManagedMap.java

1.355 spring-security-core 5.7.11

1.355.1 Available under license :

Apache-2.0

1.356 gnupg 1.15.1

1.356.1 Available under license :

(21:protected-private-key(3:elg(1:p129:|B36I(s7}+ZJ/pvE;"tg7N ca"Gxvnyu&bB#h'7=89&oG
R<hO)(1:g1:)(1:y128:Ji]WU_UP}AQ\YMhAl|2e{_tcMNDg]{QnWsK 4pY{$bDCs)(9:protected25:openpgp-s2k3-
sha1-aes-cbc((4:sha18:JcE7:6452224)16: i[Q*vK)192:FJA!O!ZAF
biJ&Tsb!t
&9@R\~V+x>?sedDz-W(yqf?u^e?s1saV8<T0:tC5%ZMh?$|,y_e[1D)(12:protected-at15:20130812T105135)))
{
  "op": "keylist",
  "keys": ["bravo@example.net", "alpha@example.net"],
  "with-secret": true

}
(21:protected-private-key(3:elg(1:p129:W#}}l;;m>
;4YV$Qg
LoLy~*Tru*+ID8"-9,:17^g*({ #7)(1:g1:)(1:y128:2o62,Tj/
rRi3sSS iCAYNYbVtAHKi7(UPp)?Od{'R^f)(9:protected25:openpgp-s2k3-sha1-aes-
cbc((4:sha18:fw`E7:5242880)16:aqR)192:5f1a-`{^EV699WoB\,:Rs1*W6Lu iZ
:=ZqURM47;pA3#DL
so8O)Th^P@lP0&.DR;"rkN7)(12:protected-at15:20101008T070216)))
#+TITLE: GPGME Python Bindings HOWTO Examples
#+LATEX_COMPILER: xelatex
#+LATEX_CLASS: article
#+LATEX_CLASS_OPTIONS: [12pt]
#+LATEX_HEADER: \usepackage{xltxtra}
#+LATEX_HEADER: \usepackage[margin=1in]{geometry}
#+LATEX_HEADER: \setmainfont[Ligatures={Common}]{Times New Roman}
#+LATEX_HEADER: \author{Ben McGinnes <ben@gnupg.org>}

* Examples
 :PROPERTIES:
 :CUSTOM_ID: gpgme-python3-examples
 :END:

 The contents of this directory are the examples included in the /GNU
 Privacy Guard (GnuPG) Made Easy Python Bindings HOWTO/ file. Each
 script is explicitly for Python 3 and specifically for Python 3.4 or
 later.

 Some of these scripts may work with Python 2.7, but there are no
 guarantees. They will include the relevant imports from the
 =__future__= module to facilitate that if possible.

* Copyright and Licensing
 :PROPERTIES:
 :CUSTOM_ID: copyright-and-license
 :END:

 Unless otherwise stated, all the examples in this directory are
 released under the same terms as GPGME
 itself; that is they are dual
 licensed under the terms of both the GNU General Public License
 version 2.0 (or any later version) *and* the GNU Lesser General
 Public License version 2.1 (or any later version).

** Copyright (C) The GnuPG Project, 2018
  :PROPERTIES:

```
  :CUSTOM_ID: copyright
  :END:

  Copyright  The GnuPG Project, 2018.


** License GPL compatible
  :PROPERTIES:
  :CUSTOM_ID: license
  :END:

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  This file is distributed in the hope that it will be useful, but
  WITHOUT ANY WARRANTY, to the extent permitted by law; without even
  the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
  PURPOSE.
cython
{
   "op": "config",
   "component": "gpg"
}
;;;; gpgme-package.lisp

;;; Copyright (C) 2006 g10 Code GmbH
;;;
;;; This file is part of GPGME-CL.
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;;; Lesser General Public License for more details.
;;;
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;;; along with GPGME; if not, write to the Free Software Foundation,
;;; Inc., 59 Temple Place - Suite 330, Boston, MA 02111-1307, USA.

;;; Conventions:
;;;
;;; gpg-error is used for error handling.
;;;
```

```
;;; Standard I/O streams are used for input and output.

(defpackage #:gpgme
 (:use #:common-lisp #:cffi #:gpg-error)
  (:import-from #:trivial-garbage
                #:finalize)
 (:export #:check-version
   #:*version*
   #:context
   #:protocol
   #:armorp
   #:textmodep
   #:+include-certs-default+
   #:include-certs
   #:keylist-mode
   #:signers
   #:sig-notations
   #:with-context
   #:key-data
   #:get-key
   #:op-encrypt
   #:op-decrypt
   #:op-sign
   #:op-verify
   #:op-import
   #:op-export))
{
  "op": "encrypt",
  "keys": ["bravo@example.net", "alpha@example.net"],
  "data": "Hello world",
  "file_name": "test.txt",
  "armor": false,
  "always-trust": true
}
{
 "type": "signature",
 "base64":       false,
 "data": "*"
}
2011-12-02  Werner Koch  <wk@g10code.com>

 NB: ChangeLog files are no longer manually maintained.  Starting
 on December 1st, 2011 we put change information only in the GIT
 commit log, and generate a top-level ChangeLog file from logs at
 "make dist".  See doc/HACKING for details.

2011-05-12  Marcus Brinkmann  <marcus@g10code.com>
```

* gpgme.texi (I/O Callback Example): Fix example code.

* gpgme.texi (Generating Keys): Fix OpenPGP parameters and reference
GPG and GPGSM manual.

2010-01-05 Werner Koch <wk@g10code.com>

* gpgme.texi (Changing Passphrases): New.

2009-07-21 Werner Koch <wk@g10code.com>

* uiserver.texi (UI Server Encrypt): Add --expect-sign option to
PREP_ENCRYPT.

2009-06-16 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Result Management): New section.

2009-06-16 Werner Koch <wk@g10code.com>

* gpgme.texi (Exporting Keys): Document gpgme_op_export_keys.
(Importing Keys): Document gpgme_op_import_keys.
(Data Buffer Meta-Data): Document URL encodings.

2009-05-28
Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Library Version Check): Document selftest error.
(Creating Contexts): Likewise.

2009-05-18 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Encrypting a Plaintext): Document
GPGME_ENCRYPT_NO_ENCRYPT_TO.

2009-05-05 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Engine Information): Replace path by file_name.

2008-11-28 Werner Koch <wk@g10code.com>

* gpgme.texi (Listing Keys): Change description of the return
value to match the code. Spotted by Colin Leroy.

2008-10-15 Werner Koch <wk@g10code.com>

* uiserver.texi (Miscellaneous UI Server Commands): Add option
--protocol to the SENDER command.

2008-07-17 Werner Koch <wk@g10code.com>

 * module-overview.sk: New.

2008-07-04 Werner Koch <wk@g10code.com>

 * gpgme.texi (Algorithms): Add a hint on symmetric only encryption.

2008-06-27 Marcus Brinkmann <marcus@g10code.de>

 * gpgme.texi (Cancellation): Document gpgme_cancel_async.

2008-06-25
 Werner Koch <wk@g10code.com>

 * gpgme.texi (Listing Keys): Updated example to the current API.
 Noted by Nico Schottelius.

2008-06-05 Werner Koch <wk@g10code.com>

 * uiserver.texi (Miscellaneous UI Server Commands): Describe
 START_CONFDIALOG.

2008-06-04 Werner Koch <wk@g10code.com>

 * gpgme.texi: Use @copying command. Change license to
 GPLv3. Include protocol specis from GpgOL and GPGEx. Minor
 cleanups.

2008-03-11 Marcus Brinkmann <marcus@g10code.de>

 * gpgme.texi (File Based Data Buffers): Document the need for
 blocking operations.
 (Callback Based Data Buffers): Likewise.

2008-03-05 Marcus Brinkmann <marcus@g10code.de>

 * gpgme.texi (Library Version Check): Rename snippet function to
 init_gpgme.
 (I/O Callback Example): Call it here.

2008-01-28 Marcus Brinkmann <marcus@g10code.de>

 * gpgme.texi: Document that data encoding affects some output data
 objects now.

2007-09-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Protocols and Engines):
Document GPGME_PROTOCOL_UNKNOWN.

2007-09-11 Werner Koch <wk@g10code.com>

* gpgme.texi (I/O Callback Example): Typo fix.

2007-08-07 Werner Koch <wk@g10code.com>

* gpgme.texi (Verify): Describe chain_model.

2007-07-12 Werner Koch <wk@g10code.com>

* gpgme.texi (Library Version Check): Add remark that the socket
layer will get initialized.

2007-06-05 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Advanced Key Editing): New section.

2007-05-21 Werner Koch <wk@g10code.com>

* Makefile.am (online): New target.

2007-05-18 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Error Strings): Fix documentation of
gpgme_strerror_r.

2006-11-01 Moritz Schulte <moritz@g10code.com>

* gpgme.texi (Data Buffer I/O Operations): Fixed entry for
gpgme_data_seek: OFFSET is not a pointer; some s/whence/offset/.

2006-09-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Destroying Data Buffers): Clarify that
gpgme_data_release_and_get_mem destroys DH unconditionally.

2005-03-24
Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Library Version Check): Make example code compatible
to W32 systems.

2006-06-21 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Passphrase Callback): Fix inverted condition in
description.

2005-12-20 Werner Koch <wk@g10code.com>

* gpgme.texi (Verify): Document pka_trust.

2005-12-06 Werner Koch <wk@g10code.com>

* gpgme.texi (Key Management): Updated to match the fixes for
subkey fingerprints and theg secret flag.

2005-10-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Destroying Data Buffers): Document gpgme_free.

2005-10-02 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Management): Add the new member notations of
gpgme_sig_key_t.
(Key Listing Mode): Document GPGME_KEYLIST_MODE_SIG_NOTATIONS.

2005-10-01 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: Enclose all return parameters of deftypefuns in
curly brackets.

* gpgme.texi (Signature Notation Data): New
section.
(Verify): Added more about the notation data structure.

2005-09-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Data Buffer I/O Operations, Data Buffer Meta-Data):
New subsections.

* gpgme.texi: Replace plaintext_filename with file_name.

* gpgme.texi (Key Management): Document is_qualified.

2005-07-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Decrypt): Add plaintext_filename to
gpgme_decrypt_result_t.
(Verify): Likewise for gpgme_verify_result_t.

2005-06-03 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Add information about new fields in
gpgme_signature_t.

* gpgme.texi (Decrypt): Add gpgme_recipient_t.

2005-05-28 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Listing Mode): Fix return type of
gpgme_set_keylist_mode.
Reported by "Sergio" <ml_sergico@virgilio.it>.

2005-04-28 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Included Certificates): Document
GPGME_INCLUDE_CERTS_DEFAULT.

2005-01-12 Marcus
Brinkmann <marcus@g10code.de>

* gpgme.texi (Engine Configuration): New section.
(Crypto Engine): New subsection.

2004-12-07 Marcus Brinkmann <marcus@g10code.de>

* lesser.texi (Library Copying): Change from @appendixsec to
@appendix.
* gpgme.texi (Features): Change reference to GPL to one to LGPL.

* Makefile.am: Change license to LGPL.
(gpgme_TEXINFOS): Replace gpl.texi with lesser.texi.

* gpgme.texi: Change license to LGPL (also for documentation of
GPGME's license).
* lesser.texi: New file.
* gpl.texi: File removed.

* gpgme.texi (Creating Contexts): Fix cut&paste error. Reported
by Noel Torres <envite@rolamasao.org>.

2004-09-30 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (gpgme_TEXINFOS): Remove fdl.texi.
* gpgme.texi: Do not include fdl.texi. Change license to GPL.
* fdl.texi: File removed.

2004-09-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Management): Change type of keylist_mode in

gpgme_key_t to gpgme_keylist_mode_t.

2004-09-28
Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Passphrase Callback): Fix last change.

2004-09-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Passphrase Callback): Document
GPG_ERR_NOT_IMPLEMENTED.

* gpgme.texi: Update copyright year for tex version.

2004-07-29 Moritz Schulte <moritz@g10code.com>

* gpgme.texi (Verify): Fix gpgme_get_key example (ancient
force_update argument was still there).

2004-06-08 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Listing Keys): Elaborate on the length restrictions
on search patterns.

* gpgme.texi (Decrypt and Verify): Document the NO_DATA error
code.
(Verify): Document the relationship between gpgme_op_verify_result
and the decrypt and verify operations.

2004-05-21 Marcus Brinkmann <marcus@g10code.de>

* gpgme.text (Verify): Document GPG_ERR_CERT_REVOKED status.

* gpgme.texi (Decrypt): Add note about new field wrong_key_usage
of gpgme_decrypt_result_t.

* gpgme.texi (Key Management): Add
note about new field
keylist_mode of gpgme_key_t.

2004-04-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Correct type of member wrong_key_usage.

2004-03-29 Moritz Schulte <moritz@duesseldorf.ccc.de>

* gpgme.texi (Verify): Fix type of gpgme_op_verify_result.
* gpgme.texi (Key Listing Mode): Typo fix.

2004-03-23 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Library Version Check): Fix the instruction when to
set the locale.

2004-03-03 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (I/O Callback Example Qt): New section by Marc Mutz.

2004-02-24 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (cancellation): New section.

2004-02-17 Werner Koch <wk@gnupg.org>

* gpgme.texi (Key Listing Mode): Doc KEYLIST_MODE_VALIDATE.

2004-02-06 Moritz Schulte <mo@g10code.com>

* gpgme.texi: A couple of small fixes regarding the Largfile
Support section.

2004-02-01 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Largefile Support): New
section.

2004-01-13 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Management): Fix exportable field.

2003-12-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Management): Rename member class in
gpgme_key_sig_t to sig_class.
(Creating a Signature): Likewise for gpgme_signature_t.

2003-12-23 Moritz Schulte <mo@g10code.com>

* gpgme.texi (Listing Keys): Minor clarification for
gpgme_get_key.

2003-10-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Signal Handling): New section.

2003-09-14 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Multi Threading): Correct documentation on memory
synchronization requirement.

* gpgme.texi (Locale): New section.
(Multi Threading): Set locale in example.

2003-09-13 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Error Strings): Add gpgme_strerror_r.

2003-09-13 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Multi Threading): Update documentation.

2003-09-03 Marcus Brinkmann <marcus@g10code.de>

*
gpgme.texi (Header): We don't use the assuan namespace anymore.
Document new thread options.

2003-08-14 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Creating a Signature): Change type of member class
to unsigned int.

2003-08-04 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Get error code from SIG->status in the code
for gpgme_get_sig_status.

2003-07-31 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Management): Add can_authenticate flag.

* gpgme.texi (Listing Keys): Document GPG_ERR_AMBIGUOUS_NAME for
gpgme_get_key.

2003-07-29 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (EXTRA_DIST): Remove variable.

* gpgme.texi (Encrypting a Plaintext): Bad passphrase is only
possible with symmetric encryption, change the wording to reflect
that.

* gpgme.texi (Creating a Signature): Document
GPG_ERR_UNUSABLE_SECKEY.

* gpgme.texi (Encrypting a Plaintext): Mention encrypt and sign
operations in result function.
(Creating
a Signature): Likewise.

2003-07-23 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Listing Mode): Remove word duplication.
(Listing Keys): Remove mentioning of force argument.
(Verify): Don't mention r_stat. Fix some typos.
(Decrypt and Verify): Correct info how to get the result. Don't
mention r_stat.
(Manipulating Data Buffers): Fix documentation of return value.
(Listing Keys): Update examples.
(Decrypt): Result might also be available when operation failed.
(Verify): Result might also be available when operation failed.
All spotted by Stphane Corthsy.

2003-07-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Error Sources): Fix cut and paste error.

2003-07-09 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Management): Clarify difference between can_sign
and can_certify.
(Information About Keys): Likewise for GPGME_ATTR_CAN_SIGN and
GPGME_ATTR_CAN_CERTIFY.

2003-07-08 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Progress
Meter Callback): Change return type of
gpgme_progress_cb_t to void.

2003-06-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: Add 2003 to copyright notice.

* gpgme.texi (Header): Fix name space documentation on
libgpg-error.

2003-06-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Multi Threading): Remove reference to
gpgme_recipients_t.

2003-06-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Crypto Operations): Rename gpgme_invalid_user_id_t
to gpgme_invalid_key_t.

2003-06-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: Change error codes to GPG_ERR_* variants.
(Error Handling): Rewritten.

2003-05-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Exporting Keys): Change and document prototypes.
Add new gpgme_op_export_ext and gpgme_op_export_ext_start
variants.
(Selecting Recipients): Section removed.
(Encrypting a Plaintext): Change prototypes and document the
changes.

2003-05-28 Marcus Brinkmann <marcus@g10code.de>

*
gpgme.texi (Exporting Keys): Change argument type from
gpgme_recipient_t to gpgme_user_id_t.
(Encrypting a Plaintext): Likewise.
(Selecting Recipients): Rewritten.

2003-05-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Protocol Selection): Do not use @acronym in @node
because that breaks texi2dvi.

* gpgme.texi (Passphrase Callback): Document new prototype.

2003-05-18 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Header): Remove Gpgme as namespace prefix. Add
_GPGME to namespace prefix.
* gpgme.texi (Multi Threading): Add note about link order.

2003-05-04 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Listing Keys): Document what happens if key is not
found.

* gpgme.texi (Importing Keys): Fix cut and paste error.

2003-04-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Encrypting a Plaintext): Remove reference to
gpgme_get_op_info.
(Detailed Results): Subsection removed.

* gpgme.texi (Key Listing Mode): Add GPGME_KEYLIST_MODE_SIGS.
(Manipulating
Keys): Add obsoleteness note.
(Key Signatures): Likewise.
(Information About Keys): Likewise.
(Key Management): Add new data types GpgmeSubkey, GpgmeKeySig,
GpgmeUserID, and all the information about GpgmeKey.

2003-04-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Listing Keys): Remove force_update argument from
gpgme_get_key.

* gpgme.texi (Trust Item Management): Add data members of
GpgmeTrustItem type.
(Information About Trust Items): Add note about obsoleteness.
(Manipulating Trust Items): Add gpgme_trust_item_ref and
gpgme_trust_item_unref.

2003-04-28 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Rewritten to take into account new and
deprecated functions and data types.

* gpgme.texi (Decrypt): Descript gpgme_op_decrypt_result and
GpgmeDecryptResult.

2003-04-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Encrypting a Plaintext): Add info about
GpgmeEncryptResult and gpgme_op_encrypt_result.

* gpgme.texi
(Creating a Signature): Add info about
GpgmeNewSignature, GpgmeSignResult and gpgme_op_sign_result.
(Crypto Operations): Add GpgmeInvalidUserID.
(Algorithms): New chapter.

* gpgme.texi (Deleting Keys): Document
GPGME_Ambiguous_Specification.
(Error Values): Remove GPGME_Invalid_Type and GPGME_Invalid_Mode.
Add GPGME_Unknown_Reason, GPGME_Not_Found,
GPGME_Ambiguous_Specification, GPGME_Wrong_Key_Usage,

GPGME_Key_Revoked, GPGME_Key_Expired, GPGME_No_CRL_Known,
GPGME_CRL_Too_Old, GPGME_Policy_Mismatch, GPGME_No_Secret_Key,
GPGME_Key_Not_Trusted, GPGME_Issuer_Missing, GPGME_Chain_Too_Long,
GPGME_Unsupported_Algorithm, GPGME_Sig_Expired,
GPGME_Bad_Signature, GPGME_No_Public_Key.

2003-04-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Importing Keys): Change GPGME_IMPORT_PRIVATE to
GPGME_IMPORT_SECRET.

* gpgme.texi (Importing Keys): Remove note about gpgme_get_op_info.
(Detailed Results): Remove note about import.

* gpgme.texi (Importing Keys): Add documentation
for
GpgmeImportStatus, GpgmeImportResult and gpgme_op_import_result.

* gpgme.texi (Generating Keys): Fix documentation of public and
secret arguments.

2003-04-24 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Generating Keys): Document changed gpgme_op_genkey
and new gpgme_op_genkey_result function. Document
GpgmeGenKeyResult data type.

* gpgme.texi (Error Values): Rename GPGME_No_Passphrase to
GPGME_Bad_Passphrase.
* gpgme.texi (Decrypt): Likewise.
(Decrypt and Verify): Likewise.
(Creating a Signature): Likewise.
(Encrypting a Plaintext): Likewise.

* gpgme.texi (Error Values): Rename GPGME_No_Recipients to
GPGME_No_UserID and GPGME_Invalid_Recipient to
GPGME_Invalid_UserID.
(Encrypting a Plaintext): Likewise.

* gpgme.texi (Error Values): Remove GPGME_Busy and GPGME_No_Request.
(Listing Keys): Likewise.
(Listing Trust Items): Likewise.

2003-02-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Cancelling an Operation): Removed.
(Passphrase

Callback): Document new type for GpgmePassphraseCb.

2003-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Engine Information): Rename member part to
file_name.

* gpgme.texi (Protocols and Engines): Document
gpgme_get_protocol_name.

* gpgme.texi (Engine Information): Rewritten.

2003-01-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (I/O Callback Interface): Document new even
GPGME_EVENT_START.
(Waiting For Completion): Document new possible return values.
(I/O Callback Interface): Document return type of GpgmeIOCb.

2003-01-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Hooking Up Into Idle Time): Section removed.

2002-12-24 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Drop R_STAT argument in gpgme_op_verify.
* gpgme.texi (Decrypt and Verify): Likewise for
gpgme_op_decrypt_verify.

2002-12-23 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Information About Keys): Document that
GPGME_ATTR_IS_SECRET is not representable
as a string anymore.

2002-12-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Signatures): New section.
(Listing Keys): Add gpgme_get_key.

2002-12-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Memory Based Data Buffers): New subsection.
(File Based Data Buffers): Likewise.
(Callback Based Data Buffers): Likewise.
(Manipulating Data Buffers): Update interfaces. Add
gpgme_data_seek.
* gpgme.texi (Engine Version Check): Remove gpgme_check_engine.

2002-11-21 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Document the new interface.

2002-11-19 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Generating Keys): Document new argument to
gpgme_op_genkey.

2002-11-05 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Fix prototype of gpgme_get_sig_key.
Reported by Miguel Coca <e970095@zipi.fi.upm.es>.

2002-08-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Selecting Signers): Fix reference count.

2002-08-21
Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Header): Document name space.

2002-08-20 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Importing Keys): Document gpgme_op_import_ext.

* gpgme.texi (Importing Keys): Undocument EOF.

2002-08-14 Werner Koch <wk@gnupg.org>

* gpgme.texi (Information About Keys): Changed GPGME_ATTR_TYPE.

2002-07-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Deleting Keys): Say that secret keys might not be
deleted.

2002-07-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Information About Keys): Document (badly) the new
key attributes.

* gpgme.texi (Manipulating Data Buffers): Mention that backend
tries to detect encoding automatically.

2002-07-03 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Run Control): Update this section.
(Waiting For Completion): Likewise for this subsection.
(Cancelling an Operation): Likewise for this subsection.
(Using External Event Loops): New subsection with several
subsubsections.

2002-06-28
Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Multi Threading): Remove item about the need to
synchronize anything against gpgme_wait (except gpgme_wait
itself).

2002-06-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Information About Keys): Fix documentation for IDX.
(Information About Trust Items): Likewise.

2002-06-26 Werner Koch <wk@gnupg.org>

* gpgme.texi (Importing Keys): Document the return value -1 of
gpgme_op_import.

2002-06-20 Werner Koch <wk@gnupg.org>

* gpgme.texi (Verify): Explain the new whatidx variable.

2002-06-10 Werner Koch <wk@gnupg.org>

* gpgme.texi (Verify): Document attribute GPGME_ATTR_ERRTOK.

2002-06-04 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Multi Threading): Document new autodetection.

2002-06-04 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (DISTCLEANFILES): New variable.

2002-05-26 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: Some typographical corrections
throughout.

2002-05-09 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Using Automake): New section.

2002-05-09 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Multi Threading): Escape { and }.

2002-05-09 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Overview): Replace note about thread-safeness.
(Multi Threading): New section.

2002-05-03 Werner Koch <wk@gnupg.org>

* gpgme.texi (Manipulating Data Buffers): Changed some data types
to void*.
(Protocol Selection): Added gpgme_get_protocol.
(Verify): Updated to include the new attribute functions and
status codes.

2002-04-27 Werner Koch <wk@gnupg.org>

* gpgme.texi (Manipulating Data Buffers): New type GpgmeDataEncoding.

2002-04-23 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Passphrase Callback): Document that either return
argument can be NULL.
(Progress Meter Callback): Likewise.

2002-04-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Passphrase Callback): Fix small
typo. Document the
new function gpgme_get_passphrase_cb.
(Progress Meter Callback): Document the new function
gpgme_get_progress_cb.

2002-04-16 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Creating a Signature): Fix function name. Reported
by Wichert Ackerman <wichert@debian.org>.

2002-03-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (direntry): End index entry with a full stop.
Patch submitted by Jose Carlos Garcia Sogo <jsogo@debian.org>.

2002-03-17 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Detailed Results): Fix syntax error in last change.

2002-03-08 Werner Koch <wk@gnupg.org>

* gpgme.texi (Detailed Results): Import does also return info.

2002-03-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Encrypting a Plaintext): Document symmetric
encryption.

2002-03-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Error Strings): Add example.
* gpgme.texi (Listing Keys): Likewise.

2002-03-03 Marcus Brinkmann <marcus@g10code.de>

*
gpgme.texi (Information About Keys): Document GPGME_ATTR_EXPIRE.

2002-03-03 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Verify): Document verification of normal and
cleartext signatures.

2002-02-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Listing Keys): Document gpgme_op_keylist_ext_start.

2002-02-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Encrypting a Plaintext): Document
GPGME_Invalid_Recipients.
(Error Values): Likewise.

2002-02-26 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Encrypting a Plaintext): Document
gpgme_op_encrypt_sign and gpgme_op_encrypt_sign_start.

2002-02-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Creating a Signature): Add a note about
certificates to include.
(Included Certificates): New section.

2002-02-09 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Detailed Results): Remove literal tags.
(Generating Keys): Update documentation.

* gpgme.texi (Generating Keys):
Fix syntax error.

2002-02-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Waiting For Completion): Adjust doc to changes in
the code.

2002-02-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Key Listing Mode): Update documentation.

2002-01-31 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Generating Keys): Document error at creation
failure.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Deleting Keys): Document new error values.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Importing Keys): Add reference to gpgme_get_op_info.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: Some spell checking.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: Add all the gpgme_op_*_start functions.
Fill the concept index with many, many entries.

2002-01-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Run Control): New section.
(Verify): Document gpgme_get_notation.
(More Information):
New section describing gpgme_get_op_info.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Passphrase callback): Change GpgmePassphraseCb's

R_HD type from void* to void**.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Creating data buffers): Change
gpgme_data_new_from_filepart's LENGTH type from off_t to size_t.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi (Generating keys): New subsection.
(Exporting keys): Likewise.
(Importing keys): Likewise.
(Deleting keys): Likewise.

2002-01-16 Marcus Brinkmann <marcus@g10code.de>

* gpgme.texi: g10Code -> g10 Code

* gpgme.texi (Top): Complete detailmenu.

* gpgme.texi: Convert embarrassing cruft to the real thing.

2002-01-16 Marcus Brinkmann <marcus@g10code.de>

* ChangeLog: New file.
* gpgme.texi: Likewise.
* gpl.texi: Likewise.
* fdl.texi: Likewise.
* Makefile.am (info_TEXINFOS): New variable.
(gpgme_TEXINFOS): Likewise.

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(private-key
(oid.1.2.840.113549.1.1.1
(n
#00e0ce96f90b6c9e02f3922beada93fe50a875eac6bcc18bb9a9cf2e84965caa2d1ff95a7f542465c6c0c19d276e4526ce
048868a7a914fd343cc3a87dd74291ffc565506d5bbb25cbac6a0e2dd1f8bcaab0d4a29c2f37c950f363484bf269f78914
40464baf79827e03a36e70b814938eebdc63e964247be75dc58b014b7ea251#)

(e #010001#)
(d
#046129F2489D71579BE0A75FE029BD6CDB574EBF57EA8A5B0FDA942CAB943B117D7BB95E5D28875E0F
9FC5FCC06A72F6D502464DABDED78EF6B716177B83D5BDC543DC5D3FED932E59F5897E92E6F58A0F334
24106A3B6FA2CBF877510E4AC21C3EE47851E97D12996222AC3566D4CCB0B83D164074ABF7DE655FC244
6DA1781#)
(p
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1c1c70d12cc22f00d28d31dd48a8d424f1#)
(q
#00f7a7ca5367c661f8e62df34f0d05c10c88e5492348dd7bddc942c9a8f369f935a07785d2db805215ed786e4285df16
58eed3ce84f469b81b50d358407b4ad361#)
(u
#304559a9ead56d2309d203811a641bb1a09626bc8eb36fffa23c968ec5bd891eebbafc73ae666e01ba7c8990bae06cc2
bbe10b75e69fcacb353a6473079d8e9b#)
)
)
This is gpgme.info, produced by makeinfo version 6.5 from gpgme.texi.

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INFO-DIR-SECTION GNU Libraries
START-INFO-DIR-ENTRY
* GPGME: (gpgme). Adding support for cryptography to your program.
END-INFO-DIR-ENTRY

This file documents the GPGME library.

This is Edition 1.14.1-beta35, last updated 13 December 2019, of The
GnuPG Made Easy Reference Manual, for Version
1.14.1-beta35.

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File: gpgme.info, Node: Top, Next: Introduction, Up: (dir)

Main Menu
****

This is Edition 1.14.1-beta35, last updated 13 December 2019, of The
GnuPG Made Easy Reference Manual, for Version 1.14.1-beta35 of the
GPGME library.

* Menu:

* Introduction:: How to use this manual.
* Preparation:: What you should
do before using the library.
* Protocols and Engines:: Supported crypto protocols.
* Algorithms:: Supported algorithms.
* Error Handling:: Error numbers and their meanings.
* Exchanging Data:: Passing data to and from GPGME.
* Contexts:: Handling GPGME contexts.

Appendices

* UI Server Protocol:: The GnuPG UI Server Protocol.
* Debugging:: How to solve problems.
* Deprecated Functions:: Documentation of deprecated functions.

* Library Copying:: The GNU Lesser General Public License says
how you can copy and share GnuPG Made Easy.
* Copying:: The GNU General Public License says how you
can copy and share this manual.

Indices

* Concept Index:: Index of concepts and programs.
* Function and Data Index:: Index of functions, variables and data types.

The Detailed Node Listing

Introduction

* Getting Started:: Purpose of the manual, and how to use it.
* Features:: Reasons to install and use GPGME.
* Overview:: Basic architecture of the GPGME library.

Preparation

* Header:: What header file you need to include.
* Building the Source:: Compiler options to be used.
* Largefile Support (LFS):: How to use GPGME with LFS.
* Using Automake:: Compiler options to be used the easy way.
* Using Libtool:: Avoiding compiler options entirely.
* Library Version Check:: Getting and verifying the library version.
* Signal Handling:: How GPGME affects signal handling.
* Multi-Threading:: How GPGME can be used in an MT environment.

Protocols and Engines

* Engine Version Check:: Verifying the engine version.
* Engine Information:: Obtaining more information about
the engines.
* Engine Configuration:: Changing the engine configuration.
* OpenPGP:: Support for the OpenPGP protocol.
* Cryptographic Message Syntax:: Support for the CMS.

Algorithms

* Public Key Algorithms:: A list of all public key algorithms.
* Hash Algorithms:: A list of all hash algorithms.

Error Handling

* Error Values:: The error value and what it means.
* Error Codes:: A list of important error codes.
* Error Sources:: A list of important error sources.
* Error Strings:: How to get a descriptive string from a value.

Exchanging Data

* Creating Data Buffers:: Creating new data buffers.
* Destroying Data Buffers:: Releasing data buffers.
* Manipulating Data Buffers:: Operations on data buffers.

Creating Data Buffers

* Memory Based Data Buffers:: Creating memory based data buffers.
* File Based Data Buffers:: Creating file
based data buffers.
* Callback Based Data Buffers:: Creating callback based data buffers.

Manipulating Data Buffers

* Data Buffer I/O Operations:: I/O operations on data buffers.
* Data Buffer Meta-Data:: Meta-data manipulation of data buffers.
* Data Buffer Convenience:: Convenience function for data buffers.

Contexts

* Creating Contexts:: Creating new GPGME contexts.
* Destroying Contexts:: Releasing GPGME contexts.
* Result Management:: Managing the result of crypto operations.
* Context Attributes:: Setting properties of a context.
* Key Management:: Managing keys with GPGME.
* Crypto Operations:: Using a context for cryptography.
* Miscellaneous:: Miscellaneous operations.
* Run Control:: Controlling how operations are run.

Context Attributes

* Protocol Selection:: Selecting the protocol used by a context.
* Crypto Engine:: Configuring
the crypto engine.
* Setting the Sender:: How to tell the engine the sender.
* ASCII Armor:: Requesting ASCII armored output.
* Text Mode:: Choosing canonical text mode.
* Offline Mode:: Choosing offline mode.
* Included Certificates:: Including a number of certificates.
* Key Listing Mode:: Selecting key listing mode.
* Passphrase Callback:: Getting the passphrase from the user.
* Progress Meter Callback:: Being informed about the progress.
* Status Message Callback:: Status messages received from gpg.
* Locale:: Setting the locale of a context.

Key Management

* Key objects:: Description of the key structures.
* Listing Keys:: Browsing the list of available keys.
* Information About Keys:: Requesting detailed information about keys.
* Manipulating Keys:: Operations on keys.
* Generating Keys::
Creating new key pairs.
* Signing Keys:: Adding key signatures to public keys.
* Exporting Keys:: Retrieving key data from the key ring.
* Importing Keys:: Adding keys to the key ring.
* Deleting Keys:: Removing keys from the key ring.
* Changing Passphrases:: Change the passphrase of a key.
* Changing TOFU Data:: Changing data pertaining to TOFU.

* Advanced Key Editing:: Advanced key edit operation.

Crypto Operations

* Decrypt:: Decrypting a ciphertext.
* Verify:: Verifying a signature.
* Decrypt and Verify:: Decrypting a signed ciphertext.
* Sign:: Creating a signature.
* Encrypt:: Encrypting a plaintext.

Sign

* Selecting Signers:: How to choose the keys to sign with.
* Creating a Signature:: How to create a signature.
* Signature Notation Data::
How to add notation data to a signature.

Encrypt

* Encrypting a Plaintext:: How to encrypt a plaintext.

Miscellaneous

* Running other Programs:: Running other Programs.
* Using the Assuan protocol:: Using the Assuan protocol.
* Checking for updates:: How to check for software updates.

Run Control

* Waiting For Completion:: Waiting until an operation is completed.
* Using External Event Loops:: Advanced control over what happens when.
* Cancellation:: How to end pending operations prematurely.

Using External Event Loops

* I/O Callback Interface:: How I/O callbacks are registered.
* Registering I/O Callbacks:: How to use I/O callbacks for a context.
* I/O Callback Example:: An example how to use I/O callbacks.
* I/O Callback Example GTK+:: How to integrate GPGME in GTK+.
* I/O Callback Example GDK:: How to integrate GPGME in GDK.
* I/O Callback Example Qt:: How to integrate GPGME in Qt.

File:
gpgme.info, Node: Introduction, Next: Preparation, Prev: Top, Up: Top

1 Introduction

****

GnuPG Made Easy (GPGME) is a C language library that allows to add
support for cryptography to a program. It is designed to make access to
public key crypto engines like GnuPG or GpgSM easier for applications.
GPGME provides a high-level crypto API for encryption, decryption,
signing, signature verification and key management.

GPGME uses GnuPG and GpgSM as its backends to support OpenPGP and the
Cryptographic Message Syntax (CMS).

* Menu:

* Getting Started:: Purpose of the manual, and how to use it.
* Features:: Reasons to install and use GPGME.
* Overview:: Basic architecture of the GPGME library.

File: gpgme.info, Node: Getting Started, Next: Features, Up: Introduction

1.1 Getting Started

This manual documents the GPGME library programming interface. All
functions and data types provided
by the library are explained.

The reader is assumed to possess basic knowledge about cryptography
in general, and public key cryptography in particular. The underlying
cryptographic engines that are used by the library are not explained,
but where necessary, special features or requirements by an engine are
mentioned as far as they are relevant to GPGME or its users.

This manual can be used in several ways. If read from the beginning
to the end, it gives a good introduction into the library and how it can
be used in an application. Forward references are included where
necessary. Later on, the manual can be used as a reference manual to
get just the information needed about any particular interface of the
library. Experienced programmers might want to start looking at the
examples at the end of the manual, and then only read up those parts of
the interface which are unclear.

The documentation for the language bindings is currently not included
in this manual. Those
languages bindings follow the general programming
model of GPGME but may provide some extra high level abstraction on top
of the GPGME style API. For now please see the README files in the
lang/ directory of the source distribution.

File: gpgme.info, Node: Features, Next: Overview, Prev: Getting Started, Up: Introduction

1.2 Features

GPGME has a couple of advantages over other libraries doing a similar job, and over implementing support for GnuPG or other crypto engines into your application directly.

its free software
   Anybody can use, modify, and redistribute it under the terms of the GNU Lesser General Public License (*note Library Copying::).

its flexible
   GPGME provides transparent support for several cryptographic protocols by different engines. Currently, GPGME supports the OpenPGP protocol using GnuPG as the backend, and the Cryptographic Message Syntax using GpgSM as the backend.

its easy
   GPGME hides the differences
between the protocols and engines from
   the programmer behind an easy-to-use interface. This way the programmer can focus on the other parts of the program, and still integrate strong cryptography in his application. Once support for GPGME has been added to a program, it is easy to add support for other crypto protocols once GPGME backends provide them.

its language friendly
   GPGME comes with languages bindings for several common programming languages: Common Lisp, C++, Python 2, and Python 3.

File: gpgme.info, Node: Overview, Prev: Features, Up: Introduction

1.3 Overview

GPGME provides a data abstraction that is used to pass data to the crypto engine, and receive returned data from it. Data can be read from memory or from files, but it can also be provided by a callback function.

  The actual cryptographic operations are always set within a context. A context provides configuration parameters that define the behaviour of all

operations performed within it. Only one operation per context is allowed at any time, but when one operation is finished, you can run the next operation in the same context. There can be more than one context, and all can run different operations at the same time.

Furthermore, GPGME has rich key management facilities including listing keys, querying their attributes, generating, importing, exporting and deleting keys, and acquiring information about the trust path.

With some precautions, GPGME can be used in a multi-threaded environment, although it is not completely thread safe and thus needs the support of the application.

File: gpgme.info, Node: Preparation, Next: Protocols and Engines, Prev: Introduction, Up: Top

2 Preparation

To use GPGME, you have to perform some changes to your sources and the build system. The necessary changes are small and explained in the following sections. At the end of this chapter, it is described how the library is initialized,
and how the requirements of the library are verified.

* Menu:

* Header:: What header file you need to include.
* Building the Source:: Compiler options to be used.
* Largefile Support (LFS):: How to use GPGME with LFS.
* Using Automake:: Compiler options to be used the easy way.
* Using Libtool:: Avoiding compiler options entirely.
* Library Version Check:: Getting and verifying the library version.
* Signal Handling:: How GPGME affects signal handling.
* Multi-Threading:: How GPGME can be used in an MT environment.

File: gpgme.info, Node: Header, Next: Building the Source, Up: Preparation

2.1 Header

All interfaces (data types and functions) of the library are defined in the header file gpgme.h. You must include this in all programs using the library, either directly or through some other header file, like this:

```
#include <gpgme.h>
```

The name space of GPGME is gpgme_* for function names and data types and GPGME_* for other symbols. Symbols internal to GPGME take the form _gpgme_* and _GPGME_*.

Because GPGME makes use of the GPG Error library, using GPGME will also use the GPG_ERR_* name space directly, and the gpg_err*, gpg_str*, and gpgrt_* name space indirectly.

File: gpgme.info, Node: Building the Source, Next: Largefile Support (LFS), Prev: Header, Up: Preparation

2.2 Building the Source

If you want to compile a source file including the gpgme.h header file, you must make sure that the compiler can find it in the directory hierarchy. This is accomplished by adding the path to the directory in which the header file is located to the compilers include file search path (via the -I option).

However, the path to the include file is determined at the time the source is configured. To solve this problem, gpgme ships with a small helper program gpgme-config that knows about the path to the include file and other configuration options. The options that need to be added to the compiler invocation at compile time are output by the --cflags option to gpgme-config. The following example shows how it can be used at the command line:

```
gcc -c foo.c `gpgme-config --cflags`
```

Adding the output of gpgme-config --cflags to the compiler command line will ensure that the compiler can find the GPGME header file.

A similar problem occurs when linking the program with the library. Again, the compiler has to find the library files. For this to work, the path to the library files has to be added to the library search path (via the -L option). For this, the option --libs to gpgme-config can be used. For convenience, this option also outputs all other options that are required to link the program with GPGME (in particular, the -lgpgme option). The example shows how to link foo.o with the GPGME library to a program foo.

```
gcc -o foo foo.o `gpgme-config --libs`
```

Of
course you can also combine both examples to a single command by
specifying both options to gpgme-config:

```
gcc -o foo foo.c `gpgme-config --cflags --libs`
```

If you need to detect the installed language bindings you can use
list them using:

```
gpgme-config --print-lang
```

or test for the availability using

```
gpgme-config --have-lang=python && echo 'Bindings for Pythons available'
```

File: gpgme.info, Node: Largefile Support (LFS), Next: Using Automake, Prev: Building the Source, Up: Preparation

2.3 Largefile Support (LFS)

GPGME is compiled with largefile support by default, if it is available
on the system. This means that GPGME supports files larger than two
gigabyte in size, if the underlying operating system can. On some
systems, largefile support is already the default. On such systems,
nothing special is required. However, some systems provide only support
for files up to two gigabyte in size by default. Support for larger
file sizes
has to be specifically enabled.

To make a difficult situation even more complex, such systems provide
two different types of largefile support. You can either get all
relevant functions replaced with alternatives that are largefile
capable, or you can get new functions and data types for largefile
support added. Those new functions have the same name as their
smallfile counterparts, but with a suffix of 64.

An example: The data type off_t is 32 bit wide on GNU/Linux PC
systems. To address offsets in large files, you can either enable
largefile support add-on. Then a new data type off64_t is provided,
which is 64 bit wide. Or you can replace the existing off_t data type
with its 64 bit wide counterpart. All occurrences of off_t are then
automagically replaced.

As if matters were not complex enough, there are also two different
types of file descriptors in such systems. This is important because if

file descriptors are exchanged between programs that use a different maximum
file size, certain errors must be produced on some file descriptors to prevent subtle overflow bugs from occurring.

As you can see, supporting two different maximum file sizes at the same time is not at all an easy task. However, the maximum file size does matter for GPGME, because some data types it uses in its interfaces are affected by that. For example, the off_t data type is used in the gpgme_data_seek function, to match its POSIX counterpart. This affects the call-frame of the function, and thus the ABI of the library. Furthermore, file descriptors can be exchanged between GPGME and the application.

For you as the user of the library, this means that your program must be compiled in the same file size mode as the library. Luckily, there is absolutely no valid reason for new programs to not enable largefile support by default and just use that. The compatibility modes (small file sizes or dual mode) can be considered an historic artefact, only useful to allow
for a transitional period.

On POSIX platforms GPGME is compiled using largefile support by default. This means that your application must do the same, at least as far as it is relevant for using the gpgme.h header file. All types in this header files refer to their largefile counterparts, if they are different from any default types on the system.

On 32 and 64 bit Windows platforms off_t is declared as 32 bit signed integer. There is no specific support for LFS in the C library. The recommendation from Microsoft is to use the native interface (CreateFile et al.) for large files. Released binary versions of GPGME (libgpgme-11.dll) have always been build with a 32 bit off_t. To avoid an ABI break we stick to this convention for 32 bit Windows by using long there. GPGME versions for 64 bit Windows have never been released and thus we are able to use int64_t instead of off_t there. For easier migration the typedef gpgme_off_t has been defined. The reason we cannot use off_t
directly is that some toolchains (e.g.
mingw64) introduce a POSIX compatible hack for off_t. Some widely used toolkits make use of this hack and in turn GPGME would need to use it also. However, this would introduce an ABI break and existing software making use of libgpgme might suffer from a severe break. Thus with version 1.4.2 we redefined all functions using off_t to use gpgme_off_t which is defined as explained above. This way we keep the ABI well defined and independent of any toolchain hacks. The bottom line is that LFS support in GPGME is only available on 64 bit versions of Windows.

On POSIX platforms you can enable largefile support, if it is different from the default on the system the application is compiled on, by using the Autoconf macro AC_SYS_LARGEFILE. If you do this, then you dont need to worry about anything else: It will just work. In this case you might also want to use AC_FUNC_FSEEKO to take advantage of some new interfaces, and AC_TYPE_OFF_T (just in case).

If you do not use Autoconf, you can define the preprocessor symbol _FILE_OFFSET_BITS to 64 _before_ including any header files, for example by specifying the option -D_FILE_OFFSET_BITS=64 on the compiler command line. You will also want to define the preprocessor symbol LARGEFILE_SOURCE to 1 in this case, to take advantage of some new interfaces.

If you do not want to do either of the above, you probably know enough about the issue to invent your own solution. Just keep in mind that the GPGME header file expects that largefile support is enabled, if it is available. In particular, we do not support dual mode (_LARGEFILE64_SOURCE).

File: gpgme.info, Node: Using Automake, Next: Using Libtool, Prev: Largefile Support (LFS), Up: Preparation

2.4 Using Automake

It is much easier if you use GNU Automake instead of writing your own Makefiles. If you do that you do not have to worry about finding and invoking the gpgme-config script at all. GPGME provides an extension to Automake that does all the work for you.

-- Macro: AM_PATH_GPGME ([MINIMUM-VERSION], [ACTION-IF-FOUND], [ACTION-IF-NOT-FOUND])
-- Macro: AM_PATH_GPGME_PTH ([MINIMUM-VERSION], [ACTION-IF-FOUND], [ACTION-IF-NOT-FOUND])
-- Macro: AM_PATH_GPGME_PTHREAD ([MINIMUM-VERSION], [ACTION-IF-FOUND], [ACTION-IF-NOT-FOUND])

Check whether GPGME (at least version MINIMUM-VERSION, if given) exists on the host system. If it is found, execute ACTION-IF-FOUND, otherwise do ACTION-IF-NOT-FOUND, if given.

Additionally, the function defines GPGME_CFLAGS to the flags needed for compilation of the program to find the gpgme.h header file, and GPGME_LIBS to the linker flags needed to link the program to the GPGME library. If the used helper script does not

match the target type you are building for a warning is printed and
the string libgcrypt is appended to the variable
gpg_config_script_warn.

AM_PATH_GPGME_PTH
checks for the version of GPGME that can be
used with GNU Pth, and defines GPGME_PTH_CFLAGS and
GPGME_PTH_LIBS.

AM_PATH_GPGME_PTHREAD checks for the version of GPGME that can be
used with the native pthread implementation, and defines
GPGME_PTHREAD_CFLAGS and GPGME_PTHREAD_LIBS. Since version
1.8.0 this is no longer required to GPGME_PTHREAD as GPGME itself
is thread safe.

This macro searches for gpgme-config along the PATH. If you are
cross-compiling, it is useful to set the environment variable
SYSROOT to the top directory of your target. The macro will then
first look for the helper program in the bin directory below that
top directory. An absolute directory name must be used for
SYSROOT. Finally, if the configure command line option
--with-gpgme-prefix is used, only its value is used for the top
directory below which the helper script is expected.

You can use the defined Autoconf variables
like this in your
Makefile.am:

```
AM_CPPFLAGS = $(GPGME_CFLAGS)
LDADD = $(GPGME_LIBS)
```

File: gpgme.info, Node: Using Libtool, Next: Library Version Check, Prev: Using Automake, Up: Preparation

2.5 Using Libtool

The easiest way is to just use GNU Libtool. If you use libtool, and
link to libgpgme.la, libgpgme-pth.la or libgpgme-pthread.la
respectively, everything will be done automatically by Libtool.

File: gpgme.info, Node: Library Version Check, Next: Signal Handling, Prev: Using Libtool, Up: Preparation

2.6 Library Version Check

-- Function: const char * gpgme_check_version

(const char *REQUIRED_VERSION)

The function gpgme_check_version has four purposes. It can be used to retrieve the version number of the library. In addition it can verify that the version number is higher than a certain required version number. In either case, the function initializes some sub-systems, and for this reason alone it must be invoked early in your program, before you make use of the other functions in GPGME. The last purpose is to run selftests.

As a side effect for W32 based systems, the socket layer will get initialized.

If REQUIRED_VERSION is NULL, the function returns a pointer to a statically allocated string containing the version number of the library.

If REQUIRED_VERSION is not NULL, it should point to a string containing a version number, and the function checks that the version of the library is at least as high as the version number provided. In this case, the function returns a pointer to a statically allocated string containing the version number of the library. If REQUIRED_VERSION is not a valid version number, or if the version requirement is not met, the function returns NULL.

If you use a version of a library that is backwards compatible with older releases, but contains additional interfaces which your program uses, this function provides a run-time check if the necessary features are provided by the installed version of the library.

If a selftest fails, the function may still succeed. Selftest errors are returned later when invoking gpgme_new or gpgme-data_new, so that a detailed error code can be returned (historically, gpgme_check_version does not return a detailed error code).

-- Function: int gpgme_set_global_flag (const char *NAME,
const char *VALUE)

SINCE: 1.4.0

On some systems it is not easy to set environment variables and thus hard to use GPGMEs internal trace facility for debugging. This function has been introduced as an alternative way to enable debugging and for a couple of other rarely used tweaks. It is important to assure that only one thread accesses GPGME functions

between a call to this function and after the return from the call to
gpgme_check_version.

All currently supported features require that this function is called as early as possible even before gpgme_check_version. The features are identified by the following values for NAME:

debug
To enable debugging use the string debug for NAME and VALUE identical to the value used with the environment variable GPGME_DEBUG.

disable-gpgconf
Using this feature with any VALUE disables the detection of the gpgconf program and thus forces GPGME to fallback into the simple OpenPGP only mode. It may be used to force the use of GnuPG-1 on systems which have both GPG versions installed. Note that in general the use of gpgme_set_engine_info is a better way to select a specific engine version.

gpgconf-name
gpg-name
Set the name of the gpgconf respective gpg binary. The defaults are GNU/GnuPG/gpgconf and GNU/GnuPG/gpg. Under

Unix the leading directory part is ignored. Under Windows the leading directory part is used as the default installation directory; the .exe suffix is added by GPGME. Use forward slashed even under Windows.

require-gnupg
Set the minimum version of the required GnuPG engine. If that version is not met, GPGME fails early instead of trying to use the existent version. The given version must be a string with major, minor, and micro number. Example: "2.1.0".

w32-inst-dir
On Windows GPGME needs to know its installation directory to find its spawn helper. This is in general no problem because a DLL has this information. Some applications however link statically to GPGME and thus GPGME can only figure out the installation directory of this application which may be wrong in certain cases. By supplying an installation directory as

value to this flag, GPGME will assume that that directory is the installation directory. This flag has no effect on non-Windows platforms.

This function returns 0 on success. In contrast to other functions the non-zero return value on failure does not convey any error code. For setting debug the only possible error cause is an out of memory condition; which would exhibit itself later anyway. Thus the return value may be ignored.

After initializing GPGME, you should set the locale information to the locale required for your output terminal. This locale information is needed for example for the curses and Gtk pinentry. Here is an example of a complete initialization:

```
#include <locale.h>
#include <gpgme.h>

void
init_gpgme (void)
{
  /* Initialize the locale environment.  */
  setlocale (LC_ALL, "");
  gpgme_check_version (NULL);
  gpgme_set_locale (NULL, LC_CTYPE, setlocale (LC_CTYPE, NULL));
 #ifdef LC_MESSAGES
  gpgme_set_locale (NULL, LC_MESSAGES, setlocale (LC_MESSAGES, NULL));
#endif
}
```

Note that you are highly recommended to initialize the locale settings like this. GPGME can not do this for you because it would not be thread safe. The conditional on LC_MESSAGES is only necessary for portability to W32 systems.

File: gpgme.info, Node: Signal Handling, Next: Multi-Threading, Prev: Library Version Check, Up: Preparation

2.7 Signal Handling

The GPGME library communicates with child processes (the crypto engines). If a child process dies unexpectedly, for example due to a bug, or system problem, a SIGPIPE signal will be delivered to the application. The default action is to abort the program. To protect against this, gpgme_check_version sets the SIGPIPE signal action to SIG_IGN, which means that the signal will be ignored.

GPGME will only do that if the signal action for SIGPIPE is SIG_DEF at the time gpgme_check_version

is called. If it is
something different, GPGME will take no action.

This means that if your application does not install any signal handler for SIGPIPE, you dont need to take any precautions. If you do install a signal handler for SIGPIPE, you must be prepared to handle any SIGPIPE events that occur due to GPGME writing to a defunct pipe. Furthermore, if your application is multi-threaded, and you install a signal action for SIGPIPE, you must make sure you do this either before gpgme_check_version is called or afterwards.

File: gpgme.info, Node: Multi-Threading, Prev: Signal Handling, Up: Preparation

2.8 Multi-Threading

The GPGME library is mostly thread-safe, and can be used in a multi-threaded environment but there are some requirements for multi-threaded use:

- The function gpgme_check_version must be called before any other function in the library, because it initializes the thread support subsystem in GPGME. To achieve this in multi-threaded programs, you must synchronize the memory with respect to other threads that also want to use GPGME. For this, it is sufficient to call gpgme_check_version before creating the other threads using GPGME(1).

- Any gpgme_data_t and gpgme_ctx_t object must only be accessed by one thread at a time. If multiple threads want to deal with the same object, the caller has to make sure that operations on that object are fully synchronized.

- Only one thread at any time is allowed to call gpgme_wait. If multiple threads call this function, the caller must make sure that all invocations are fully synchronized. It is safe to start asynchronous operations while a thread is running in gpgme_wait.

- The function gpgme_strerror is not thread safe. You have to use gpgme_strerror_r instead.

---------- Footnotes ----------

(1) At least this is true for POSIX threads, as pthread_create is a function that synchronizes

memory with respects to other threads. There
are many functions which have this property, a complete list can be
found in POSIX, IEEE Std 1003.1-2003, Base Definitions, Issue 6, in the
definition of the term Memory Synchronization. For other thread
packages other, more relaxed or more strict rules may apply.

File: gpgme.info, Node: Protocols and Engines, Next: Algorithms, Prev: Preparation, Up: Top

3 Protocols and Engines

GPGME supports several cryptographic protocols, however, it does not
implement them. Rather it uses backends (also called engines) which
implement the protocol. GPGME uses inter-process communication to pass
data back and forth between the application and the backend, but the
details of the communication protocol and invocation of the backend is
completely hidden by the interface. All complexity is handled by GPGME.
Where an exchange of information between the application and the backend
is necessary, GPGME provides the necessary
callback function hooks and
further interfaces.

-- Data type: enum gpgme_protocol_t
The gpgme_protocol_t type specifies the set of possible protocol
values that are supported by GPGME. The following protocols are
supported:

GPGME_PROTOCOL_OpenPGP
GPGME_PROTOCOL_OPENPGP
This specifies the OpenPGP protocol.

GPGME_PROTOCOL_CMS
This specifies the Cryptographic Message Syntax.

GPGME_PROTOCOL_GPGCONF
Under development. Please ask on <gnupg-devel@gnupg.org> for
help.

GPGME_PROTOCOL_ASSUAN
SINCE: 1.2.0

This specifies the raw Assuan protocol.

GPGME_PROTOCOL_G13
SINCE: 1.3.0

Under development. Please ask on <gnupg-devel@gnupg.org> for

help.

GPGME_PROTOCOL_UISERVER
Under development. Please ask on <gnupg-devel@gnupg.org> for help.

GPGME_PROTOCOL_SPAWN
SINCE: 1.5.0

Special protocol for use with gpgme_op_spawn.

GPGME_PROTOCOL_UNKNOWN
Reserved for future extension. You may use this to indicate that the used protocol is not known to the application. Currently, GPGME does not accept this value in any operation, though, except for gpgme_get_protocol_name.

-- Function: const char * gpgme_get_protocol_name (gpgme_protocol_t PROTOCOL)
The function gpgme_get_protocol_name returns a statically allocated string describing the protocol PROTOCOL, or NULL if the protocol number is not valid.

* Menu:

* Engine Version Check:: Verifying the engine version.
* Engine Information:: Obtaining more information about the engines.
* Engine Configuration:: Changing the engine configuration.
* OpenPGP:: Support for the OpenPGP protocol.
* Cryptographic Message Syntax:: Support for the CMS.
* Assuan:: Support for the raw Assuan protocol.

File: gpgme.info,
Node: Engine Version Check, Next: Engine Information, Up: Protocols and Engines

3.1 Engine Version Check

-- Function: const char * gpgme_get_dirinfo (cons char *WHAT)
SINCE: 1.5.0

The function gpgme_get_dirinfo returns a statically allocated string with the value associated to WHAT. The returned values are the defaults and wont change even after gpgme_set_engine_info has been used to configure a different engine. NULL is returned if no value is available. Commonly supported values for WHAT are:

homedir
Return the default home directory.

sysconfdir
Return the name of the system configuration directory

bindir
Return the name of the directory with GnuPG program files.

libdir
Return the name of the directory with GnuPG related library files.

libexecdir
Return the name of the directory with GnuPG helper program files.

datadir
Return the name of the directory with GnuPG shared data.

localedir
Return the name of the directory with GnuPG locale data.

agent-socket
Return the name of the socket to connect to the gpg-agent.

agent-ssh-socket
Return the name of the socket to connect to the ssh-agent component of gpg-agent.

dirmngr-socket
Return the name of the socket to connect to the dirmngr.

uiserver-socket
Return the name of the socket to connect to the user interface server.

gpgconf-name
Return the file name of the engine configuration tool.

gpg-name
Return the file name of the OpenPGP engine.

gpgsm-name
Return the file name of the CMS engine.

g13-name
Return the name of the file container encryption engine.

gpg-wks-client-name
Return the name of the Web Key Service tool.

-- Function: gpgme_error_t gpgme_engine_check_version
(gpgme_protocol_t PROTOCOL)
The function gpgme_engine_check_version verifies that the engine implementing the protocol PROTOCOL is installed in the expected path and meets the version requirement of GPGME.

This function returns the error code GPG_ERR_NO_ERROR if the engine is available and GPG_ERR_INV_ENGINE if it is not.

File: gpgme.info, Node: Engine Information, Next: Engine Configuration, Prev: Engine Version Check, Up: Protocols and Engines

3.2 Engine Information
======================

-- Data type: gpgme_engine_info_t
The gpgme_engine_info_t type specifies a pointer to a structure describing a crypto engine. The structure contains the following elements:

gpgme_engine_info_t next
This is a pointer to the next engine info structure in the linked list, or NULL if this is the last element.

gpgme_protocol_t protocol
This is the protocol for which the crypto engine is used.
You
can convert this to a string with gpgme_get_protocol_name for printing.

const char *file_name
This is a string holding the file name of the executable of the crypto engine. Currently, it is never NULL, but using NULL is reserved for future use, so always check before you use it.

const char *home_dir
This is a string holding the directory name of the crypto engines configuration directory. If it is NULL, then the default directory is used. See gpgme_get_dirinfo on how to get the default directory.

const char *version
This is a string containing the version number of the crypto engine. It might be NULL if the version number can not be determined, for example because the executable doesnt exist or is invalid.

const char *req_version
This is a string containing the minimum required version number
of the crypto engine for GPGME to work correctly. This is the version number that gpgme_engine_check_version verifies against. Currently, it is never NULL, but using NULL is reserved for future use, so always check before you use it.

-- Function: gpgme_error_t gpgme_get_engine_info (gpgme_engine_info_t *INFO)
The function gpgme_get_engine_info returns a linked list of engine info structures in INFO. Each info structure describes the defaults of one configured backend.

The memory for the info structures is allocated the first time this function is invoked, and must not be freed by the caller.

This function returns the error code GPG_ERR_NO_ERROR if successful, and a system error if the memory could not be allocated.

Here is an example how you can provide more diagnostics if you receive an error message which indicates that the crypto engine is invalid.

```
gpgme_ctx_t ctx;
gpgme_error_t
err;

[...]

if (gpgme_err_code (err) == GPG_ERR_INV_ENGINE)
  {
    gpgme_engine_info_t info;
    err = gpgme_get_engine_info (&info);
    if (!err)
      {
        while (info && info->protocol != gpgme_get_protocol (ctx))
          info = info->next;
        if (!info)
```

```
          fprintf (stderr, "GPGME compiled without support for protocol %s",
                   gpgme_get_protocol_name (info->protocol));
        else if (info->file_name && !info->version)
          fprintf (stderr, "Engine %s not installed properly",
                   info->file_name);
        else if (info->file_name && info->version && info->req_version)
          fprintf (stderr, "Engine %s version %s installed, "
                   "but at least version %s required", info->file_name,
                   info->version, info->req_version);
        else
          fprintf (stderr, "Unknown problem with engine
 for protocol %s",
                   gpgme_get_protocol_name (info->protocol));
      }
    }
```


3.3 Engine Configuration

You can change the configuration of a backend engine, and thus change the executable program and configuration directory to be used. You can make these changes the default or set them for some contexts individually.

-- Function: gpgme_error_t gpgme_set_engine_info
(gpgme_protocol_t PROTO, const char *FILE_NAME,
const char *HOME_DIR)

SINCE: 1.1.0

The function gpgme_set_engine_info changes the default configuration of the crypto engine implementing the protocol PROTO.

FILE_NAME is the file name of the executable program implementing this protocol, and HOME_DIR is the directory name of the configuration directory for this crypto engine. If HOME_DIR is

NULL, the engines default will be used.

The new defaults are not applied to already created GPGME contexts.

This function returns the error code GPG_ERR_NO_ERROR if successful, or an error code on failure.

The functions gpgme_ctx_get_engine_info and

gpgme_ctx_set_engine_info can be used to change the engine
configuration per context. *Note Crypto Engine::.

File: gpgme.info, Node: OpenPGP, Next: Cryptographic Message Syntax, Prev: Engine Configuration, Up: Protocols and Engines

3.4 OpenPGP
==========

OpenPGP is implemented by GnuPG, the GNU Privacy Guard. This is the
first protocol that was supported by GPGME.

The OpenPGP protocol is specified by GPGME_PROTOCOL_OpenPGP.

File: gpgme.info, Node: Cryptographic Message Syntax, Next: Assuan, Prev: OpenPGP, Up: Protocols and Engines

3.5 Cryptographic Message Syntax
================================

CMS is implemented by GpgSM, the S/MIME implementation for GnuPG.

The CMS protocol is specified by
GPGME_PROTOCOL_CMS.

File: gpgme.info, Node: Assuan, Prev: Cryptographic Message Syntax, Up: Protocols and Engines

3.6 Assuan
==========

Assuan is the RPC library used by the various GnuPG components. The
Assuan protocol allows one to talk to arbitrary Assuan servers using
GPGME. *Note Using the Assuan protocol::.

The ASSUAN protocol is specified by GPGME_PROTOCOL_ASSUAN.

File: gpgme.info, Node: Algorithms, Next: Error Handling, Prev: Protocols and Engines, Up: Top

4 Algorithms
****

The crypto backends support a variety of algorithms used in public key
cryptography.(1) The following sections list the identifiers used to
denote such an algorithm.

* Menu:

* Public Key Algorithms:: A list of all public key algorithms.
* Hash Algorithms:: A list of all hash algorithms.

---------- Footnotes ----------

(1) Some engines also provide symmetric only encryption; see the description of the encryption function on how to use this.

File:
gpgme.info, Node: Public Key Algorithms, Next: Hash Algorithms, Up: Algorithms

4.1 Public Key Algorithms
==========

Public key algorithms are used for encryption, decryption, signing and verification of signatures.

-- Data type: enum gpgme_pubkey_algo_t
The gpgme_pubkey_algo_t type specifies the set of all public key algorithms that are supported by GPGME. Possible values are:

GPGME_PK_RSA
This value indicates the RSA (Rivest, Shamir, Adleman) algorithm.

GPGME_PK_RSA_E
Deprecated. This value indicates the RSA (Rivest, Shamir, Adleman) algorithm for encryption and decryption only.

GPGME_PK_RSA_S
Deprecated. This value indicates the RSA (Rivest, Shamir, Adleman) algorithm for signing and verification only.

GPGME_PK_DSA
This value indicates DSA, the Digital Signature Algorithm.

GPGME_PK_ELG
This value indicates ElGamal.

GPGME_PK_ELG_E

This value also indicates ElGamal and is used specifically in GnuPG.

GPGME_PK_ECC
SINCE: 1.5.0

This value is a generic indicator for ellipic curve algorithms.

GPGME_PK_ECDSA
SINCE: 1.3.0

This value indicates ECDSA, the Elliptic Curve Digital Signature Algorithm as defined by FIPS 186-2 and RFC-6637.

GPGME_PK_ECDH
SINCE: 1.3.0

This value indicates ECDH, the Eliptic Curve Diffie-Hellmann encryption algorithm as defined by RFC-6637.

GPGME_PK_EDDSA
SINCE: 1.7.0

This value indicates the EdDSA algorithm.

-- Function: const char * gpgme_pubkey_algo_name (gpgme_pubkey_algo_t ALGO)

The function gpgme_pubkey_algo_name returns a pointer to a statically allocated string containing a description of the public key algorithm ALGO. This string can be used to output the name of the public key algorithm to the user.

If ALGO is not a valid public key algorithm, NULL is returned.

-- Function: char * gpgme_pubkey_algo_string (gpgme_subkey_t KEY)
SINCE: 1.7.0

The function gpgme_pubkey_algo_string is a convenience function to build and return an algorithm string in the same way GnuPG does (e.g. rsa2048 or ed25519). The caller must free the result using gpgme_free. On error (e.g. invalid argument or memory exhausted), the function returns NULL and sets ERRNO.

File: gpgme.info, Node: Hash Algorithms, Prev: Public Key Algorithms, Up: Algorithms

4.2 Hash Algorithms

Hash (message digest) algorithms are used to compress a long message to

make it suitable for public key cryptography.

-- Data type: enum gpgme_hash_algo_t
The gpgme_hash_algo_t type specifies the set of all hash algorithms that are supported by GPGME. Possible values are:

GPGME_MD_MD5
GPGME_MD_SHA1
GPGME_MD_RMD160
GPGME_MD_MD2
GPGME_MD_TIGER
GPGME_MD_HAVAL
GPGME_MD_SHA256
GPGME_MD_SHA384
GPGME_MD_SHA512
GPGME_MD_SHA224
SINCE: 1.5.0

GPGME_MD_MD4
GPGME_MD_CRC32
GPGME_MD_CRC32_RFC1510
GPGME_MD_CRC24_RFC2440

-- Function: const char * gpgme_hash_algo_name (gpgme_hash_algo_t ALGO)
The function gpgme_hash_algo_name returns a pointer to a statically allocated string containing a description of the hash algorithm ALGO. This string can be used to output the name of the hash algorithm to the user.

If ALGO is not a valid hash algorithm, NULL is returned.

File: gpgme.info, Node: Error Handling, Next: Exchanging Data, Prev: Algorithms, Up: Top

5 Error Handling
****

Many functions in GPGME can return an error if they fail. For this reason, the application should always catch the error condition and take appropriate measures, for example by releasing the resources and passing the error up to the caller, or by displaying a descriptive message to the user and cancelling the operation.

Some error values do not indicate a system error or an error in the operation, but the result of an operation that failed properly. For example, if you try to decrypt a tempered message, the decryption will fail. Another error value actually means that the end of a data buffer

or list has been reached. The following descriptions explain for many error codes what they mean usually. Some error values have specific meanings if returned by a certain functions. Such cases are described in the documentation of those functions.

GPGME uses the libgpg-error library. This allows to share the error codes with other components of the GnuPG system, and thus pass error values transparently from the crypto engine, or some helper application of the crypto engine, to the user. This way no information is lost. As a consequence, GPGME does not use its own identifiers for error codes, but uses those provided by libgpg-error. They usually start
with GPG_ERR_.

However, GPGME does provide aliases for the functions defined in libgpg-error, which might be preferred for name space consistency.

* Menu:

* Error Values:: The error value and what it means.
* Error Sources:: A list of important error sources.
* Error Codes:: A list of important error codes.
* Error Strings:: How to get a descriptive string from a value.

File: gpgme.info, Node: Error Values, Next: Error Sources, Up: Error Handling

5.1 Error Values

-- Data type: gpgme_err_code_t
The gpgme_err_code_t type is an alias for the libgpg-error type gpg_err_code_t. The error code indicates the type of an error, or the reason why an operation failed.

A list of important error codes can be found in the next section.

-- Data type: gpgme_err_source_t
The gpgme_err_source_t type is an alias for the libgpg-error type gpg_err_source_t. The error source
has not a precisely
defined meaning. Sometimes it is the place where the error happened, sometimes it is the place where an error was encoded into an error value. Usually the error source will give an indication to where to look for the problem. This is not always true, but it is attempted to achieve this goal.

A list of important error sources can be found in the next section.

-- Data type: gpgme_error_t
The gpgme_error_t type is an alias for the libgpg-error type gpg_error_t. An error value like this has always two components, an error code and an error source. Both together form the error value.

Thus, the error value can not be directly compared against an error code, but the accessor functions described below must be used. However, it is guaranteed that only 0 is used to indicate success (GPG_ERR_NO_ERROR), and that in this case all other parts of the error value are set to 0, too.

Note
that in GPGME, the error source is used purely for diagnostical purposes. Only the error code should be checked to test for a certain outcome of a function. The manual only documents the error code part of an error value. The error source is left unspecified and might be anything.

-- Function: static inline gpgme_err_code_t gpgme_err_code (gpgme_error_t ERR)
The static inline function gpgme_err_code returns the gpgme_err_code_t component of the error value ERR. This function must be used to extract the error code from an error value in order to compare it with the GPG_ERR_* error code macros.

-- Function: static inline gpgme_err_source_t gpgme_err_source (gpgme_error_t ERR)
The static inline function gpgme_err_source returns the gpgme_err_source_t component of the error value ERR. This function must be used to extract the error source from an error value in order to compare it with the GPG_ERR_SOURCE_* error
source macros.

-- Function: static inline gpgme_error_t gpgme_err_make (gpgme_err_source_t SOURCE, gpgme_err_code_t CODE)
The static inline function gpgme_err_make returns the error value consisting of the error source SOURCE and the error code CODE.

This function can be used in callback functions to construct an error value to return it to the library.

-- Function: static inline gpgme_error_t gpgme_error (gpgme_err_code_t CODE)
The static inline function gpgme_error returns the error value consisting of the default error source and the error code CODE.

For GPGME applications, the default error source is GPG_ERR_SOURCE_USER_1. You can define GPGME_ERR_SOURCE_DEFAULT before including gpgme.h to change this default.

This function can be used in callback functions to construct an error value to return it to the library.

The libgpg-error library provides error codes for all system error numbers it knows about. If ERR is an unknown error number, the error code GPG_ERR_UNKNOWN_ERRNO is used. The following functions can be used to construct error values from system errnor numbers.

-- Function: gpgme_error_t gpgme_err_make_from_errno (gpgme_err_source_t SOURCE, int ERR)
The function gpgme_err_make_from_errno is like gpgme_err_make, but it takes a system error like errno instead of a gpgme_err_code_t error code.

-- Function: gpgme_error_t gpgme_error_from_errno (int ERR)
The function gpgme_error_from_errno is like gpgme_error, but it takes a system error like errno instead of a gpgme_err_code_t error code.

Sometimes you might want to map system error numbers to error codes directly, or map an error code representing a system error back to the system error number. The following functions can be used to do that.

-- Function: gpgme_err_code_t gpgme_err_code_from_errno (int ERR)
The function gpgme_err_code_from_errno returns the error code for the system error ERR. If ERR is not a known system error, the function returns GPG_ERR_UNKNOWN_ERRNO.

-- Function: int gpgme_err_code_to_errno (gpgme_err_code_t ERR)
The function gpgme_err_code_to_errno returns the system error for the error code ERR. If ERR is not an error code representing a system error, or if this system error is not defined on this system, the function returns 0.

File: gpgme.info, Node: Error Sources, Next: Error Codes, Prev: Error Values, Up: Error Handling

5.2 Error Sources
==========

The library libgpg-error defines an error source for every component

of the GnuPG system. The error source part of an error value is not well defined. As such it is mainly useful to improve the diagnostic error message for the user.

If the error code part of an error value is 0, the whole error value will be 0. In this case the error source part is of course GPG_ERR_SOURCE_UNKNOWN.

The list of error sources that might occur in applications using GPGME is:

GPG_ERR_SOURCE_UNKNOWN
The error source is not known. The value of this error source is 0.

GPG_ERR_SOURCE_GPGME
The error source is GPGME itself. This is the default for errors that occur in the GPGME library.

GPG_ERR_SOURCE_GPG
The error source is GnuPG, which is the crypto engine used for the OpenPGP protocol.

GPG_ERR_SOURCE_GPGSM
The error source is GPGSM, which is the crypto engine used for the CMS protocol.

GPG_ERR_SOURCE_GCRYPT
The error source is libgcrypt, which is used by crypto engines to perform cryptographic operations.

GPG_ERR_SOURCE_GPGAGENT
The error source is gpg-agent, which is used by crypto engines to perform operations with the secret key.

GPG_ERR_SOURCE_PINENTRY
The error source is pinentry, which is used by gpg-agent to query the passphrase to unlock a secret key.

GPG_ERR_SOURCE_SCD
The error source is the SmartCard Daemon, which is used by gpg-agent to delegate operations with the secret key to a SmartCard.

GPG_ERR_SOURCE_KEYBOX
The error source is libkbx, a library used by the crypto engines

to manage local keyrings.

GPG_ERR_SOURCE_USER_1
GPG_ERR_SOURCE_USER_2
GPG_ERR_SOURCE_USER_3
GPG_ERR_SOURCE_USER_4
These error sources are not used by any GnuPG component and can be used by other software. For example, applications using GPGME can use them to mark error values coming from callback handlers. Thus GPG_ERR_SOURCE_USER_1 is the default for errors created with gpgme_error and gpgme_error_from_errno, unless you define GPGME_ERR_SOURCE_DEFAULT before including gpgme.h.

File: gpgme.info, Node: Error Codes, Next: Error Strings, Prev: Error Sources, Up: Error Handling

5.3 Error Codes
==========

The library libgpg-error defines many error values. Most of them are not used by GPGME directly, but might be returned by GPGME because it received them
from the crypto engine. The below list only includes such error codes that have a specific meaning in GPGME, or which are so common that you should know about them.

GPG_ERR_EOF
This value indicates the end of a list, buffer or file.

GPG_ERR_NO_ERROR
This value indicates success. The value of this error code is 0. Also, it is guaranteed that an error value made from the error code 0 will be 0 itself (as a whole). This means that the error source information is lost for this error code, however, as this error code indicates that no error occurred, this is generally not a problem.

GPG_ERR_GENERAL
This value means that something went wrong, but either there is not enough information about the problem to return a more useful error value, or there is no separate error value for this type of problem.

GPG_ERR_ENOMEM
This value means that an out-of-memory condition occurred.

GPG_ERR_E...
System errors are mapped to GPG_ERR_FOO

where FOO is the symbol for
the system error.

GPG_ERR_INV_VALUE
This value means that some user provided data was out of range. This can also refer to objects. For example, if an empty gpgme_data_t object was expected, but one containing data was provided, this error value is returned.

GPG_ERR_UNUSABLE_PUBKEY
This value means that some recipients for a message were invalid.

GPG_ERR_UNUSABLE_SECKEY
This value means that some signers were invalid.

GPG_ERR_NO_DATA
This value means that a gpgme_data_t object which was expected to have content was found empty.

GPG_ERR_CONFLICT
This value means that a conflict of some sort occurred.

GPG_ERR_NOT_IMPLEMENTED
This value indicates that the specific function (or operation) is not implemented. This error should never happen. It can only occur if you use certain values or configuration options which do not work, but for which we think that they should work at some later time.

GPG_ERR_DECRYPT_FAILED
This value indicates that a decryption operation was unsuccessful.

GPG_ERR_BAD_PASSPHRASE
This value means that the user did not provide a correct passphrase when requested.

GPG_ERR_CANCELED
This value means that the operation was canceled.

GPG_ERR_INV_ENGINE
This value means that the engine that implements the desired protocol is currently not available. This can either be because the sources were configured to exclude support for this engine, or because the engine is not installed properly.

GPG_ERR_AMBIGUOUS_NAME
This value indicates that a user ID or other specifier did not specify a unique key.

GPG_ERR_WRONG_KEY_USAGE
This value indicates that a key is not used appropriately.

GPG_ERR_CERT_REVOKED
This value indicates that a key signature was revoced.

GPG_ERR_CERT_EXPIRED
This value indicates that a key signature expired.

GPG_ERR_NO_CRL_KNOWN
This value indicates
that no certificate revocation list is known
for the certificate.

GPG_ERR_NO_POLICY_MATCH
This value indicates that a policy issue occurred.

GPG_ERR_NO_SECKEY
This value indicates that no secret key for the user ID is
available.

GPG_ERR_MISSING_CERT
This value indicates that a key could not be imported because the
issuer certificate is missing.

GPG_ERR_BAD_CERT_CHAIN
This value indicates that a key could not be imported because its
certificate chain is not good, for example it could be too long.

GPG_ERR_UNSUPPORTED_ALGORITHM
This value means a verification failed because the cryptographic
algorithm is not supported by the crypto backend.

GPG_ERR_BAD_SIGNATURE
This value means a verification failed because the signature is
bad.

GPG_ERR_NO_PUBKEY
This value means a verification failed because the public key is
not available.

GPG_ERR_USER_1
GPG_ERR_USER_2
...
GPG_ERR_USER_16
These error codes are not used

by any GnuPG component and can be
freely used by other software. Applications using GPGME might use them to mark specific errors returned by callback handlers if no suitable error codes (including the system errors) for these errors exist already.

File: gpgme.info, Node: Error Strings, Prev: Error Codes, Up: Error Handling

5.4 Error Strings

-- Function: const char * gpgme_strerror (gpgme_error_t ERR)
The function gpgme_strerror returns a pointer to a statically allocated string containing a description of the error code contained in the error value ERR. This string can be used to output a diagnostic message to the user.

This function is not thread safe. Use gpgme_strerror_r in multi-threaded programs.

-- Function: int gpgme_strerror_r (gpgme_error_t ERR, char *BUF, size_t BUFLEN)
The function gpgme_strerror_r returns the error string for ERR in the user-supplied buffer BUF of size BUFLEN.
This function is, in
contrast to gpgme_strerror, thread-safe if a thread-safe strerror_r function is provided by the system. If the function succeeds, 0 is returned and BUF contains the string describing the error. If the buffer was not large enough, ERANGE is returned and BUF contains as much of the beginning of the error string as fits into the buffer.

-- Function: const char * gpgme_strsource (gpgme_error_t ERR)
The function gpgme_strerror returns a pointer to a statically allocated string containing a description of the error source contained in the error value ERR. This string can be used to output a diagnostic message to the user.

The following example illustrates the use of gpgme_strerror:

```
gpgme_ctx_t ctx;
gpgme_error_t err = gpgme_new (&ctx);
if (err)
  {
    fprintf (stderr, "%s: creating GpgME context failed: %s: %s\n",
             argv[0], gpgme_strsource (err), gpgme_strerror (err));
```

```
    exit (1);
  }
```

File: gpgme.info, Node: Exchanging Data, Next: Contexts, Prev: Error Handling, Up: Top

6 Exchanging Data

A lot of data has to be exchanged between the user and the crypto engine, like plaintext messages, ciphertext, signatures and information about the keys. The technical details about exchanging the data information are completely abstracted by GPGME. The user provides and receives the data via gpgme_data_t objects, regardless of the communication protocol between GPGME and the crypto engine in use.

-- Data type: gpgme_data_t
   The gpgme_data_t type is a handle for a container for generic data, which is used by GPGME to exchange data with the user.

gpgme_data_t objects do not provide notifications on events. It is assumed that read and write operations are blocking until data is available. If this is undesirable, the application must ensure that all GPGME data operations always have data available, for example by using memory buffers or files rather than pipes or sockets. This might be relevant, for example, if the external event loop mechanism is used.

-- Data type: gpgme_off_t
   SINCE: 1.4.1

   On POSIX platforms the gpgme_off_t type is an alias for off_t; it may be used interchangeable. On Windows platforms gpgme_off_t is defined as a long (i.e. 32 bit) for 32 bit Windows and as a 64 bit signed integer for 64 bit Windows.

-- Data type: gpgme_ssize_t
   The gpgme_ssize_t type is an alias for ssize_t. It has only been introduced to overcome portability problems pertaining to the declaration of ssize_t by different toolchains.

* Menu:

* Creating Data Buffers:: Creating new data buffers.
* Destroying Data Buffers:: Releasing data buffers.
* Manipulating Data Buffers:: Operations on data buffers.

File: gpgme.info, Node: Creating Data Buffers, Next: Destroying Data Buffers, Up: Exchanging Data

6.1 Creating Data Buffers

Data
 objects can be based on memory, files, or callback functions
provided by the user. Not all operations are supported by all objects.

* Menu:

* Memory Based Data Buffers:: Creating memory based data buffers.
* File Based Data Buffers:: Creating file based data buffers.
* Callback Based Data Buffers:: Creating callback based data buffers.

File: gpgme.info, Node: Memory Based Data Buffers, Next: File Based Data Buffers, Up: Creating Data Buffers

6.1.1 Memory Based Data Buffers

Memory based data objects store all data in allocated memory. This is
convenient, but only practical for an amount of data that is a fraction
of the available physical memory. The data has to be copied from its
source and to its destination, which can often be avoided by using one
of the other data object

-- Function: gpgme_error_t gpgme_data_new (gpgme_data_t *DH)
   The function gpgme_data_new creates a new gpgme_data_t object

  and returns a handle for it in DH. The data object is memory based
   and initially empty.

   The function returns the error code GPG_ERR_NO_ERROR if the data
   object was successfully created, GPG_ERR_INV_VALUE if DH is not a
   valid pointer, and GPG_ERR_ENOMEM if not enough memory is
   available.

-- Function: gpgme_error_t gpgme_data_new_from_mem (gpgme_data_t *DH,
        const char *BUFFER, size_t SIZE, int COPY)
   The function gpgme_data_new_from_mem creates a new gpgme_data_t
   object and fills it with SIZE bytes starting from BUFFER.

   If COPY is not zero, a private copy of the data is made. If COPY
   is zero, the data is taken from the specified buffer as needed, and
   the user has to ensure that the buffer remains valid for the whole
   life span of the data object.

The function returns the error code GPG_ERR_NO_ERROR if the data object was successfully created, GPG_ERR_INV_VALUE if DH or BUFFER is not a valid pointer, and GPG_ERR_ENOMEM if not enough memory is available.

-- Function: gpgme_error_t gpgme_data_new_from_file (gpgme_data_t *DH, const char *FILENAME, int COPY)

The function gpgme_data_new_from_file creates a new gpgme_data_t object and fills it with the content of the file FILENAME.

If COPY is not zero, the whole file is read in at initialization time and the file is not used anymore after that. This is the only mode supported currently. Later, a value of zero for COPY might cause all reads to be delayed until the data is needed, but this is not yet implemented.

The function returns the error code GPG_ERR_NO_ERROR if the data object was successfully created, GPG_ERR_INV_VALUE if DH or FILENAME is not a valid pointer, GPG_ERR_NOT_IMPLEMENTED if CODE is zero, and GPG_ERR_ENOMEM if not enough memory is available.

-- Function: gpgme_error_t gpgme_data_new_from_filepart (gpgme_data_t *DH, const char *FILENAME, FILE *FP, off_t OFFSET, size_t LENGTH)

The function gpgme_data_new_from_filepart creates a new gpgme_data_t object and fills it with a part of the file specified by FILENAME or FP.

Exactly one of FILENAME and FP must be non-zero, the other must be zero. The argument that is not zero specifies the file from which LENGTH bytes are read into the data object, starting from OFFSET.

The function returns the error code GPG_ERR_NO_ERROR if the data object was successfully created, GPG_ERR_INV_VALUE if DH and exactly one of FILENAME and FP is not a valid pointer, and GPG_ERR_ENOMEM if not enough memory is available.

File: gpgme.info, Node: File Based Data Buffers, Next: Callback Based Data Buffers, Prev: Memory Based Data Buffers, Up: Creating Data Buffers

6.1.2 File Based Data Buffers

File based data objects operate directly on file descriptors or streams.

Only a small amount of data is stored
in core at any time, so the size
of the data objects is not limited by GPGME.

-- Function: gpgme_error_t gpgme_data_new_from_fd (gpgme_data_t *DH,
int FD)
The function gpgme_data_new_from_fd creates a new gpgme_data_t object and uses the file descriptor FD to read from (if used as an input data object) and write to (if used as an output data object).

When using the data object as an input buffer, the function might read a bit more from the file descriptor than is actually needed by the crypto engine in the desired operation because of internal buffering.

Note that GPGME assumes that the file descriptor is set to blocking mode. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function returns the error code GPG_ERR_NO_ERROR if the data object was successfully created, and GPG_ERR_ENOMEM if not enough memory is available.

-- Function: gpgme_error_t gpgme_data_new_from_stream
(gpgme_data_t *DH, FILE *STREAM)
The function gpgme_data_new_from_stream creates a new gpgme_data_t object and uses the I/O stream STREAM to read from (if used as an input data object) and write to (if used as an output data object).

When using the data object as an input buffer, the function might read a bit more from the stream than is actually needed by the crypto engine in the desired operation because of internal buffering.

Note that GPGME assumes that the stream is in blocking mode. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function returns the error code GPG_ERR_NO_ERROR if the data object was successfully created, and GPG_ERR_ENOMEM if not enough memory is available.

-- Function: gpgme_error_t gpgme_data_new_from_estream
(gpgme_data_t *DH, gpgrt_stream_t STREAM)
The function gpgme_data_new_from_estream creates
a new
gpgme_data_t object and uses the gpgrt stream STREAM to read from

(if used as an input data object) and write to (if used as an output data object).

When using the data object as an input buffer, the function might read a bit more from the stream than is actually needed by the crypto engine in the desired operation because of internal buffering.

Note that GPGME assumes that the stream is in blocking mode. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function returns the error code GPG_ERR_NO_ERROR if the data object was successfully created, and GPG_ERR_ENOMEM if not enough memory is available.

File: gpgme.info, Node: Callback Based Data Buffers, Prev: File Based Data Buffers, Up: Creating Data Buffers

6.1.3 Callback Based Data Buffers

If neither memory nor file based data objects are a good fit for your application, you can implement the functions a data object provides yourself and create a data object from these callback functions.

-- Data type: ssize_t (*gpgme_data_read_cb_t) (void *HANDLE, void *BUFFER, size_t SIZE)

The gpgme_data_read_cb_t type is the type of functions which GPGME calls if it wants to read data from a user-implemented data object. The function should read up to SIZE bytes from the current read position into the space starting at BUFFER. The HANDLE is provided by the user at data object creation time.

Note that GPGME assumes that the read blocks until data is available. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function should return the number of bytes read, 0 on EOF, and -1 on error. If an error occurs, ERRNO should be set to describe the type of the error.

-- Data type: ssize_t (*gpgme_data_write_cb_t) (void *HANDLE, const void *BUFFER, size_t SIZE)

The gpgme_data_write_cb_t type is the type of functions which GPGME calls if it wants to write data to a user-implemented data object. The function should write up to SIZE bytes to the current

write position from the space starting at BUFFER. The HANDLE is provided by the user at data object creation time.

Note that GPGME assumes that the write blocks until data is available. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function should return the number of bytes written, and -1 on error. If an error occurs, ERRNO should be set to describe the type of the error.

-- Data type: off_t (*gpgme_data_seek_cb_t) (void *HANDLE, off_t OFFSET, int WHENCE)
The gpgme_data_seek_cb_t type is the type of functions which GPGME calls if it wants to change the current read/write position in a user-implemented data object, just like the lseek function.

The function should return the new read/write position, and -1 on error. If an error occurs, ERRNO should be set to describe the type of the error.

-- Data type: void (*gpgme_data_release_cb_t) (void *HANDLE)
The gpgme_data_release_cb_t type is the type of functions which GPGME calls if it wants to destroy a user-implemented data object. The HANDLE is provided by the user at data object creation time.

-- Data type: struct gpgme_data_cbs
This structure is used to store the data callback interface functions described above. It has the following members:

gpgme_data_read_cb_t read
This is the function called by GPGME to read data from the data object. It is only required for input data object.

gpgme_data_write_cb_t write
This is the function called by GPGME to write data to the data object. It is only required for output data object.

gpgme_data_seek_cb_t seek
This is the function called by GPGME to change the current read/write pointer in the data object (if available). It is optional.

gpgme_data_release_cb_t release
This is the function called by GPGME to release a data object. It is optional.

-- Function: gpgme_error_t gpgme_data_new_from_cbs (gpgme_data_t *DH,
gpgme_data_cbs_t CBS, void *HANDLE)
The function gpgme_data_new_from_cbs creates a new gpgme_data_t object and uses the user-provided callback functions to operate on the data object.

The handle HANDLE is passed as first argument to the callback functions. This can be used to identify this data object.

The function returns the error code GPG_ERR_NO_ERROR if the data object was successfully created, and GPG_ERR_ENOMEM if not enough memory is available.

File: gpgme.info, Node: Destroying Data Buffers, Next: Manipulating Data Buffers, Prev: Creating Data Buffers, Up: Exchanging Data

6.2 Destroying Data Buffers
==========

-- Function: void gpgme_data_release (gpgme_data_t DH)
The function gpgme_data_release destroys the data object with the handle DH. It releases all associated resources that were not provided by the user in the first place.

-- Function: char * gpgme_data_release_and_get_mem (gpgme_data_t DH,
size_t *LENGTH)
The function gpgme_data_release_and_get_mem is like gpgme_data_release, except that it returns the data buffer and its length that was provided by the object.

The user has to release the buffer with gpgme_free. In case the user provided the data buffer in non-copy mode, a copy will be made for this purpose.

In case an error returns, or there is no suitable data buffer that can be returned to the user, the function will return NULL. In any case, the data object DH is destroyed.

-- Function: void gpgme_free (void *BUFFER)
SINCE: 1.1.1

The function gpgme_free releases
the memory returned by
gpgme_data_release_and_get_mem and gpgme_pubkey_algo_string.
It should be used instead of the system libraries free function in case different allocators are used by a program. This is often

the case if gpgme is used under Windows as a DLL.

File: gpgme.info, Node: Manipulating Data Buffers, Prev: Destroying Data Buffers, Up: Exchanging Data

6.3 Manipulating Data Buffers

Data buffers contain data and meta-data. The following operations can be used to manipulate both.

* Menu:

* Data Buffer I/O Operations:: I/O operations on data buffers.
* Data Buffer Meta-Data:: Meta-data manipulation of data buffers.
* Data Buffer Convenience:: Convenience function for data buffers.

File: gpgme.info, Node: Data Buffer I/O Operations, Next: Data Buffer Meta-Data, Up: Manipulating Data Buffers

6.3.1 Data Buffer I/O Operations

-- Function: ssize_t gpgme_data_read
(gpgme_data_t DH, void *BUFFER,
size_t LENGTH)
The function gpgme_data_read reads up to LENGTH bytes from the data object with the handle DH into the space starting at BUFFER.

If no error occurs, the actual amount read is returned. If the end of the data object is reached, the function returns 0.

In all other cases, the function returns -1 and sets ERRNO.

-- Function: ssize_t gpgme_data_write (gpgme_data_t DH,
const void *BUFFER, size_t SIZE)
The function gpgme_data_write writes up to SIZE bytes starting from BUFFER into the data object with the handle DH at the current write position.

The function returns the number of bytes actually written, or -1 if an error occurs. If an error occurs, ERRNO is set.

-- Function: off_t gpgme_data_seek (gpgme_data_t DH, off_t OFFSET,
int WHENCE)
The function gpgme_data_seek changes the current read/write position.

The WHENCE argument specifies how
the OFFSET should be interpreted.
It must be one of the following symbolic constants:

SEEK_SET
Specifies that OFFSET is a count of characters from the beginning of the data object.

SEEK_CUR
Specifies that OFFSET is a count of characters from the current file position. This count may be positive or negative.

SEEK_END
Specifies that OFFSET is a count of characters from the end of the data object. A negative count specifies a position within the current extent of the data object; a positive count specifies a position past the current end. If you set the position past the current end, and actually write data, you will extend the data object with zeros up to that position.

If successful, the function returns the resulting file position, measured in bytes from the beginning of the data object. You can use this feature together with SEEK_CUR
to read the current
read/write position.

If the function fails, -1 is returned and ERRNO is set.

File: gpgme.info, Node: Data Buffer Meta-Data, Next: Data Buffer Convenience, Prev: Data Buffer I/O Operations, Up: Manipulating Data Buffers

6.3.2 Data Buffer Meta-Data

-- Function: char * gpgme_data_get_file_name (gpgme_data_t DH)
SINCE: 1.1.0

The function gpgme_data_get_file_name returns a pointer to a string containing the file name associated with the data object. The file name will be stored in the output when encrypting or signing the data and will be returned to the user when decrypting or verifying the output data.

If no error occurs, the string containing the file name is returned. Otherwise, NULL will be returned.

-- Function: gpgme_error_t gpgme_data_set_file_name (gpgme_data_t DH,
const char *FILE_NAME)
SINCE: 1.1.0

The function gpgme_data_set_file_name sets the file
name
associated with the data object. The file name will be stored in
the output when encrypting or signing the data and will be returned
to the user when decrypting or verifying the output data.

The function returns the error code GPG_ERR_INV_VALUE if DH is
not a valid pointer and GPG_ERR_ENOMEM if not enough memory is
available.

-- Data type: enum gpgme_data_encoding_t
The gpgme_data_encoding_t type specifies the encoding of a
gpgme_data_t object. For input data objects, the encoding is
useful to give the backend a hint on the type of data. For output
data objects, the encoding can specify the output data format on
certain operations. Please note that not all backends support all
encodings on all operations. The following data types are
available:

GPGME_DATA_ENCODING_NONE
This specifies that the encoding is not known. This is the
default for a new data object. The backend will try
its best
to detect the encoding automatically.

GPGME_DATA_ENCODING_BINARY
This specifies that the data is encoding in binary form; i.e.
there is no special encoding.

GPGME_DATA_ENCODING_BASE64
This specifies that the data is encoded using the Base-64
encoding scheme as used by MIME and other protocols.

GPGME_DATA_ENCODING_ARMOR
This specifies that the data is encoded in an armored form as
used by OpenPGP and PEM.

GPGME_DATA_ENCODING_MIME
SINCE: 1.7.0

This specifies that the data is encoded as a MIME part.

GPGME_DATA_ENCODING_URL

SINCE: 1.2.0

The data is a list of linefeed delimited URLs. This is only useful with gpgme_op_import.

GPGME_DATA_ENCODING_URL0

SINCE: 1.2.0

The data is a list of binary zero delimited URLs. This is only useful with gpgme_op_import.

GPGME_DATA_ENCODING_URLESC

SINCE: 1.2.0

The data is a list of linefeed delimited URLs with all control and space characters percent escaped. This mode is is not yet implemented.

-- Function: gpgme_data_encoding_t gpgme_data_get_encoding (gpgme_data_t DH)

The function gpgme_data_get_encoding returns the encoding of the data object with the handle DH. If DH is not a valid pointer (e.g. NULL) GPGME_DATA_ENCODING_NONE is returned.

-- Function: gpgme_error_t gpgme_data_set_encoding (gpgme_data_t DH, gpgme_data_encoding_t ENC)

The function gpgme_data_set_encoding changes the encoding of the data object with the handle DH to ENC.

-- Function: gpgme_error_t gpgme_data_set_flag (gpgme_data_t DH, const char *NAME, const char *VALUE)

SINCE: 1.7.0

Some minor properties of the data object can be controlled with flags set by this function. The properties are identified by the following values for NAME:

size-hint

The value is a decimal number with the length gpgme shall assume for this data object. This is useful if the data is provided by callbacks or via file descriptors but the applications knows the total size of the data. If this is set the OpenPGP engine may use this to decide on buffer allocation strategies and to provide a total value for its progress information.

This function returns 0 on success.

File: gpgme.info, Node: Data Buffer Convenience, Prev: Data Buffer Meta-Data, Up: Manipulating Data Buffers

6.3.3 Data Buffer Convenience Functions

-- Data type: enum gpgme_data_type_t
SINCE: 1.4.3

The gpgme_data_type_t type is used to return the detected type of the content of a data buffer.

GPGME_DATA_TYPE_INVALID
This is returned by gpgme_data_identify if it was not possible to identify the data. Reasons for this might be a non-seekable stream or a memory problem. The value is 0.

GPGME_DATA_TYPE_UNKNOWN
The type of the data is not known.

GPGME_DATA_TYPE_PGP_SIGNED
The data is an OpenPGP signed message. This may be a binary signature, a detached one or a cleartext signature.

GPGME_DATA_TYPE_PGP_ENCRYPTED
SINCE: 1.7.0

The data is an OpenPGP encrypted message.

GPGME_DATA_TYPE_PGP_SIGNATURE
SINCE: 1.7.0

The data is an OpenPGP detached signature.

GPGME_DATA_TYPE_PGP_OTHER
This is a generic OpenPGP message. In most cases this will be encrypted data.

GPGME_DATA_TYPE_PGP_KEY
This is an OpenPGP key (private or public).

GPGME_DATA_TYPE_CMS_SIGNED
This is a CMS signed message.

GPGME_DATA_TYPE_CMS_ENCRYPTED
This is a CMS encrypted (enveloped data) message.

GPGME_DATA_TYPE_CMS_OTHER
This is used for other CMS message types.

GPGME_DATA_TYPE_X509_CERT
The data is a X.509 certificate

GPGME_DATA_TYPE_PKCS12
The data is a PKCS#12 message. This

is commonly used to exchange
private keys for X.509.

-- Function: gpgme_data_type_t gpgme_data_identify (gpgme_data_t DH)
SINCE: 1.4.3

The function gpgme_data_identify returns the type of the data
with the handle DH. If it is not possible to perform the
identification, the function returns zero
(GPGME_DATA_TYPE_INVALID). Note that depending on how the data
object has been created the identification may not be possible or
the data object may change its internal state (file pointer moved).
For file or memory based data object, the state should not change.

File: gpgme.info, Node: Contexts, Next: UI Server Protocol, Prev: Exchanging Data, Up: Top

7 Contexts
****

All cryptographic operations in GPGME are performed within a context,
which contains the internal state of the operation as well as
configuration parameters. By using several contexts you can run several
cryptographic operations in parallel, with different configuration.

-- Data type: gpgme_ctx_t
The gpgme_ctx_t type is a handle for a GPGME context, which is
used to hold the configuration, status and result of cryptographic
operations.

* Menu:

* Creating Contexts:: Creating new GPGME contexts.
* Destroying Contexts:: Releasing GPGME contexts.
* Result Management:: Managing the result of crypto operations.
* Context Attributes:: Setting properties of a context.
* Key Management:: Managing keys with GPGME.
* Crypto Operations:: Using a context for cryptography.
* Miscellaneous:: Miscellaneous operations
* Run Control:: Controlling how operations are run.

File: gpgme.info, Node: Creating Contexts, Next: Destroying Contexts, Up: Contexts

7.1 Creating Contexts
=====================

-- Function: gpgme_error_t gpgme_new (gpgme_ctx_t *CTX)

The function gpgme_new creates a new gpgme_ctx_t object and returns a handle
for it in CTX.

The function returns the error code GPG_ERR_NO_ERROR if the context was successfully created, GPG_ERR_INV_VALUE if CTX is not a valid pointer, and GPG_ERR_ENOMEM if not enough memory is available. Also, it returns GPG_ERR_NOT_OPERATIONAL if gpgme_check_version was not called to initialize GPGME, and GPG_ERR_SELFTEST_FAILED if a selftest failed. Currently, the only selftest is for Windows MingW32 targets to see if -mms-bitfields was used (as required).

File: gpgme.info, Node: Destroying Contexts, Next: Result Management, Prev: Creating Contexts, Up: Contexts

7.2 Destroying Contexts
=======================

-- Function: void gpgme_release (gpgme_ctx_t CTX)
The function gpgme_release destroys the context with the handle CTX and releases all associated resources.

File: gpgme.info, Node: Result Management, Next: Context Attributes, Prev: Destroying Contexts, Up: Contexts

7.3 Result Management
=====================

The
detailed result of an operation is returned in operation-specific structures such as gpgme_decrypt_result_t. The corresponding retrieval functions such as gpgme_op_decrypt_result provide static access to the results after an operation completes. Those structures shall be considered read-only and an application must not allocate such a structure on its own. The following interfaces make it possible to detach a result structure from its associated context and give it a lifetime beyond that of the current operation or context.

-- Function: void gpgme_result_ref (void *RESULT)
SINCE: 1.2.0

The function gpgme_result_ref acquires an additional reference for the result RESULT, which may be of any type gpgme_*_result_t. As long as the user holds a reference, the result structure is guaranteed to be valid and unmodified.

-- Function: void gpgme_result_unref (void *RESULT)

SINCE: 1.2.0

The function gpgme_result_unref releases a reference for
the
result RESULT. If this was the last reference, the result
structure will be destroyed and all resources associated to it will
be released.

Note that a context may hold its own references to result structures,
typically until the context is destroyed or the next operation is
started. In fact, these references are accessed through the
gpgme_op_*_result functions.

File: gpgme.info, Node: Context Attributes, Next: Key Management, Prev: Result Management, Up: Contexts

7.4 Context Attributes

* Menu:

* Protocol Selection:: Selecting the protocol used by a context.
* Crypto Engine:: Configuring the crypto engine.
* Setting the Sender:: How to tell the engine the sender.
* ASCII Armor:: Requesting ASCII armored output.
* Text Mode:: Choosing canonical text mode.
* Offline Mode:: Choosing offline mode.
* Pinentry Mode:: Choosing
the pinentry mode.
* Included Certificates:: Including a number of certificates.
* Key Listing Mode:: Selecting key listing mode.
* Passphrase Callback:: Getting the passphrase from the user.
* Progress Meter Callback:: Being informed about the progress.
* Status Message Callback:: Status messages received from gpg.
* Context Flags:: Additional flags for a context.
* Locale:: Setting the locale of a context.
* Additional Logs:: Additional logs of a context.

File: gpgme.info, Node: Protocol Selection, Next: Crypto Engine, Up: Context Attributes

7.4.1 Protocol Selection

-- Function: gpgme_error_t gpgme_set_protocol (gpgme_ctx_t CTX,
gpgme_protocol_t PROTO)
The function gpgme_set_protocol sets the protocol used within the
context CTX to PROTO. All crypto operations will be performed by

the crypto engine configured for that protocol. *Note Protocols and Engines::.

Setting the protocol with gpgme_set_protocol does intentionally not check if the crypto engine for that protocol is available and installed correctly. *Note Engine Version Check::.

The function returns the error code GPG_ERR_NO_ERROR if the protocol could be set successfully, and GPG_ERR_INV_VALUE if PROTOCOL is not a valid protocol.

-- Function: gpgme_protocol_t gpgme_get_protocol (gpgme_ctx_t CTX)
The function gpgme_get_protocol retrieves the protocol currently use with the context CTX.

File: gpgme.info, Node: Crypto Engine, Next: Setting the Sender, Prev: Protocol Selection, Up: Context Attributes

7.4.2 Crypto Engine

The following functions can be used to set and retrieve the configuration of the crypto engines of a specific context. The default can also be retrieved without any particular context. *Note Engine Information::. The default can also be changed globally. *Note Engine Configuration::.

-- Function: gpgme_engine_info_t gpgme_ctx_get_engine_info (gpgme_ctx_t CTX)
SINCE: 1.1.0

The function gpgme_ctx_get_engine_info returns a linked list of engine info structures. Each info structure describes the configuration of one configured backend, as used by the context CTX.

The result is valid until the next invocation of gpgme_ctx_set_engine_info for this particular context.

This function can not fail.

-- Function: gpgme_error_t gpgme_ctx_set_engine_info (gpgme_ctx_t CTX, gpgme_protocol_t PROTO, const char *FILE_NAME, const char *HOME_DIR)
SINCE: 1.1.0

The function gpgme_ctx_set_engine_info changes the configuration of the crypto engine implementing the protocol PROTO for the context CTX.

FILE_NAME is the file name of the executable program implementing this protocol, and HOME_DIR is the directory name of the configuration directory for this
crypto engine. If HOME_DIR is
NULL, the engines default will be used.

Currently this function must be used before starting the first crypto operation. It is unspecified if and when the changes will take effect if the function is called after starting the first operation on the context CTX.

This function returns the error code GPG_ERR_NO_ERROR if successful, or an error code on failure.

File: gpgme.info, Node: Setting the Sender, Next: ASCII Armor, Prev: Crypto Engine, Up: Context Attributes

7.4.3 How to tell the engine the sender.

Some engines can make use of the senders address, for example to figure out the best user id in certain trust models. For verification and signing of mails, it is thus suggested to let the engine know the sender ("From:") address. GPGME provides two functions to accomplish that. Note that the esoteric use of multiple "From:" addresses is not supported.

-- Function: gpgme_error_t
gpgme_set_sender (gpgme_ctx_t CTX,
int ADDRESS)

SINCE: 1.8.0

The function gpgme_set_sender specifies the sender address for use in sign and verify operations. ADDRESS is expected to be the addr-spec part of an address but my also be a complete mailbox address, in which case this function extracts the addr-spec from it. Using NULL for ADDRESS clears the sender address.

The function returns 0 on success or an error code on failure. The most likely failure is that no valid addr-spec was found in ADDRESS.

-- Function: const char * gpgme_get_sender (gpgme_ctx_t CTX)

SINCE: 1.8.0

The function gpgme_get_sender returns the current sender address from the context, or NULL if none was set. The returned value is valid as long as the CTX is valid and gpgme_set_sender has not been called again.

File: gpgme.info, Node: ASCII Armor, Next: Text Mode, Prev: Setting the Sender, Up: Context Attributes

7.4.4 ASCII Armor

-- Function: void gpgme_set_armor (gpgme_ctx_t CTX, int YES)
The function gpgme_set_armor specifies if the output should be ASCII armored. By default, output is not ASCII armored.

ASCII armored output is disabled if YES is zero, and enabled otherwise.

-- Function: int gpgme_get_armor (gpgme_ctx_t CTX)
The function gpgme_get_armor returns 1 if the output is ASCII armored, and 0 if it is not, or if CTX is not a valid pointer.

File: gpgme.info, Node: Text Mode, Next: Offline Mode, Prev: ASCII Armor, Up: Context Attributes

7.4.5 Text Mode

-- Function: void gpgme_set_textmode (gpgme_ctx_t CTX, int YES)
The function gpgme_set_textmode specifies if canonical text mode should be used. By default, text mode is not used.

Text mode is for example used for the RFC2015 signatures; note that the updated RFC 3156 mandates that the mail user agent does some preparations so that
text mode is not needed anymore.

This option is only relevant to the OpenPGP crypto engine, and ignored by all other engines.

Canonical text mode is disabled if YES is zero, and enabled otherwise.

-- Function: int gpgme_get_textmode (gpgme_ctx_t CTX)
The function gpgme_get_textmode returns 1 if canonical text mode is enabled, and 0 if it is not, or if CTX is not a valid pointer.

File: gpgme.info, Node: Offline Mode, Next: Pinentry Mode, Prev: Text Mode, Up: Context Attributes

7.4.6 Offline Mode

-- Function: void gpgme_set_offline (gpgme_ctx_t CTX, int YES)
SINCE: 1.6.0

The function gpgme_set_offline specifies if offline mode should be used. Offline mode is disabled if YES is zero, and enabled otherwise. By default, offline mode is disabled.

The details of the offline mode depend on the used protocol and its backend engine. It may eventually be extended to be more stricter and for example
completely disable the use of Dirmngr for any
engine.

For the CMS protocol the offline mode specifies whether Dirmngr shall be used to do additional validation that might require connecting external services (e.g. CRL / OCSP checks). Here the offline mode only affects the keylist mode GPGME_KEYLIST_MODE_VALIDATE.

For the OpenPGP protocol offline mode entirely disables the use of the Dirmngr and will thus guarantee that no network connections are done as part of an operation on this context. It has only an effect with GnuPG versions 2.1.23 or later.

For all other protocols the offline mode is currently ignored.

-- Function: int gpgme_get_offline (gpgme_ctx_t CTX)
SINCE: 1.6.0

The function gpgme_get_offline returns 1 if offline mode is enabled, and 0 if it is not, or if CTX is not a valid pointer.

File: gpgme.info, Node: Pinentry Mode, Next: Included Certificates, Prev: Offline Mode, Up: Context Attributes

7.4.7
Pinentry Mode

-- Function: gpgme_error_t gpgme_set_pinentry_mode (gpgme_ctx_t CTX, gpgme_pinentry_mode_t MODE)

SINCE: 1.4.0

The function gpgme_set_pinentry_mode specifies the pinentry mode to be used.

For GnuPG >= 2.1 this option is required to be set to GPGME_PINENTRY_MODE_LOOPBACK to enable the passphrase callback mechanism in GPGME through gpgme_set_passphrase_cb.

-- Function: gpgme_pinentry_mode_t gpgme_get_pinentry_mode (gpgme_ctx_t CTX)

SINCE: 1.4.0

The function gpgme_get_pinenty_mode returns the mode set for the context.

-- Data type: enum gpgme_pinentry_mode_t

SINCE: 1.4.0

The gpgme_minentry_mode_t type specifies the set of possible pinentry modes that are supported by GPGME if GnuPG >= 2.1 is used. The following modes are supported:

GPGME_PINENTRY_MODE_DEFAULT

SINCE: 1.4.0

Use the default of the agent, which is ask.

GPGME_PINENTRY_MODE_ASK

SINCE: 1.4.0

Force the use of the Pinentry.

GPGME_PINENTRY_MODE_CANCEL

SINCE: 1.4.0

Emulate use of Pinentrys cancel button.

GPGME_PINENTRY_MODE_ERROR

SINCE: 1.4.0

Return a Pinentry error No Pinentry.

GPGME_PINENTRY_MODE_LOOPBACK

SINCE: 1.4.0

Redirect Pinentry queries to the caller. This enables the use of gpgme_set_passphrase_cb because pinentry queries are redirected to gpgme.

Note: For 2.1.0 - 2.1.12 this mode requires allow-loopback-pinentry to be enabled in the gpg-agent.conf or an agent started with that option.

7.4.8 Included Certificates

-- Function: void gpgme_set_include_certs (gpgme_ctx_t CTX, int NR_OF_CERTS)

The function gpgme_set_include_certs specifies how many certificates should be included in an S/MIME signed message. By default, only the senders certificate is included. The possible values of NR_OF_CERTS are:

GPGME_INCLUDE_CERTS_DEFAULT
SINCE: 1.0.3

Fall back to the default of the crypto backend. This is the default for GPGME.

-2
Include all certificates except the root certificate.

-1
Include all certificates.

0
Include no certificates.

1
Include the senders certificate only.

n
Include the first n certificates of the certificates path, starting from the senders certificate. The number n must be positive.

Values of NR_OF_CERTS smaller than -2 are undefined.

This option is only relevant to the CMS crypto engine, and ignored by all other engines.

-- Function: int gpgme_get_include_certs (gpgme_ctx_t CTX)
The function gpgme_get_include_certs returns
the number of
certificates to include into an S/MIME signed message.

File: gpgme.info, Node: Key Listing Mode, Next: Passphrase Callback, Prev: Included Certificates, Up: Context Attributes

7.4.9 Key Listing Mode

-- Function: gpgme_error_t gpgme_set_keylist_mode (gpgme_ctx_t CTX,
gpgme_keylist_mode_t MODE)
The function gpgme_set_keylist_mode changes the default behaviour
of the key listing functions. The value in MODE is a bitwise-or
combination of one or multiple of the following bit values:

GPGME_KEYLIST_MODE_LOCAL
The GPGME_KEYLIST_MODE_LOCAL symbol specifies that the local
keyring should be searched for keys in the keylisting
operation. This is the default.

Using only this option results in a --list-keys.

GPGME_KEYLIST_MODE_EXTERN
The GPGME_KEYLIST_MODE_EXTERN symbol specifies that an
external source should be searched for keys in the keylisting
operation. The type of external source is dependent on the
crypto engine used and whether it is combined with
GPGME_KEYLIST_MODE_LOCAL. For example, it can be a remote
keyserver or LDAP certificate server.

Using only this option results in a --search-keys for
GPGME_PROTOCOL_OpenPGP and something similar to
--list-external-keys for GPGME_PROTOCOL_CMS.

GPGME_KEYLIST_MODE_LOCATE
This is a shortcut for the combination of
GPGME_KEYLIST_MODE_LOCAL and GPGME_KEYLIST_MODE_EXTERN,
which results in a --locate-keys for
GPGME_PROTOCOL_OpenPGP.

GPGME_KEYLIST_MODE_SIGS
The GPGME_KEYLIST_MODE_SIGS symbol specifies that the key
signatures should be included in the listed keys.

GPGME_KEYLIST_MODE_SIG_NOTATIONS

SINCE: 1.1.1

The GPGME_KEYLIST_MODE_SIG_NOTATIONS symbol specifies that
the signature notations on key signatures
should be included
in the listed keys. This only works if
GPGME_KEYLIST_MODE_SIGS is also enabled.

GPGME_KEYLIST_MODE_WITH_TOFU
SINCE: 1.7.0

The GPGME_KEYLIST_MODE_WITH_TOFU symbol specifies that
information pertaining to the TOFU trust model should be
included in the listed keys.

GPGME_KEYLIST_MODE_WITH_KEYGRIP
SINCE: 1.14.0

The GPGME_KEYLIST_MODE_WITH_KEYRIP symbol specifies that the
keygrip is always included in the listing. The default
depends on the version of the backend and the used protocol.

GPGME_KEYLIST_MODE_WITH_SECRET
SINCE: 1.5.1

The GPGME_KEYLIST_MODE_WITH_SECRET returns information about
the presence of a corresponding secret key in a public key
listing. A public key listing with this mode is slower than a
standard listing but can be used instead of a second run to
list the secret keys.
This is only supported for GnuPG
versions >= 2.1. Note that using this option also makes sure
that the keygrip is available in the output.

GPGME_KEYLIST_MODE_EPHEMERAL
SINCE: 1.2.0

The GPGME_KEYLIST_MODE_EPHEMERAL symbol specifies that keys
flagged as ephemeral are included in the listing.

GPGME_KEYLIST_MODE_VALIDATE
SINCE: 0.4.5

The GPGME_KEYLIST_MODE_VALIDATE symbol specifies that the
backend should do key or certificate validation and not just
get the validity information from an internal cache. This
might be an expensive operation and is in general not useful.
Currently only implemented for the S/MIME backend and ignored

for other backends.

At least one of GPGME_KEYLIST_MODE_LOCAL and GPGME_KEYLIST_MODE_EXTERN must be specified. For future binary compatibility, you should get the current mode with gpgme_get_keylist_mode and modify it by setting or clearing the appropriate bits, and then using that calculated value in the gpgme_set_keylisting_mode operation. This will leave all other bits in the mode value intact (in particular those that are not used in the current version of the library).

The function returns the error code GPG_ERR_NO_ERROR if the mode could be set correctly, and GPG_ERR_INV_VALUE if CTX is not a valid pointer or MODE is not a valid mode.

-- Function: gpgme_keylist_mode_t gpgme_get_keylist_mode (gpgme_ctx_t CTX)

The function gpgme_get_keylist_mode returns the current key listing mode of the context CTX. This value can then be modified and used in a subsequent gpgme_set_keylist_mode operation to only affect the desired bits (and leave all others intact).

The function returns 0 if CTX is not a valid pointer, and the current mode otherwise. Note that 0 is not a valid mode value.

File: gpgme.info, Node: Passphrase Callback, Next: Progress Meter Callback, Prev: Key Listing Mode, Up: Context Attributes

7.4.10 Passphrase Callback

-- Data type: gpgme_error_t (*gpgme_passphrase_cb_t)(void *HOOK, const char *UID_HINT, const char *PASSPHRASE_INFO, int PREV_WAS_BAD, int FD)

The gpgme_passphrase_cb_t type is the type of functions usable as passphrase callback function.

The argument UID_HINT might contain a string that gives an indication for which user ID the passphrase is required. If this is not available, or not applicable (in the case of symmetric encryption, for example), UID_HINT will be NULL.

The argument PASSPHRASE_INFO, if not NULL, will give further information about the context in which the passphrase is required. This information is engine and operation specific.

If this is the repeated attempt to get the passphrase, because previous attempts failed, then PREV_WAS_BAD is 1, otherwise it will be 0.

The user must write the passphrase, followed by a newline character, to the file descriptor FD. The function gpgme_io_writen should be used for the write operation. Note that if the user returns 0 to indicate success, the user must at least write a newline character before returning from the callback.

If an error occurs, return the corresponding gpgme_error_t value. You can use the error code GPG_ERR_CANCELED to abort the operation. Otherwise, return 0.

Note: The passphrase_cb only works with GnuPG 1.x and 2.1.x and not with the 2.0.x series. See gpgme_set_pinentry_mode for more details on 2.1.x usage.

-- Function: void gpgme_set_passphrase_cb (gpgme_ctx_t CTX, gpgme_passphrase_cb_t PASSFUNC, void *HOOK_VALUE)

The function gpgme_set_passphrase_cb sets the function that is used when a passphrase needs to be provided by the user to PASSFUNC. The function PASSFUNC needs to implemented by the user, and whenever it is called, it is called with its first argument being HOOK_VALUE. By default, no passphrase callback function is set.

Not all crypto engines require this callback to retrieve the passphrase. It is better if the engine retrieves the passphrase from a trusted agent (a daemon process), rather than having each user to implement their own passphrase query. Some engines do not even support an external passphrase callback at all, in this case the error code GPG_ERR_NOT_SUPPORTED is returned.

For GnuPG >= 2.1 the pinentry mode has to be set to GPGME_PINENTRY_MODE_LOOPBACK to enable the passphrase callback. See gpgme_set_pinentry_mode.

The user can disable the use of a passphrase callback function by calling gpgme_set_passphrase_cb with PASSFUNC being NULL.

-- Function: void gpgme_get_passphrase_cb (gpgme_ctx_t CTX, gpgme_passphrase_cb_t *PASSFUNC, void **HOOK_VALUE)

The function gpgme_get_passphrase_cb returns the function that is used when a passphrase needs to be provided by the user in *PASSFUNC, and the first argument for this function in *HOOK_VALUE.

If no passphrase callback is set, or CTX is not a valid pointer, NULL is returned in both variables.

PASSFUNC or HOOK_VALUE can be NULL. In this case, the corresponding value will not be returned.

File: gpgme.info, Node: Progress Meter Callback, Next: Status Message Callback, Prev: Passphrase Callback, Up: Context Attributes

7.4.11 Progress Meter Callback

-- Data type: void (*gpgme_progress_cb_t)(void *HOOK, const char *WHAT, int TYPE, int CURRENT, int TOTAL)
The gpgme_progress_cb_t type is the type of functions usable as progress callback function.

The arguments are specific to the crypto engine. More information about the progress information returned from the GnuPG engine can be found in the GnuPG source code in the file doc/DETAILS in the section PROGRESS.

-- Function: void gpgme_set_progress_cb (gpgme_ctx_t CTX, gpgme_progress_cb_t PROGFUNC, void *HOOK_VALUE)
The function gpgme_set_progress_cb sets the function that is used when progress information about a cryptographic operation is available. The function PROGFUNC needs to implemented by the user, and whenever it is called, it is called with its first argument being HOOK_VALUE. By default, no progress callback function is set.

Setting a callback function allows an interactive program to display progress information about a long operation to the user.

The user can disable the use of a progress callback function by calling gpgme_set_progress_cb with PROGFUNC being NULL.

-- Function: void gpgme_get_progress_cb (gpgme_ctx_t CTX, gpgme_progress_cb_t *PROGFUNC, void **HOOK_VALUE)
The function gpgme_get_progress_cb returns the function that is used to inform the user about the progress made in *PROGFUNC, and the first argument for this function in *HOOK_VALUE. If no progress callback is set, or CTX is not a valid pointer, NULL is returned in both variables.

PROGFUNC or HOOK_VALUE can be NULL. In this case, the corresponding value will not be returned.

File: gpgme.info, Node: Status Message Callback, Next: Context Flags, Prev: Progress Meter Callback, Up: Context Attributes

7.4.12 Status Message Callback

-- Data type: gpgme_error_t (*gpgme_status_cb_t)(void *HOOK, const char *KEYWORD, const char *ARGS)

The gpgme_status_cb_t type is the type of function usable as a status message callback function.

The argument KEYWORD is the name of the status message while the ARGS argument contains any arguments for the status message.

If an error occurs, return the corresponding gpgme_error_t value. Otherwise,
return 0.

-- Function: void gpgme_set_status_cb (gpgme_ctx_t CTX, gpgme_status_cb_t STATUSFUNC, void *HOOK_VALUE)

SINCE: 1.6.0

The function gpgme_set_status_cb sets the function that is used when a status message is received from gpg to STATUSFUNC. The function STATUSFUNC needs to be implemented by the user, and whenever it is called, it is called with its first argument being HOOK_VALUE. By default, no status message callback function is set.

The user can disable the use of a status message callback function by calling gpgme_set_status_cb with STATUSFUNC being NULL.

-- Function: void gpgme_get_status_cb (gpgme_ctx_t CTX, gpgme_status_cb_t *STATUSFUNC, void **HOOK_VALUE)

SINCE: 1.6.0

The function gpgme_get_status_cb returns the function that is used to process status messages from gpg in *STATUSFUNC, and the first argument for this function in *HOOK_VALUE. If no status message callback
is set, or CTX is not a valid pointer, NULL is returned in both variables.

7.4.13 Context Flags

-- Function: gpgme_error_t gpgme_set_ctx_flag (gpgme_ctx_t CTX,
const char *NAME, const char *VALUE)

SINCE: 1.7.0

Some minor properties of the context can be controlled with flags set by this function. The properties are identified by the following values for NAME:

"redraw"
This flag is normally not changed by the caller because GPGME sets and clears it automatically: The flag is cleared before an operation and set if an operation noticed that the engine has launched a Pinentry. A Curses based application may use this information to redraw the screen; for example:

```
err = gpgme_op_keylist_start (ctx, "foo@example.org", 0);
while
(!err)
  {
   err = gpgme_op_keylist_next (ctx, &key);
   if (err)
     break;
   show_key (key);
   gpgme_key_release (key);
  }
if ((s = gpgme_get_ctx_flag (ctx, "redraw")) && *s)
  redraw_screen ();
gpgme_release (ctx);
```

"full-status"
Using a VALUE of "1" the status callback set by gpgme_set_status_cb returns all status lines with the exception of PROGRESS lines. With the default of "0" the status callback is only called in certain situations.

"raw-description"
Setting the VALUE to "1" returns human readable strings in a raw format. For example the non breaking space characters ("~") will not be removed from the description field of the gpgme_tofu_info_t object.

"export-session-key"

Using a VALUE of "1" specifies that the context should try to export the symmetric session key when decrypting data. By default, or when using an empty string or "0" for VALUE, session keys are not exported.

"override-session-key"

The string given in VALUE is passed to the GnuPG engine to override the session key for decryption. The format of that session key is specific to GnuPG and can be retrieved during a decrypt operation when the context flag "export-session-key" is enabled. Please be aware that using this feature with GnuPG < 2.1.16 will leak the session key on many platforms via ps(1).

"auto-key-retrieve"

Setting the VALUE to "1" asks the backend to automatically retrieve a key for signature verification if possible. Note that this option makes a "web bug" like behavior possible. Keyserver or Web Key Directory operators can see which keys you request, so by sending you a message signed by a brand new key (which you naturally will not have on your local keyring), the operator can tell both your IP address and the time when you verified the signature.

"auto-key-import"

Setting the VALUE to "1" forces the GPG backend to automatically import a missing key for signature verification from the signature.

"include-key-block"

Setting the VALUE to "1" forces the GPG backend to embed the signing key as well as an encryption subkey into the the signature.

"request-origin"

The string given in VALUE is passed to the GnuPG engines to request restrictions based on the origin of the request. Valid values are documented in the GnuPG manual and the gpg man page under the option --request-origin. Requires at least GnuPG 2.2.6 to have an effect.

"no-symkey-cache"

For OpenPGP disable the passphrase cache used for symmetrical en- and decryption. This cache is based on the message specific salt value. Requires at least GnuPG 2.2.7 to have an effect.

"ignore-mdc-error"
This flag passes the option --ignore-mdc-error to gpg. This can be used to force decryption of a message which failed due to a missing integrity check. This flag must be used with great caution and only if it is a known non-corrupted old message and the decryption result of the former try had the decryption result flag legacy_cipher_nomdc set. For failsafe reasons this flag is reset after each operation.

"auto-key-locate"
The string given in VALUE is passed to gpg. This can be used to change the behavior of a GPGME_KEYLIST_MODE_LOCATE keylisting. Valid values are documented in the GnuPG manual and the gpg
man page under the option --auto-key-locate.
Requires at least GnuPG 2.1.18.

Note: Keys retrieved through auto-key-locate are automatically imported in the keyring.

trust-model
SINCE: 1.11.2

Change the trust-model for all GnuPG engine operations. An empty string sets the trust-model back to the users default. If the trust-model is not supported by GnuPG the behavior is undefined and will likely cause all operations to fail. Example: "tofu+pgp".

This options should be used carefully with a strict version requirement. In some versions of GnuPG setting the trust-model changes the default trust-model for future operations. A change in the trust-model also can have unintended side effects, like rebuilding the trust-db.

"extended-edit"
This flag passes the option --expert to gpg key edit. This can be used to get additional
callbacks in gpgme_op_edit.

This function returns 0 on success.

-- Function: const char * gpgme_get_ctx_flag (gpgme_ctx_t CTX,
const char *NAME)

SINCE: 1.8.0

The value of flags settable by gpgme_set_ctx_flag can be retrieved by this function. If NAME is unknown the function returns NULL. For boolean flags an empty string is returned for False and the string "1" is returned for True; either atoi(3) or a test for an empty string can be used to get the boolean value.

File: gpgme.info, Node: Locale, Next: Additional Logs, Prev: Context Flags, Up: Context Attributes

7.4.14 Locale

A locale setting can be associated with a context. This locale is passed to the crypto engine, and used for applications like the PIN entry, which is displayed to the user when entering a passphrase is required.

The default locale is used to initialize the locale setting of all contexts created afterwards.

-- Function: gpgme_error_t
gpgme_set_locale (gpgme_ctx_t CTX,
int CATEGORY, const char *VALUE)
SINCE: 0.4.3

The function gpgme_set_locale sets the locale of the context CTX, or the default locale if CTX is a null pointer.

The locale settings that should be changed are specified by CATEGORY. Supported categories are LC_CTYPE, LC_MESSAGES, and LC_ALL, which is a wildcard you can use if you want to change all the categories at once.

The value to be used for the locale setting is VALUE, which will be copied to GPGMEs internal data structures. VALUE can be a null pointer, which disables setting the locale, and will make PIN entry and other applications use their default setting, which is usually not what you want.

Note that the settings are only used if the application runs on a text terminal, and that the settings should fit the configuration of the output terminal. Normally, it is sufficient to initialize the default
value at startup.

The function returns an error if not enough memory is available.

7.4.15 Additional Logs

Additional logs can be associated with a context. These logs are engine specific and can be be obtained with gpgme_op_getauditlog.

-- Function: gpgme_error_t gpgme_op_getauditlog (gpgme_ctx_t CTX, gpgme_data_t OUTPUT, unsigned int FLAGS)
SINCE: 1.1.1

The function gpgme_op_getauditlog is used to obtain additional logs as specified by FLAGS into the OUTPUT data. If

The function returns the error code GPG_ERR_NO_ERROR if a log could be queried from the engine, and GPG_ERR_NOT_IMPLEMENTED if the log specified in FLAGS is not available for this engine. If no log is available GPG_ERR_NO_DATA is returned.

The value in FLAGS is a bitwise-or combination of one or multiple of the following bit values:

GPGME_AUDITLOG_DIAG
SINCE: 1.11.2

Obtain diagnostic output which would be written to stderr in interactive use of the engine. This can be used to provide additional diagnostic information in case of errors in other operations.

Note: If log-file has been set in the configuration the log will be empty and GPG_ERR_NO_DATA will be returned.

Implemented for: GPGME_PROTOCOL_OpenPGP

GPGME_AUDITLOG_DEFAULT
SINCE: 1.11.2

This flag has the value 0 for compatibility reasons. Obtains additional information from the engine by issuing the GETAUDITLOG command. For GPGME_PROTOCOL_CMS this provides additional information about the X509 certificate chain.

Implemented for: GPGME_PROTOCOL_CMS

GPGME_AUDITLOG_HTML
SINCE: 1.1.1

Same as GPGME_AUDITLOG_DEFAULT but in HTML.

Implemented for: GPGME_PROTOCOL_CMS

-- Function: gpgme_error_t
gpgme_op_getauditlog_start (gpgme_ctx_t CTX,
gpgme_data_t OUTPUT, unsigned int FLAGS)
SINCE: 1.1.1

This is the asynchronous variant of gpgme_op_getauditlog.

File: gpgme.info, Node: Key Management, Next: Crypto Operations, Prev: Context Attributes, Up: Contexts

7.5 Key Management

Some of the cryptographic operations require that recipients or signers are specified. This is always done by specifying the respective keys that should be used for the operation. The following section describes how such keys can be selected and manipulated.

* Menu:

* Key objects:: Description of the key structures.
* Listing Keys:: Browsing the list of available keys.
* Information About Keys:: Requesting detailed information about keys.
* Manipulating Keys:: Operations on keys.
* Generating Keys:: Creating new key pairs.
* Signing Keys:: Adding key signatures to public keys.
* Exporting Keys:: Retrieving key data from the key ring.
* Importing Keys:: Adding keys to the key ring.
* Deleting Keys:: Removing keys from the key ring.
* Changing Passphrases:: Change the passphrase of a key.
* Changing TOFU Data:: Changing data pertaining to TOFU.
* Advanced Key Editing:: Advanced key edit operation.

File: gpgme.info, Node: Key objects, Next: Listing Keys, Up: Key Management

7.5.1 Key objects

The keys are represented in GPGME by structures which may only be read by the application but never be allocated or changed. They are valid as long as the key object itself is valid.

-- Data type: gpgme_key_t

The gpgme_key_t type is a pointer to a key object. It has the following members:

gpgme_keylist_mode_t keylist_mode
SINCE: 0.9.0

The keylist mode that was active when the key was retrieved.

unsigned int revoked : 1
This is true if the key is revoked.

unsigned int expired : 1
This is true if the key is expired.

unsigned int disabled : 1
This is true if the key is disabled.

unsigned int invalid : 1
This is true if the key is invalid. This might have several reasons, for a example for the S/MIME backend, it will be set during key listings if the key could not be validated due to missing certificates or unmatched policies.

unsigned int can_encrypt : 1
This is true if the key (ie one of its subkeys) can be used for encryption.

unsigned int can_sign : 1
This is true if the key (ie one of its subkeys) can be used to create data signatures.

unsigned int can_certify : 1
This is true if the key (ie one of its subkeys) can be used to create key certificates.

unsigned int can_authenticate : 1
SINCE: 0.4.5

This is true
if the key (ie one of its subkeys) can be used
for authentication.

unsigned int is_qualified : 1
SINCE: 1.1.0

This is true if the key can be used for qualified signatures
according to local government regulations.

unsigned int secret : 1
This is true if the key is a secret key. Note, that this will
always be true even if the corresponding subkey flag may be
false (offline/stub keys). This is only set if a listing of
secret keys has been requested or if
GPGME_KEYLIST_MODE_WITH_SECRET is active.

unsigned int origin : 5
SINCE: 1.8.0

Reserved for the origin of this key.

gpgme_protocol_t protocol
This is the protocol supported by this key.

char *issuer_serial
If protocol is GPGME_PROTOCOL_CMS, then this is the issuer
serial.

char *issuer_name
If protocol is GPGME_PROTOCOL_CMS, then this is the issuer
name.

char *chain_id
If protocol is GPGME_PROTOCOL_CMS, then this is the chain
ID, which can be used to built the certificate chain.

gpgme_validity_t owner_trust
If protocol is GPGME_PROTOCOL_OpenPGP, then this is the
owner trust.

gpgme_subkey_t subkeys
This is a linked list with the subkeys of the key. The first
subkey in the list is the primary key and usually available.

gpgme_user_id_t uids
This is a linked list with the user IDs of the key. The first
user ID in the list is the main (or primary) user ID.

char *fpr
SINCE: 1.7.0

This field gives the fingerprint of the primary key. Note
that this is a copy of the fingerprint of the first subkey.
For an incomplete key (for example from a verification result)

a subkey may be missing but this field may be set nevertheless.

unsigned long last_update

SINCE: 1.8.0

Reserved for the time of the last update of this key.

-- Data type: gpgme_subkey_t
SINCE: 1.5.0

The gpgme_subkey_t type is a pointer to a subkey structure. Subkeys are one component of a gpgme_key_t object. In fact, subkeys are those parts that contains the real information about the individual cryptographic keys that belong to the same key object. One gpgme_key_t can contain several subkeys. The first subkey in the linked list is also called the primary key.

The subkey structure has the following members:

gpgme_subkey_t next
This is a pointer to the next subkey structure in the linked list, or NULL if this is the last element.

unsigned int revoked : 1
This is true if the subkey is revoked.

unsigned int expired : 1
This is true if the subkey is expired.

unsigned int disabled : 1
This is true if the subkey is disabled.

unsigned int
invalid : 1
This is true if the subkey is invalid.

unsigned int can_encrypt : 1
This is true if the subkey can be used for encryption.

unsigned int can_sign : 1
This is true if the subkey can be used to create data signatures.

unsigned int can_certify : 1
This is true if the subkey can be used to create key certificates.

unsigned int can_authenticate : 1
SINCE: 0.4.5

This is true if the subkey can be used for authentication.

unsigned int is_qualified : 1
SINCE: 1.1.0

This is true if the subkey can be used for qualified signatures according to local government regulations.

unsigned int is_de_vs : 1
SINCE: 1.8.0

This is true if the subkey complies with the rules for classified information in Germany at the restricted level (VS-NfD). This are currently RSA keys of at least 2048 bits or ECDH/ECDSA
keys using a Brainpool curve.

unsigned int secret : 1
This is true if the subkey is a secret key. Note that it will be false if the key is actually a stub key; i.e. a secret key operation is currently not possible (offline-key). This is only set if a listing of secret keys has been requested or if GPGME_KEYLIST_MODE_WITH_SECRET is active.

gpgme_pubkey_algo_t pubkey_algo
This is the public key algorithm supported by this subkey.

unsigned int length
This is the length of the subkey (in bits).

char *keyid
This is the key ID of the subkey in hexadecimal digits.

char *fpr
This is the fingerprint of the subkey in hexadecimal digits, if available.

char *keygrip
SINCE: 1.7.0

The keygrip of the subkey in hex digit form or NULL if not available.

long int timestamp

This is the creation timestamp of the subkey.
This is -1 if
the timestamp is invalid, and 0 if it is not available.

long int expires
This is the expiration timestamp of the subkey, or 0 if the
subkey does not expire.

unsigned int is_cardkey : 1
SINCE: 1.2.0

True if the secret key is stored on a smart card.

char *card_number
SINCE: 1.2.0

The serial number of a smart card holding this key or NULL.

char *curve
For ECC algorithms the name of the curve.

-- Data type: gpgme_user_id_t

A user ID is a component of a gpgme_key_t object. One key can
have many user IDs. The first one in the list is the main (or
primary) user ID.

The user ID structure has the following members.

gpgme_user_id_t next
This is a pointer to the next user ID structure in the linked
list, or NULL if this is the last element.

unsigned int revoked : 1
This is true if the user ID is revoked.

unsigned int invalid : 1
This is true if the user ID is invalid.

gpgme_validity_t validity
This specifies the validity of the user ID.

char *uid
This is the user ID string.

char *name
This is the name component of uid, if available.

char *comment
This is the comment component of uid, if available.

char *email
This is the email component of uid, if available.

char *address;
The mail address (addr-spec from RFC-5322) of the user ID string. This is general the same as the email part of this structure but might be slightly different. If no mail address is available NULL is stored.

gpgme_tofu_info_t tofu
SINCE: 1.7.0

If not NULL information from the TOFU database pertaining to this user id.

gpgme_key_sig_t signatures
This is a linked list with the signatures on this user ID.

unsigned int origin :
5
SINCE: 1.8.0

Reserved for the origin of this user ID.

unsigned long last_update
SINCE: 1.8.0

Reserved for the time of the last update of this user ID.

char *uidhash;
A string used by gpg to identify a user ID. This string can be used at certain prompts of gpgme_op_edit to select a user ID. Users must be prepared to see a NULL value here. The format of the value is not specified and may depend on the GPGME or GnuPG version.

-- Data type: gpgme_tofu_info_t

SINCE: 1.7.0

The gpgme_tofu_info_t type is a pointer to a tofu info structure. Tofu info structures are one component of a gpgme_user_id_t object, and provide information from the TOFU database pertaining to the user ID.

The tofu info structure has the following members:

gpgme_key_sig_t next
This is a pointer to the next tofu info structure in the linked list, or NULL if this is the last element.

unsigned int validity : 3
This is the TOFU validity. It can have the following values:

0
The value 0 indicates a conflict.

1
The value 1 indicates a key without history.

2
The value 2 indicates a key with too little history.

3
The value 3 indicates a key with enough history for basic trust.

4
The value 4 indicates a key with a lot of history.

unsigned int policy : 4
This is the TOFU policy, see gpgme_tofu_policy_t.

unsigned short signcount
This is the number of signatures seen for this binding (or USHRT_MAX if there are more than that).

unsigned short encrcount
This is the number of encryptions done with this binding (or USHRT_MAX if there are more than that).

unsigned long signfirst
Number of seconds since Epoch when the first signature was seen with this binding.

unsigned long signlast
Number of seconds since Epoch when the last signature was seen with this binding.

unsigned long encrfirst

Number of seconds since Epoch when the first encryption was
done with this binding.

unsigned long encrlast
Number of seconds since Epoch when the last encryption was
done with this binding.

char *description
A human-readable string summarizing the TOFU data (or NULL).

-- Data type: gpgme_key_sig_t

The gpgme_key_sig_t type is a pointer to a key signature
structure. Key signatures are one component of a gpgme_key_t
object, and validate user IDs on the key in the OpenPGP protocol.

The signatures on a key are only available if the key was retrieved
via a listing operation with the GPGME_KEYLIST_MODE_SIGS mode
enabled, because it can be expensive to retrieve all signatures of

a key.

The signature notations on a key signature are only available if
the key was retrieved via a listing operation with the
GPGME_KEYLIST_MODE_SIG_NOTATIONS mode enabled, because it can be
expensive to retrieve all signature notations.

The key signature structure has the following members:

gpgme_key_sig_t next
This is a pointer to the next key signature structure in the
linked list, or NULL if this is the last element.

unsigned int revoked : 1
This is true if the key signature is a revocation signature.

unsigned int expired : 1
This is true if the key signature is expired.

unsigned int invalid : 1
This is true if the key signature is invalid.

unsigned int exportable : 1
This is true if the key signature is exportable.

gpgme_pubkey_algo_t pubkey_algo
This is the public key algorithm used to create the signature.

char *keyid
This is the
key ID of the key (in hexadecimal digits) used to
create the signature.

long int timestamp
This is the creation timestamp of the key signature. This is
-1 if the timestamp is invalid, and 0 if it is not available.

long int expires
This is the expiration timestamp of the key signature, or 0 if
the key signature does not expire.

gpgme_error_t status
This is the status of the signature and has the same meaning
as the member of the same name in a gpgme_signature_t
object.

unsigned int sig_class
This specifies the signature class of the key signature. The
meaning is specific to the crypto engine.

char *uid
This is the main user ID of the key used to create the
signature.

char *name
This is the name component of uid, if available.

char *comment
This is the comment component of uid, if available.

char *email
This is the email component of uid, if available.

gpgme_sig_notation_t notations
This is a linked list with the notation data and policy URLs.

File: gpgme.info, Node: Listing Keys, Next: Information About Keys, Prev: Key objects, Up: Key Management

7.5.2 Listing Keys

-- Function: gpgme_error_t gpgme_op_keylist_start (gpgme_ctx_t CTX,
const char *PATTERN, int SECRET_ONLY)

The function gpgme_op_keylist_start initiates a key listing

operation inside the context CTX. It sets everything up so that subsequent invocations of gpgme_op_keylist_next return the keys in the list.

If PATTERN is NULL, all available keys are returned. Otherwise, PATTERN contains an engine specific expression that is used to limit the list to all keys matching the pattern. Note that the total length of the pattern is restricted to an engine-specific maximum (a couple of hundred characters are usually accepted). The
pattern should be used to restrict the search to a certain common name or user, not to list many specific keys at once by listing their fingerprints or key IDs.

If SECRET_ONLY is not 0, the list is restricted to secret keys only.

The context will be busy until either all keys are received (and gpgme_op_keylist_next returns GPG_ERR_EOF), or gpgme_op_keylist_end is called to finish the operation.

The function returns the error code GPG_ERR_INV_VALUE if CTX is not a valid pointer, and passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_keylist_ext_start (gpgme_ctx_t CTX,
const char *PATTERN[], int SECRET_ONLY, int RESERVED)

The function gpgme_op_keylist_ext_start initiates an extended key listing operation inside the context CTX. It sets everything up so that subsequent invocations of gpgme_op_keylist_next return the

keys in the list.

If PATTERN or *PATTERN is NULL, all available keys are returned. Otherwise, PATTERN is a NULL terminated array of strings that are used to limit the list to all keys matching at least one of the patterns verbatim. Note that the total length of all patterns is restricted to an engine-specific maximum (the exact limit also depends on the number of patterns and amount of quoting required, but a couple of hundred characters are usually accepted). Patterns should be used to restrict the search to a certain common name or user, not to list many specific keys at once by listing their fingerprints or key IDs.

If SECRET_ONLY is not 0, the list is restricted to secret keys only.

The value of RESERVED must be 0.

The context will be busy until either all keys are received (and gpgme_op_keylist_next returns GPG_ERR_EOF), or gpgme_op_keylist_end is called to finish the operation.

The function returns the error code GPG_ERR_INV_VALUE if CTX is not a valid pointer, and passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_keylist_from_data_start (gpgme_ctx_t CTX, gpgme_data_t DATA, int RESERVED)

SINCE: 1.8.0

The function gpgme_op_keylist_from_data_start initiates a key listing operation inside the context CTX. In contrast to the other key listing operation the keys are read from the supplied DATA and not from the local key database. The keys are also not imported into the local key database. The function sets everything up so that subsequent invocations of gpgme_op_keylist_next return the keys from DATA.

The value of RESERVED must be 0.

This function requires at least GnuPG version 2.1.14 and currently works only with OpenPGP keys.

The context will be busy until either all keys are received (and gpgme_op_keylist_next returns GPG_ERR_EOF), or gpgme_op_keylist_end is called to finish the operation. While the context is busy DATA may not be released.

The function returns the error code GPG_ERR_INV_VALUE if CTX is not a valid pointer, and passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_keylist_next (gpgme_ctx_t CTX, gpgme_key_t *R_KEY)

The function gpgme_op_keylist_next returns the next key in the list created by a previous gpgme_op_keylist_start operation in the context CTX. The key will have one reference for the user. *Note Manipulating Keys::.

This is the only way to get at gpgme_key_t objects in GPGME.

If the last key in the list has already been returned, gpgme_op_keylist_next returns GPG_ERR_EOF.

The function returns the error code GPG_ERR_INV_VALUE if CTX or R_KEY is not a valid pointer, and GPG_ERR_ENOMEM if there is not enough memory
for the operation.

-- Function: gpgme_error_t gpgme_op_keylist_end (gpgme_ctx_t CTX)

The function gpgme_op_keylist_end ends a pending key list operation in the context CTX.

After the operation completed successfully, the result of the key listing operation can be retrieved with gpgme_op_keylist_result.

The function returns the error code GPG_ERR_INV_VALUE if CTX is not a valid pointer, and GPG_ERR_ENOMEM if at some time during the operation there was not enough memory available.

The following example illustrates how all keys containing a certain string (g10code) can be listed with their key ID and the name and email address of the main user ID:

```
gpgme_ctx_t ctx;
gpgme_key_t key;
gpgme_error_t err = gpgme_new (&ctx);

if (!err)
  {
    err = gpgme_op_keylist_start (ctx, "g10code", 0);
    while (!err)
      {
        err = gpgme_op_keylist_next (ctx, &key);
        if (err)

break;
        printf ("%s:", key->subkeys->keyid);
        if (key->uids && key->uids->name)
          printf (" %s", key->uids->name);
        if (key->uids && key->uids->email)
          printf (" <%s>", key->uids->email);
        putchar ('\n');
        gpgme_key_release (key);
      }
    gpgme_release (ctx);
  }
```

```
  if (gpg_err_code (err) != GPG_ERR_EOF)
    {
      fprintf (stderr, "can not list keys: %s\n", gpgme_strerror (err));
      exit (1);
    }
```

-- Data type: gpgme_keylist_result_t
This is a pointer to a structure used to store the result of a gpgme_op_keylist_* operation. After successfully ending a key listing operation, you can retrieve the pointer to the result with gpgme_op_keylist_result. The structure contains the following member:

unsigned int truncated : 1
This is true if the crypto backend had to truncate the result, and less than the desired keys could be listed.

-- Function: gpgme_keylist_result_t gpgme_op_keylist_result (gpgme_ctx_t CTX)
The function gpgme_op_keylist_result returns a gpgme_keylist_result_t pointer to a structure holding the result of a gpgme_op_keylist_* operation. The pointer is only valid if the last operation on the context was a key listing operation, and if this operation finished successfully. The returned pointer is only valid until the next operation is started on the context.

In a simple program, for which a blocking operation is acceptable, the following function can be used to retrieve a single key.

-- Function: gpgme_error_t gpgme_get_key (gpgme_ctx_t CTX, const char *FPR, gpgme_key_t *R_KEY, int SECRET)
The function gpgme_get_key gets the key with the fingerprint (or key ID) FPR from the crypto backend and return it in R_KEY. If SECRET is true, get the secret key. The currently active keylist mode is used to retrieve the key. The key will have one reference for the user.

If the key is not found in the keyring, gpgme_get_key returns the error code GPG_ERR_EOF and *R_KEY will be set to NULL.

The function returns the error code GPG_ERR_INV_VALUE if CTX or R_KEY is not a valid pointer or FPR is not a fingerprint or key ID, GPG_ERR_AMBIGUOUS_NAME if the key ID was not a unique specifier for a key, and GPG_ERR_ENOMEM if at some time during the operation there was not enough memory available.

File: gpgme.info, Node: Information About Keys, Next: Manipulating Keys, Prev: Listing Keys, Up: Key Management

7.5.3 Information About Keys

Please see the beginning of this section for more information about gpgme_key_t objects.

-- Data type: gpgme_validity_t
The gpgme_validity_t type is used to specify the validity of a user ID in a key. The following validities are defined:

GPGME_VALIDITY_UNKNOWN
The user ID is of unknown validity. The string representation of this validity is ?.

GPGME_VALIDITY_UNDEFINED
The validity of the user ID is undefined. The string representation of this validity is q.

GPGME_VALIDITY_NEVER
The user ID is never valid. The string representation of this validity is n.

GPGME_VALIDITY_MARGINAL
The user ID is marginally valid. The string representation of this validity is m.

GPGME_VALIDITY_FULL
The user ID is fully valid. The string representation of this validity is f.

GPGME_VALIDITY_ULTIMATE
The user ID is ultimately valid. The string representation of this validity is u.

File: gpgme.info, Node: Manipulating Keys, Next: Generating Keys, Prev: Information About Keys, Up: Key Management

7.5.4 Manipulating Keys

-- Function: void gpgme_key_ref (gpgme_key_t KEY)
The function gpgme_key_ref

acquires an additional reference for
the key KEY.

-- Function: void gpgme_key_unref (gpgme_key_t KEY)
The function gpgme_key_unref releases a reference for the key KEY. If this was the last reference, the key will be destroyed and all resources associated to it will be released.

-- Function: gpgme_error_t gpgme_op_setexpire (gpgme_ctx_t CTX, gpgme_key_t KEY, unsigned long EXPIRES, const char *SUBFPRS, unsigned int RESERVED);

SINCE: 1.14.1

The function gpgme_op_setexpire sets the expiration time of the key KEY or of the specified subkeys. This function requires at least version 2.1.22 of GnuPG.

KEY specifies the key to operate on.

EXPIRES specifies the expiration time in seconds from now. To be similar to other usages where expiration times are provided in unsigned long this is similar to the key creation date and so it is in seconds from NOW.

The common case is to use 0 to not set an
expiration time. Note
that this parameter takes an unsigned long value and not a time_t to avoid problems on systems which use a signed 32 bit time_t. Note further that the OpenPGP protocol uses 32 bit values for timestamps and thus can only encode dates up to the year 2106.

SUBFPRS selects the subkey(s) for which the expiration time should be set. If SUBFPRS is set to NULL, then the expiration time of the primary key is set. If SUBFPRS is an asterisk (*), then the expiration times of all non-revoked and not yet expired subkeys are set. To select more than one subkey put all subkey fingerprints into one string separated by linefeeds characters (\n).

RESERVED is reserved for later use and must be 0.

-- Function: gpgme_error_t gpgme_op_setexpire_start (gpgme_ctx_t CTX, gpgme_key_t KEY, unsigned long EXPIRES, const char *SUBFPRS, unsigned int FLAGS);

SINCE: 1.14.1

The function gpgme_op_setexpire_start

initiates a
gpgme_op_setexpire operation; see there for details. It must be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

-- Function: gpgme_error_t gpgme_op_revuid_start (gpgme_ctx_t CTX, gpgme_key_t KEY, const char *USERID, unsigned int FLAGS);

SINCE: 1.14.1

The function gpgme_op_setexpire_start initiates a gpgme_op_setexpire operation; see there for details. It must be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

File: gpgme.info, Node: Generating Keys, Next: Signing Keys, Prev: Manipulating Keys, Up: Key Management

7.5.5 Generating Keys

GPGME provides a set of functions to create public key pairs. Most of these functions require the use of GnuPG 2.1 and later; for older GnuPG versions the gpgme_op_genkey function can be used. Existing code which wants to update to the new functions or new code which shall supports older
GnuPG versions may try the new functions first and provide a fallback to the old function if the error code GPG_ERR_NOT_SUPPORTED is received.

-- Function: gpgme_error_t gpgme_op_createkey (gpgme_ctx_t CTX, const char *USERID, const char *ALGO, unsigned long RESERVED, unsigned long EXPIRES, gpgme_key_t EXTRAKEY, unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_createkey generates a new key for the procotol active in the context CTX. As of now this function does only work for OpenPGP and requires at least version 2.1.13 of GnuPG.

USERID is commonly the mail address associated with the key. GPGME does not require a specific syntax but if more than a mail address is given, RFC-822 style format is suggested. The value is expected to be in UTF-8 encoding (i.e. no IDN encoding for mail addresses). This is a required parameter.

ALGO specifies the algorithm for the new key (actually a keypair of
public and private key). For a list of supported algorithms, see the GnuPG manual. If ALGO is NULL or the string "default", the key is generated using the default algorithm of the engine. If the string "future-default" is used the engine may use an algorithm which is planned to be the default in a future release of the engine; however existing implementation of the protocol may not be able to already handle such future algorithms. For the OpenPGP protocol, the specification of a default algorithm, without requesting a non-default usage via FLAGS, triggers the creation of a primary key plus a secondary key (subkey).

RESERVED must be set to zero.

EXPIRES specifies the expiration time in seconds. If you supply 0, a reasonable expiration time is chosen. Use the flag GPGME_CREATE_NOEXPIRE to create keys that do not expire. Note that this parameter takes an unsigned long value and not a time_t to
avoid problems on systems which use a signed 32 bit time_t.
Note further that the OpenPGP protocol uses 32 bit values for timestamps and thus can only encode dates up to the year 2106.

EXTRAKEY is currently not used and must be set to NULL. A future version of GPGME may use this parameter to create X.509 keys.

FLAGS can be set to the bit-wise OR of the following flags:

GPGME_CREATE_SIGN
GPGME_CREATE_ENCR
GPGME_CREATE_CERT
GPGME_CREATE_AUTH
SINCE: 1.7.0

Do not create the key with the default capabilities (key usage) of the requested algorithm but use those explicitly given by these flags: signing, encryption, certification, or authentication. The allowed combinations depend on the algorithm.

If any of these flags are set and a default algorithm has been selected only one key is created in the case of the OpenPGP protocol.

GPGME_CREATE_NOPASSWD
SINCE: 1.7.0

Request generation of the key without password protection.

GPGME_CREATE_SELFSIGNED
SINCE: 1.7.0

For an X.509 key do not create a CSR but a self-signed certificate. This has not yet been implemented.

GPGME_CREATE_NOSTORE
SINCE: 1.7.0

Do not store the created key in the local key database. This has not yet been implemented.

GPGME_CREATE_WANTPUB
GPGME_CREATE_WANTSEC
SINCE: 1.7.0

Return the public or secret key as part of the result structure. This has not yet been implemented.

GPGME_CREATE_FORCE
SINCE: 1.7.0

The engine does not allow the creation of a key with a user ID already existing in the local key database. This flag can be used to override this check.

GPGME_CREATE_NOEXPIRE
SINCE: 1.9.0

Request generation of keys that do not expire.

After the operation completed successfully, information about the created key can be retrieved with gpgme_op_genkey_result.

The function returns zero on success, GPG_ERR_NOT_SUPPORTED if the engine does not support the command, or a bunch of other error codes.

-- Function: gpgme_error_t gpgme_op_createkey_start (gpgme_ctx_t CTX, const char *USERID, const char *ALGO, unsigned long RESERVED, unsigned long EXPIRES, gpgme_key_t EXTRAKEY, unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_createkey_start initiates a
gpgme_op_createkey operation; see there for details. It must be
completed by calling gpgme_wait on the context. *Note Waiting
For Completion::.

-- Function: gpgme_error_t gpgme_op_createsubkey (gpgme_ctx_t CTX,
gpgme_key_t KEY, const char *ALGO, unsigned long RESERVED,
unsigned long EXPIRES, unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_createsubkey creates and adds
a new subkey
to the primary OpenPGP key given by KEY. The only allowed protocol
in CTX is GPGME_PROTOCOL_OPENPGP. Subkeys (aka secondary keys)
are a concept in the OpenPGP protocol to bind several keys to a
primary key. As of now this function requires at least version
2.1.13 of GnuPG.

KEY specifies the key to operate on.

ALGO specifies the algorithm for the new subkey. For a list of
supported algorithms, see the GnuPG manual. If ALGO is NULL or
the string "default", the subkey is generated using the default
algorithm for an encryption subkey of the engine. If the string
"future-default" is used the engine may use an encryption algorithm
which is planned to be the default in a future release of the
engine; however existing implementation of the protocol may not be
able to already handle such future algorithms.

RESERVED must be set to zero.

EXPIRES specifies the expiration time in seconds. If you
supply 0,
a reasonable expiration time is chosen. Use the flag
GPGME_CREATE_NOEXPIRE to create keys that do not expire. Note
that this parameter takes an unsigned long value and not a time_t
to avoid problems on systems which use a signed 32 bit time_t.
Note further that the OpenPGP protocol uses 32 bit values for
timestamps and thus can only encode dates up to the year 2106.

FLAGS takes the same values as described above for
gpgme_op_createkey.

After the operation completed successfully, information about the
created key can be retrieved with gpgme_op_genkey_result.

The function returns zero on success, GPG_ERR_NOT_SUPPORTED if

the engine does not support the command, or a bunch of other error codes.

-- Function: gpgme_error_t gpgme_op_createsubkey_start (gpgme_ctx_t CTX, gpgme_key_t KEY, const char *ALGO, unsigned long RESERVED, unsigned long EXPIRES, unsigned int FLAGS);

SINCE:
1.7.0

The function gpgme_op_createsubkey_start initiates a gpgme_op_createsubkey operation; see there for details. It must be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

-- Function: gpgme_error_t gpgme_op_adduid (gpgme_ctx_t CTX, gpgme_key_t KEY, const char *USERID, unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_adduid adds a new user ID to the OpenPGP key given by KEY. Adding additional user IDs after key creation is a feature of the OpenPGP protocol and thus the protocol for the context CTX must be set to OpenPGP. As of now this function requires at least version 2.1.13 of GnuPG.

KEY specifies the key to operate on.

USERID is the user ID to add to the key. A user ID is commonly the mail address to be associated with the key. GPGME does not require a specific syntax but if more than a mail address is given, RFC-822 style format is suggested.
The value is expected to be in UTF-8 encoding (i.e. no IDN encoding for mail addresses). This is a required parameter.

FLAGS are currently not used and must be set to zero.

The function returns zero on success, GPG_ERR_NOT_SUPPORTED if the engine does not support the command, or a bunch of other error codes.

-- Function: gpgme_error_t gpgme_op_adduid_start (gpgme_ctx_t CTX, gpgme_key_t KEY, const char *USERID, unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_adduid_start initiates a gpgme_op_adduid operation; see there for details. It must be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

-- Function: gpgme_error_t gpgme_op_revuid (gpgme_ctx_t CTX, gpgme_key_t KEY, const char *USERID, unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_revuid revokes a user ID from the OpenPGP key given by KEY. Revoking user IDs after key creation is a feature
of the OpenPGP protocol and thus the protocol for the context CTX must be set to OpenPGP. As of now this function requires at least version 2.1.13 of GnuPG.

KEY specifies the key to operate on.

USERID is the user ID to be revoked from the key. The user ID must be given verbatim because the engine does an exact and case sensitive match. Thus the uid field from the user ID object (gpgme_user_id_t) is to be used. This is a required parameter.

FLAGS are currently not used and must be set to zero.

Note that the engine wont allow to revoke the last valid user ID. To change a user ID is better to first add the new user ID, then revoke the old one, and finally publish the key.

The function returns zero on success, GPG_ERR_NOT_SUPPORTED if the engine does not support the command, or a bunch of other error codes.

-- Function: gpgme_error_t gpgme_op_revuid_start (gpgme_ctx_t CTX, gpgme_key_t KEY, const
char *USERID, unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_revuid_start initiates a gpgme_op_revuid operation; see there for details. It must be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

-- Function: gpgme_error_t gpgme_op_set_ui_flag (gpgme_ctx_t CTX, gpgme_key_t KEY, const char *USERID, cons char * NAME, cons char * VALUE);

SINCE: 1.8.0

The function gpgme_op_set_uid_flag is used to set flags on a user ID from the OpenPGP key given by KEY. Setting flags on user IDs after key creation is a feature of the OpenPGP protocol and thus the protocol for the context CTX must be set to OpenPGP.

KEY specifies the key to operate on. This parameters is required.

USERID is the user ID of the key to be manipulated. This user ID must be given verbatim because the engine does an exact and case sensitive match. Thus the uid field from the user ID object

(gpgme_user_id_t) is to be used. This is a required parameter.

NAME names the flag which is to be changed. The only currently supported flag is:

primary
This sets the primary key flag on the given user ID. All other primary key flag on other user IDs are removed. VALUE must be given as NULL. For technical reasons this functions bumps the creation timestamp of all affected self-signatures up by one second. At least GnuPG version 2.1.20 is required.

The function returns zero on success, GPG_ERR_NOT_SUPPORTED if the engine does not support the command, or a bunch of other error codes.

-- Function: gpgme_error_t gpgme_op_set_uid_flag_start
(gpgme_ctx_t CTX, gpgme_key_t KEY, const char *USERID,
cons char * NAME, cons char * VALUE);

SINCE: 1.8.0

The function gpgme_op_set_uid_flag_start initiates a gpgme_op_set_uid_flag operation; see there for details. It must

be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

-- Function: gpgme_error_t gpgme_op_genkey (gpgme_ctx_t CTX,
const char *PARMS, gpgme_data_t PUBLIC, gpgme_data_t SECRET)

The function gpgme_op_genkey generates a new key pair in the context CTX. The meaning of PUBLIC and SECRET depends on the crypto backend.

GPG does not support PUBLIC and SECRET, they should be NULL.

GnuPG will generate a key pair and add it to the standard key ring. The fingerprint of the generated key is available with gpgme_op_genkey_result.

GpgSM requires PUBLIC to be a writable data object. GpgSM will generate a secret key (which will be stored by gpg-agent, and return a certificate request in PUBLIC, which then needs to be signed by the certification authority and imported before it can be used. GpgSM does not make the fingerprint available.

The argument PARMS specifies parameters for the key in an string that looks something like XML. The details about the format of PARMS are specific to the crypto engine used by CTX. The first line of the parameters must be <GnupgKeyParams format="internal"> and the last line must be </GnupgKeyParams>. Every line in between the first and last lines is treated as a Header: Value pair. In particular, no XML escaping is necessary if you need to include the characters <, >, or &.

Here is an example for GnuPG as the crypto engine (all parameters of OpenPGP key generation are documented in the GPG manual):

```
<GnupgKeyParms format="internal">
Key-Type: default
Subkey-Type: default
Name-Real: Joe Tester
Name-Comment: with stupid passphrase
Name-Email: joe@foo.bar
Expire-Date: 0
Passphrase: abc
</GnupgKeyParms>
```

Here is an example for GpgSM as the crypto engine (all parameters of OpenPGP key generation are documented in the GPGSM manual):

```
<GnupgKeyParms format="internal">
Key-Type: RSA
Key-Length: 1024
Name-DN: C=de,O=g10 code,OU=Testlab,CN=Joe 2 Tester
Name-Email: joe@foo.bar
</GnupgKeyParms>
```

Strings should be given in UTF-8 encoding. The only format supported for now is internal. The content of the GnupgKeyParms container is passed verbatim to the crypto backend. Control statements are not allowed.

After the operation completed successfully, the result can be retrieved with gpgme_op_genkey_result.

The function returns the error code GPG_ERR_NO_ERROR if the operation could be started successfully, GPG_ERR_INV_VALUE if PARMS is not a well-formed string (e.g. does not have the expected tag-like headers and footers), GPG_ERR_NOT_SUPPORTED if PUBLIC or SECRET is not valid, and GPG_ERR_GENERAL if no key was created by the backend.

-- Function: gpgme_error_t
gpgme_op_genkey_start (gpgme_ctx_t CTX,
const char *PARMS, gpgme_data_t PUBLIC, gpgme_data_t SECRET)

The function gpgme_op_genkey_start initiates a gpgme_op_genkey operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the operation could be started successfully, GPG_ERR_INV_VALUE if PARMS is not a valid XML string, and GPG_ERR_NOT_SUPPORTED if PUBLIC or SECRET is not NULL.

-- Data type: gpgme_genkey_result_t

This is a pointer to a structure used to store the result of a gpgme_op_genkey operation. After successfully generating a key, you can retrieve the pointer to the result with gpgme_op_genkey_result. The structure contains the following members:

unsigned int primary : 1
This flag is set to 1 if a primary key was created and to 0 if not.

unsigned int sub : 1
This
flag is set to 1 if a subkey was created and to 0 if not.

unsigned int uid : 1
This flag is set to 1 if a user ID was created and to 0 if not.

char *fpr
This is the fingerprint of the key that was created. If both a primary and a subkey were generated, the fingerprint of the primary key will be returned. If the crypto engine does not

provide the fingerprint, fpr will be a null pointer.

gpgme_data_t pubkey
SINCE: 1.7.0

This will eventually be used to return the public key. It is currently not used.

gpgme_data_t seckey
SINCE: 1.7.0

This will eventually be used to return the secret key. It is currently not used.

-- Function: gpgme_genkey_result_t gpgme_op_genkey_result (gpgme_ctx_t CTX)

The function gpgme_op_genkey_result returns a gpgme_genkey_result_t pointer to a structure holding the result of a gpgme_op_genkey operation. The pointer is only valid if the last operation on the context was a gpgme_op_genkey or gpgme_op_genkey_start operation, and if this operation finished successfully. The returned pointer is only valid until the next operation is started on the context.

File: gpgme.info, Node: Signing Keys, Next: Exporting Keys, Prev: Generating Keys, Up: Key Management

7.5.6 Signing Keys

Key signatures are a unique concept of the OpenPGP protocol. They can be used to certify the validity of a key and are used to create the Web-of-Trust (WoT). Instead of using the gpgme_op_interact function along with a finite state machine, GPGME provides a convenient function to create key signatures when using modern GnuPG versions.

-- Function: gpgme_error_t gpgme_op_keysign (gpgme_ctx_t CTX, gpgme_key_t KEY, const char *USERID, unsigned long EXPIRES, unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_keysign adds a new key signature to the public key KEY. This function requires at least version 2.1.12 of GnuPG.

CTX is the usual context which describes the protocol to use (which must be OpenPGP) and has also the list of signer keys to be used for the signature. The common case is to use the default key for signing other keys. If another key or more than one key shall be used for a key signature, gpgme_signers_add can be used. *Note Selecting Signers::.

KEY specifies the key to operate on.

USERID selects the user ID or user IDs to be signed. If USERID is set to NULL all valid user IDs are signed. The user ID must be given verbatim because the engine does an exact and case sensitive match. Thus the uid field from the user ID object (gpgme_user_id_t) is to be used. To select more than one user ID put them all into one string separated by linefeeds characters (\n) and set the flag GPGME_KEYSIGN_LFSEP.

EXPIRES
specifies the expiration time of the new signature in seconds. The common case is to use 0 to not set an expiration date. However, if the configuration of the engine defines a default expiration for key signatures, that is still used unless the flag GPGME_KEYSIGN_NOEXPIRE is used. Note that this parameter takes an unsigned long value and not a time_t to avoid problems on systems which use a signed 32 bit time_t. Note further that the OpenPGP protocol uses 32 bit values for timestamps and thus can only encode dates up to the year 2106.

FLAGS can be set to the bit-wise OR of the following flags:

GPGME_KEYSIGN_LOCAL
SINCE: 1.7.0

Instead of creating an exportable key signature, create a key signature which is is marked as non-exportable.

GPGME_KEYSIGN_LFSEP
SINCE: 1.7.0

Although linefeeds are uncommon in user IDs this flag is required to explicitly declare that
USERID may contain several
linefeed separated user IDs.

GPGME_KEYSIGN_NOEXPIRE
Force the creation of a key signature without an expiration date. This overrides EXPIRE and any local configuration of

the engine.

The function returns zero on success, GPG_ERR_NOT_SUPPORTED if the engine does not support the command, or a bunch of other error codes.

-- Function: gpgme_error_t gpgme_op_keysign_start (gpgme_ctx_t CTX, gpgme_key_t KEY, const char *USERID, unsigned long EXPIRES, unsigned int FLAGS);

SINCE: 1.7.0

The function gpgme_op_keysign_start initiates a gpgme_op_keysign operation; see there for details. It must be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

-- Function: gpgme_error_t gpgme_op_revsig (gpgme_ctx_t CTX, gpgme_key_t KEY, gpgme_key_t SIGNING_KEY, const char *USERID, unsigned int FLAGS);

SINCE: 1.14.1

The function gpgme_op_revsig revokes key signatures of the public key KEY made with the key SIGNING_KEY. This function requires at least version 2.2.24 of GnuPG.

KEY specifies the key to operate on.

SIGNING_KEY specifies the key whose signatures shall be revoked.

USERID selects the user ID or user IDs whose signatures shall be revoked. If USERID is set to NULL the signatures on all user IDs are revoked. The user ID must be given verbatim because the engine does an exact and case sensitive match. Thus the uid field from the user ID object (gpgme_user_id_t) is to be used. To select more than one user ID put them all into one string separated by linefeeds characters (\n) and set the flag GPGME_REVSIG_LFSEP.

FLAGS can be set to the bit-wise OR of the following flags:

GPGME_REVSIG_LFSEP
SINCE: 1.14.1

Although linefeeds are uncommon in user IDs this flag is required to explicitly declare
that USERID may contain several
linefeed separated user IDs.

The function returns zero on success, GPG_ERR_NOT_SUPPORTED if the engine does not support the command, or a bunch of other error codes.

-- Function: gpgme_error_t gpgme_op_revsig_start (gpgme_ctx_t CTX, gpgme_key_t KEY, gpgme_key_t SIGNING_KEY, const char *USERID, unsigned int FLAGS);

SINCE: 1.14.1

The function gpgme_op_revsig_start initiates a gpgme_op_revsig operation; see there for details. It must be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

File: gpgme.info, Node: Exporting Keys, Next: Importing Keys, Prev: Signing Keys, Up: Key Management

7.5.7 Exporting Keys

Exporting keys means the same as running gpg with the command --export. However, a mode flag can be used to change the way the export works. The available mode flags are described below, they may be or-ed together.

GPGME_EXPORT_MODE_EXTERN
If this bit is set, the output is send directly to the default keyserver. This is currently only allowed for OpenPGP keys. It is good practise to not send more than a few dozens key to a keyserver at one time. Using this flag requires that the KEYDATA argument of the export function is set to NULL.

GPGME_EXPORT_MODE_MINIMAL
SINCE: 1.3.1

If this bit is set, the smallest possible key is exported. For OpenPGP keys it removes all signatures except for the latest self-signatures. For X.509 keys it has no effect.

GPGME_EXPORT_MODE_SSH
SINCE: 1.4.0

If this bit is set, the latest authentication key of the requested OpenPGP key is exported in the OpenSSH public key format. This accepts just a single key; to force the export of a specific subkey a fingerprint pattern with an appended exclamation mark may be used.

GPGME_EXPORT_MODE_SECRET
SINCE: 1.6.0

Instead of exporting the public
key, the secret key is exported.
This may not be combined with GPGME_EXPORT_MODE_EXTERN. For
X.509 the export format is PKCS#8.

GPGME_EXPORT_MODE_RAW
SINCE: 1.6.0

If this flag is used with GPGME_EXPORT_MODE_SECRET for an X.509
key the export format will be changed to PKCS#1. This flag may not
be used with OpenPGP.

GPGME_EXPORT_MODE_PKCS12
SINCE: 1.6.0

If this flag is used with GPGME_EXPORT_MODE_SECRET for an X.509
key the export format will be changed to PKCS#12 which also
includes the certificate. This flag may not be used with OpenPGP.

GPGME_EXPORT_MODE_NOUID
SINCE: 1.12.0 - experimental Do not export user ids. Works only
with certain gpg version.

-- Function: gpgme_error_t gpgme_op_export (gpgme_ctx_t CTX,
const char *PATTERN, gpgme_export_mode_t MODE,
gpgme_data_t KEYDATA)
The function gpgme_op_export extracts public keys and returns
them in the data buffer KEYDATA. The output
format of the key data
returned is determined by the ASCII armor attribute set for the
context CTX, or, if that is not set, by the encoding specified for
KEYDATA.

If PATTERN is NULL, all available keys are returned. Otherwise,
PATTERN contains an engine specific expression that is used to
limit the list to all keys matching the pattern.

MODE is usually 0; other values are described above.

The function returns the error code GPG_ERR_NO_ERROR if the
operation completed successfully, GPG_ERR_INV_VALUE if KEYDATA is
not a valid empty data buffer, and passes through any errors that
are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_export_start (gpgme_ctx_t CTX,
     const char *PATTERN, gpgme_export_mode_t MODE,
     gpgme_data_t KEYDATA)
  The function gpgme_op_export_start initiates a gpgme_op_export
  operation. It can be completed by calling gpgme_wait on the
  context.
 *Note Waiting For Completion::.

  The function returns the error code GPG_ERR_NO_ERROR if the
  operation could be started successfully, and GPG_ERR_INV_VALUE if
  KEYDATA is not a valid empty data buffer.

-- Function: gpgme_error_t gpgme_op_export_ext (gpgme_ctx_t CTX,
     const char *PATTERN[], gpgme_export_mode_t MODE,
     gpgme_data_t KEYDATA)
  The function gpgme_op_export extracts public keys and returns
  them in the data buffer KEYDATA. The output format of the key data
  returned is determined by the ASCII armor attribute set for the
  context CTX, or, if that is not set, by the encoding specified for
  KEYDATA.

  If PATTERN or *PATTERN is NULL, all available keys are returned.
  Otherwise, PATTERN is a NULL terminated array of strings that are
  used to limit the list to all keys matching at least one of the
  patterns verbatim.

  MODE is usually 0; other values are described above.

  The function returns the error
 code GPG_ERR_NO_ERROR if the
  operation completed successfully, GPG_ERR_INV_VALUE if KEYDATA is
  not a valid empty data buffer, and passes through any errors that
  are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_export_ext_start (gpgme_ctx_t CTX,
     const char *PATTERN[], gpgme_export_mode_t MODE,
     gpgme_data_t KEYDATA)
  The function gpgme_op_export_ext_start initiates a
  gpgme_op_export_ext operation. It can be completed by calling
  gpgme_wait on the context. *Note Waiting For Completion::.

  The function returns the error code GPG_ERR_NO_ERROR if the
  operation could be started successfully, and GPG_ERR_INV_VALUE if
  KEYDATA is not a valid empty data buffer.

-- Function: gpgme_error_t gpgme_op_export_keys (gpgme_ctx_t CTX,
     gpgme_key_t keys[], gpgme_export_mode_t MODE,
     gpgme_data_t KEYDATA)

SINCE: 1.2.0

The function gpgme_op_export_keys extracts public keys
and
returns them in the data buffer KEYDATA. The output format of the
key data returned is determined by the ASCII armor attribute set
for the context CTX, or, if that is not set, by the encoding
specified for KEYDATA.

The keys to export are taken form the NULL terminated array KEYS.
Only keys of the currently selected protocol of CTX which do have a
fingerprint set are considered for export. Other keys specified by
the KEYS are ignored. In particular OpenPGP keys retrieved via an
external key listing are not included.

MODE is usually 0; other values are described above.

The function returns the error code GPG_ERR_NO_ERROR if the
operation completed successfully, GPG_ERR_INV_VALUE if KEYDATA is
not a valid empty data buffer, GPG_ERR_NO_DATA if no useful keys
are in KEYS and passes through any errors that are reported by the
crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_export_keys_start
(gpgme_ctx_t CTX,
gpgme_key_t KEYS[], gpgme_export_mode_t MODE,
gpgme_data_t KEYDATA)
SINCE: 1.2.0

The function gpgme_op_export_keys_start initiates a
gpgme_op_export_ext operation. It can be completed by calling
gpgme_wait on the context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the
operation could be started successfully, and GPG_ERR_INV_VALUE if
KEYDATA is not a valid empty data buffer, GPG_ERR_NO_DATA if no
useful keys are in KEYS and passes through any errors that are
reported by the crypto engine support routines.

File: gpgme.info, Node: Importing Keys, Next: Deleting Keys, Prev: Exporting Keys, Up: Key Management

7.5.8 Importing Keys

Importing keys means the same as running gpg with the command
--import.

-- Function: gpgme_error_t gpgme_op_import (gpgme_ctx_t CTX,
gpgme_data_t KEYDATA)
The function gpgme_op_import
adds the keys in the data buffer
KEYDATA to the key ring of the crypto engine used by CTX. The
format of KEYDATA can be ASCII armored, for example, but the
details are specific to the crypto engine.

After the operation completed successfully, the result can be
retrieved with gpgme_op_import_result.

The function returns the error code GPG_ERR_NO_ERROR if the
import was completed successfully, GPG_ERR_INV_VALUE if KEYDATA
if CTX or KEYDATA is not a valid pointer, and GPG_ERR_NO_DATA if
KEYDATA is an empty data buffer.

-- Function: gpgme_error_t gpgme_op_import_start (gpgme_ctx_t CTX,
gpgme_data_t KEYDATA)
The function gpgme_op_import_start initiates a gpgme_op_import
operation. It can be completed by calling gpgme_wait on the
context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the
import could be started successfully, GPG_ERR_INV_VALUE if CTX or
KEYDATA
is not a valid pointer, and GPG_ERR_NO_DATA if KEYDATA is
an empty data buffer.

-- Function: gpgme_error_t gpgme_op_import_keys (gpgme_ctx_t CTX,
gpgme_key_t *KEYS)
SINCE: 1.2.0

The function gpgme_op_import_keys adds the keys described by the
NULL terminated array KEYS to the key ring of the crypto engine
used by CTX. It is used to actually import and make keys permanent
which have been retrieved from an external source (i.e. using
GPGME_KEYLIST_MODE_EXTERN) earlier. The external keylisting must
have been made with the same context configuration (in particular
the same home directory). (1) Note that for OpenPGP this may
require another access to the keyserver over the network.

Only keys of the currently selected protocol of CTX are considered
for import. Other keys specified by the KEYS are ignored. As of
now all considered keys must have been retrieved using the same
method, i.e. the used key
listing mode must be identical.

After the operation completed successfully, the result can be

retrieved with gpgme_op_import_result.

To move keys from one home directory to another, export and import the keydata using gpgme_op_export and gpgme_op_import.

The function returns the error code GPG_ERR_NO_ERROR if the import was completed successfully, GPG_ERR_INV_VALUE if CTX is not a valid pointer, GPG_ERR_CONFLICT if the key listing mode does not match, and GPG_ERR_NO_DATA if no keys are considered for export.

-- Function: gpgme_error_t gpgme_op_import_keys_start (gpgme_ctx_t CTX, gpgme_key_t *KEYS)
SINCE: 1.2.0

The function gpgme_op_import_keys_start initiates a gpgme_op_import_keys operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the import was completed successfully, GPG_ERR_INV_VALUE if KEYDATA
if CTX or KEYDATA is not a valid pointer, GPG_ERR_CONFLICT if the key listing mode does not match, and GPG_ERR_NO_DATA if no keys are considered for export.

-- Data type: gpgme_import_status_t
This is a pointer to a structure used to store a part of the result of a gpgme_op_import operation. For each considered key one status is added that contains information about the result of the import. The structure contains the following members:

gpgme_import_status_t next
This is a pointer to the next status structure in the linked list, or NULL if this is the last element.

char *fpr
This is the fingerprint of the key that was considered.

gpgme_error_t result
If the import was not successful, this is the error value that caused the import to fail. Otherwise the error code is GPG_ERR_NO_ERROR.

unsigned int status
This is a bit-wise OR of the following flags that give more
information about what part of the key was imported. If the

key was already known, this might be 0.

GPGME_IMPORT_NEW
The key was new.

GPGME_IMPORT_UID
The key contained new user IDs.

GPGME_IMPORT_SIG
The key contained new signatures.

GPGME_IMPORT_SUBKEY
The key contained new sub keys.

GPGME_IMPORT_SECRET
The key contained a secret key.

-- Data type: gpgme_import_result_t
This is a pointer to a structure used to store the result of a gpgme_op_import operation. After a successful import operation, you can retrieve the pointer to the result with gpgme_op_import_result. The structure contains the following members:

int considered
The total number of considered keys.

int no_user_id
The number of keys without user ID.

int imported
The total number
of imported keys.

int imported_rsa
The number of imported RSA keys.

int unchanged
The number of unchanged keys.

int new_user_ids
The number of new user IDs.

int new_sub_keys
The number of new sub keys.

int new_signatures
The number of new signatures.

int new_revocations
The number of new revocations.

int secret_read
The total number of secret keys read.

int secret_imported
The number of imported secret keys.

int secret_unchanged
The number of unchanged secret keys.

int not_imported
The number of keys not imported.

gpgme_import_status_t imports
A list of gpgme_import_status_t objects which contain more information about the keys for which an import was attempted.

int skipped_v3_keys
For security reasons modern versions of GnuPG do not anymore support v3 keys (created with PGP 2.x) and ignores them on import. This counter provides the number of such skipped v3 keys.

-- Function: gpgme_import_result_t gpgme_op_import_result (gpgme_ctx_t CTX)
The function gpgme_op_import_result returns a gpgme_import_result_t pointer to a structure holding the result of a gpgme_op_import operation. The pointer is only valid if the last operation on the context was a gpgme_op_import or gpgme_op_import_start operation, and if this operation finished successfully. The returned pointer is only valid until the next operation is started on the context.

---------- Footnotes ----------

(1) Thus it is a replacement for the usual workaround of exporting and then importing a key to make an X.509 key permanent.

File: gpgme.info, Node: Deleting Keys, Next: Changing Passphrases, Prev: Importing Keys, Up: Key Management

7.5.9 Deleting Keys

-- Function: gpgme_error_t gpgme_op_delete_ext
(gpgme_ctx_t CTX,
    const gpgme_key_t KEY, unsigned int FLAGS)
SINCE: 1.9.1

The function gpgme_op_delete_ext deletes the key KEY from the key ring of the crypto engine used by CTX.

FLAGS can be set to the bit-wise OR of the following flags:

GPGME_DELETE_ALLOW_SECRET
SINCE: 1.9.1

If not set, only public keys are deleted. If set, secret keys are deleted as well, if that is supported.

GPGME_DELETE_FORCE
SINCE: 1.9.1

If set, the user is not asked to confirm the deletion.

The function returns the error code GPG_ERR_NO_ERROR if the key was deleted successfully, GPG_ERR_INV_VALUE if CTX or KEY is not a valid pointer, GPG_ERR_NO_PUBKEY if KEY could not be found in the keyring, GPG_ERR_AMBIGUOUS_NAME if the key was not specified unambiguously, and GPG_ERR_CONFLICT if the secret key for KEY is available, but ALLOW_SECRET is zero.

-- Function: gpgme_error_t gpgme_op_delete_ext_start
(gpgme_ctx_t CTX,
    const gpgme_key_t KEY, unsigned int FLAGS)
SINCE: 1.9.1

The function gpgme_op_delete_ext_start initiates a gpgme_op_delete operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the operation was started successfully, and GPG_ERR_INV_VALUE if CTX or KEY is not a valid pointer.

The following functions allow only to use one particular flag.

-- Function: gpgme_error_t gpgme_op_delete (gpgme_ctx_t CTX,
    const gpgme_key_t KEY, int ALLOW_SECRET)
Similar to gpgme_op_delete_ext, but only the flag GPGME_DELETE_ALLOW_SECRET can be provided.

-- Function: gpgme_error_t gpgme_op_delete_start (gpgme_ctx_t CTX,
const gpgme_key_t KEY, int ALLOW_SECRET)
Similar to gpgme_op_delete_ext_start, but only the flag
GPGME_DELETE_ALLOW_SECRET can be provided.

File: gpgme.info, Node:
Changing Passphrases, Next: Changing TOFU Data, Prev: Deleting Keys, Up: Key Management

7.5.10 Changing Passphrases

-- Function: gpgme_error_t gpgme_op_passwd (gpgme_ctx_t CTX,
const gpgme_key_t KEY, unsigned int FLAGS)

SINCE: 1.3.0

The function gpgme_op_passwd changes the passphrase of the
private key associated with KEY. The only allowed value for FLAGS
is 0. The backend engine will usually popup a window to ask for
the old and the new passphrase. Thus this function is not useful
in a server application (where passphrases are not required
anyway).

Note that old gpg engines (before version 2.0.15) do not support
this command and will silently ignore it.

-- Function: gpgme_error_t gpgme_op_passwd_start (gpgme_ctx_t CTX,
const gpgme_key_t KEY, unsigned int FLAGS)

SINCE: 1.3.0

The function gpgme_op_passwd_start initiates a gpgme_op_passwd
operation. It can be completed
by calling gpgme_wait on the
context. *Note Waiting For Completion::.

The function returns 0 if the operation was started successfully,
and an error code if one of the arguments is not valid or the
oepration could not be started.

File: gpgme.info, Node: Changing TOFU Data, Next: Advanced Key Editing, Prev: Changing Passphrases, Up: Key Management

7.5.11 Changing TOFU Data

The OpenPGP engine features a Trust-On-First-Use (TOFU) key validation model. For resolving conflicts it is necessary to declare the policy for a key. See the GnuPG manual for details on the TOFU implementation.

-- Data type: enum gpgme_tofu_policy_t
SINCE: 1.7.0

The gpgme_tofu_policy_t type specifies the set of possible policy values that are supported by GPGME:

GPGME_TOFU_POLICY_AUTO
Set the policy to auto.
GPGME_TOFU_POLICY_GOOD
Set the policy to good.
GPGME_TOFU_POLICY_BAD
Set the policy to
bad.
GPGME_TOFU_POLICY_ASK
Set the policy to ask.
GPGME_TOFU_POLICY_UNKNOWN
Set the policy to unknown.

To change the policy for a key the following functions can be used:

-- Function: gpgme_error_t gpgme_op_tofu_policy (gpgme_ctx_t CTX, const gpgme_key_t KEY, gpgme_tofu_policy_t POLICY)

SINCE: 1.7.0

The function gpgme_op_tofu_policy changes the TOFU policy of KEY. The valid values for POLICY are listed above. As of now this function does only work for OpenPGP and requires at least version 2.1.10 of GnuPG.

The function returns zero on success, GPG_ERR_NOT_SUPPORTED if the engine does not support the command, or a bunch of other error codes.

-- Function: gpgme_error_t gpgme_op_tofu_policy_start (gpgme_ctx_t CTX, const gpgme_key_t KEY, gpgme_tofu_policy_t POLICY)

SINCE: 1.7.0

The function gpgme_op_tofu_policy_start initiates a gpgme_op_tofu_policy operation. It can be
completed by calling
gpgme_wait on the context. *Note Waiting For Completion::.

The function returns 0 if the operation was started successfully, and an error code if one of the arguments is not valid or the oepration could not be started.

File: gpgme.info, Node: Advanced Key Editing, Prev: Changing TOFU Data, Up: Key Management

7.5.12 Advanced Key Editing

-- Data type: gpgme_error_t (*gpgme_interact_cb_t) (void *HANDLE, const char *STATUS, const char *ARGS, int FD)

SINCE: 1.7.0

The gpgme_interact_cb_t type is the type of functions which GPGME calls if it a key interact operation is on-going. The status keyword STATUS and the argument line ARGS are passed through by GPGME from the crypto engine. An empty string represents EOF. The file descriptor FD is -1 for normal status messages. If STATUS indicates a command rather than a status message, the response to the command should
be written to FD. The HANDLE is provided by the user at start of operation.

The function should return GPG_ERR_FALSE if it did not handle the status code, 0 for success, or any other error value.

-- Function: gpgme_error_t gpgme_op_interact (gpgme_ctx_t CTX, gpgme_key_t KEY, unsigned int FLAGS, gpgme_interact_cb_t FNC, void *HANDLE, gpgme_data_t OUT)

SINCE: 1.7.0

The function gpgme_op_interact processes the key KEY interactively, using the interact callback function FNC with the handle HANDLE. The callback is invoked for every status and command request from the crypto engine. The output of the crypto engine is written to the data object OUT.

Note that the protocol between the callback function and the crypto engine is specific to the crypto engine and no further support in implementing this protocol correctly is provided by GPGME.

FLAGS modifies the behaviour of the function; the only defined bit
value is:

GPGME_INTERACT_CARD
SINCE: 1.7.0

This is used for smartcard based keys and uses gpgs
--card-edit command.

The function returns 0 if the edit operation completes
successfully, GPG_ERR_INV_VALUE if CTX or KEY is not a valid
pointer, and any error returned by the crypto engine or the edit
callback handler.

-- Function: gpgme_error_t gpgme_op_interact_start (gpgme_ctx_t CTX,
gpgme_key_t KEY, unsigned int FLAGS, gpgme_interact_cb_t FNC,
void *HANDLE, gpgme_data_t OUT)

SINCE: 1.7.0

The function gpgme_op_interact_start initiates a
gpgme_op_interact operation. It can be completed by calling
gpgme_wait on the context. *Note Waiting For Completion::.

The function returns 0 if the operation was started successfully,
and GPG_ERR_INV_VALUE if CTX or KEY is not a valid pointer.

File: gpgme.info, Node: Crypto Operations, Next: Miscellaneous, Prev: Key Management,
Up: Contexts

7.6 Crypto Operations

Sometimes, the result of a crypto operation returns a list of invalid
keys encountered in processing the request. The following structure is
used to hold information about such a key.

-- Data type: gpgme_invalid_key_t
This is a pointer to a structure used to store a part of the result
of a crypto operation which takes user IDs as one input parameter.
The structure contains the following members:

gpgme_invalid_key_t next
This is a pointer to the next invalid key structure in the
linked list, or NULL if this is the last element.

char *fpr
The fingerprint or key ID of the invalid key encountered.

gpgme_error_t reason
An error code describing the reason why the key was found invalid.

* Menu:

* Decrypt:: Decrypting a ciphertext.
* Verify:: Verifying a signature.
* Decrypt and Verify:: Decrypting a signed ciphertext.
* Sign:: Creating a signature.
* Encrypt:: Encrypting a plaintext.

File: gpgme.info, Node: Decrypt, Next: Verify, Up: Crypto Operations

7.6.1 Decrypt

-- Function: gpgme_error_t gpgme_op_decrypt (gpgme_ctx_t CTX, gpgme_data_t CIPHER, gpgme_data_t PLAIN)
The function gpgme_op_decrypt decrypts the ciphertext in the data object CIPHER and stores it into the data object PLAIN.

The function returns the error code GPG_ERR_NO_ERROR if the ciphertext could be decrypted successfully, GPG_ERR_INV_VALUE if CTX, CIPHER or PLAIN is not a valid pointer, GPG_ERR_NO_DATA if CIPHER does not contain any data to decrypt, GPG_ERR_DECRYPT_FAILED if CIPHER is not a valid cipher text, GPG_ERR_BAD_PASSPHRASE if the passphrase for the secret key could not be retrieved, and passes through some errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_decrypt_start (gpgme_ctx_t CTX, gpgme_data_t CIPHER, gpgme_data_t PLAIN)
The function gpgme_op_decrypt_start initiates a gpgme_op_decrypt operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the operation could be started successfully, and GPG_ERR_INV_VALUE if CIPHER or PLAIN is not a valid pointer.

-- Function: gpgme_error_t gpgme_op_decrypt_ext (gpgme_ctx_t CTX, gpgme_decrypt_flags_t FLAGS, gpgme_data_t CIPHER, gpgme_data_t PLAIN)

SINCE: 1.8.0

The function gpgme_op_decrypt_ext is the same as gpgme_op_decrypt but has an additional argument FLAGS. If FLAGS is 0 both function behave identically.

The value in FLAGS is a bitwise-or combination of one or multiple of the following bit values:

GPGME_DECRYPT_VERIFY
SINCE: 1.8.0

The GPGME_DECRYPT_VERIFY symbol specifies that this function shall exactly act as gpgme_op_decrypt_verify.

GPGME_DECRYPT_UNWRAP
SINCE: 1.8.0

The GPGME_DECRYPT_UNWRAP symbol specifies that the output shall be an OpenPGP message with only the encryption layer removed. This requires GnuPG 2.1.12 and works only for OpenPGP. This is the counterpart to GPGME_ENCRYPT_WRAP.

The function returns the error codes as described for gpgme_op_decrypt.

-- Function: gpgme_error_t gpgme_op_decrypt_ext_start (
gpgme_ctx_t CTX, gpgme_decrypt_flags_t FLAGS,
gpgme_data_t CIPHER, gpgme_data_t PLAIN)

SINCE: 1.8.0

The function gpgme_op_decrypt_ext_start initiates a gpgme_op_decrypt_ext operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the operation could be started successfully,
and GPG_ERR_INV_VALUE if
CIPHER or PLAIN is not a valid pointer.

-- Data type: gpgme_recipient_t
SINCE: 1.1.0

This is a pointer to a structure used to store information about the recipient of an encrypted text which is decrypted in a gpgme_op_decrypt operation. This information (except for the status field) is even available before the operation finished

successfully, for example in a passphrase callback. The structure contains the following members:

gpgme_recipient_t next
This is a pointer to the next recipient structure in the linked list, or NULL if this is the last element.

gpgme_pubkey_algo_t
The public key algorithm used in the encryption.

char *keyid
This is the key ID of the key (in hexadecimal digits) used as recipient.

gpgme_error_t status
This is an error number with the error code GPG_ERR_NO_SECKEY if the secret key for this recipient
is not available, and 0
otherwise.

-- Data type: gpgme_decrypt_result_t
This is a pointer to a structure used to store the result of a gpgme_op_decrypt operation. After successfully decrypting data, you can retrieve the pointer to the result with gpgme_op_decrypt_result. As with all result structures, it this structure shall be considered read-only and an application must not allocate such a strucure on its own. The structure contains the following members:

char *unsupported_algorithm
If an unsupported algorithm was encountered, this string describes the algorithm that is not supported.

unsigned int wrong_key_usage : 1
SINCE: 0.9.0 This is true if the key was not used according to its policy.

unsigned int legacy_cipher_nomdc : 1
SINCE: 1.11.2 The message was made by a legacy algorithm without any integrity protection. This might be an old but

legitimate message.

unsigned int is_mime : 1;
SINCE: 1.11.0 The message claims that the content is a MIME object.

unsigned int is_de_vs : 1;

SINCE: 1.10.0 The message was encrypted in a VS-NfD compliant way. This is a specification in Germany for a restricted communication level.

gpgme_recipient_t recipients
SINCE: 1.1.0

This is a linked list of recipients to which this message was encrypted.

char *file_name
This is the filename of the original plaintext message file if it is known, otherwise this is a null pointer.

char *session_key
SINCE: 1.8.0

A textual representation (nul-terminated string) of the session key used in symmetric encryption of the message, if the context has been set to export session keys (see gpgme_set_ctx_flag, "export-session-key"), and a session key was available for the
most recent decryption operation.
Otherwise, this is a null pointer.

You must not try to access this member of the struct unless gpgme_set_ctx_flag (ctx, "export-session-key") returns success or gpgme_get_ctx_flag (ctx, "export-session-key") returns true (non-empty string).

char *symkey_algo
SINCE: 1.11.0

A string with the symmetric encryption algorithm and mode using the format "<algo>.<mode>". Note that the deprecated non-MDC encryption mode of OpenPGP is given as "PGPCFB".

-- Function: gpgme_decrypt_result_t gpgme_op_decrypt_result (gpgme_ctx_t CTX)
The function gpgme_op_decrypt_result returns a gpgme_decrypt_result_t pointer to a structure holding the result of a gpgme_op_decrypt operation. The pointer is only valid if the last operation on the context was a gpgme_op_decrypt or gpgme_op_decrypt_start operation. If the operation failed this

might be a NULL pointer. The returned pointer is only valid until the next operation is started on the context.

File: gpgme.info, Node: Verify, Next: Decrypt and Verify, Prev: Decrypt, Up: Crypto Operations

7.6.2 Verify

-- Function: gpgme_error_t gpgme_op_verify (gpgme_ctx_t CTX,
gpgme_data_t SIG, gpgme_data_t SIGNED_TEXT,
gpgme_data_t PLAIN)
The function gpgme_op_verify verifies that the signature in the data object SIG is a valid signature. If SIG is a detached signature, then the signed text should be provided in SIGNED_TEXT and PLAIN should be a null pointer. Otherwise, if SIG is a normal (or cleartext) signature, SIGNED_TEXT should be a null pointer and PLAIN should be a writable data object that will contain the plaintext after successful verification.

The results of the individual signature verifications can be retrieved with gpgme_op_verify_result.

The function returns the error code GPG_ERR_NO_ERROR if the operation could be completed successfully, GPG_ERR_INV_VALUE if CTX, SIG or PLAIN is not a valid pointer, GPG_ERR_NO_DATA if SIG does not contain any data to verify, and passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_verify_start (gpgme_ctx_t CTX,
gpgme_data_t SIG, gpgme_data_t SIGNED_TEXT,
gpgme_data_t PLAIN)
The function gpgme_op_verify_start initiates a gpgme_op_verify operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the operation could be started successfully, GPG_ERR_INV_VALUE if CTX, SIG or PLAIN is not a valid pointer, and GPG_ERR_NO_DATA if SIG or PLAIN does not contain any data to verify.

-- Data type: gpgme_sig_notation_t
This is a pointer to a structure used to store a part of the result of a gpgme_op_verify operation. The structure contains the following members:

gpgme_sig_notation_t next
This is a pointer to the next new signature notation structure in the linked list, or NULL if this is the last element.

char *name
The name of the notation field. If this is NULL, then the member value will contain a policy URL.

int name_len
The length of the name field. For strings the length is counted without the trailing binary zero.

char *value
The value of the notation field. If name is NULL, then this is a policy URL.

int value_len
The length of the value field. For strings the length is counted without the trailing binary zero.

gpgme_sig_notation_flags_t flags
The accumulated flags field. This field contains the flags associated with the notation data in an accumulated form which can be used
as an argument to the function
gpgme_sig_notation_add. The value flags is a bitwise-or combination of one or multiple of the following bit values:

GPGME_SIG_NOTATION_HUMAN_READABLE
SINCE: 1.1.0

The GPGME_SIG_NOTATION_HUMAN_READABLE symbol specifies that the notation data is in human readable form

GPGME_SIG_NOTATION_CRITICAL
SINCE: 1.1.0

The GPGME_SIG_NOTATION_CRITICAL symbol specifies that the notation data is critical.

unsigned int human_readable : 1
This is true if the GPGME_SIG_NOTATION_HUMAN_READABLE flag is set and false otherwise. This flag is only valid for notation data, not for policy URLs.

unsigned int critical : 1
This is true if the GPGME_SIG_NOTATION_CRITICAL flag is set and false otherwise. This flag is valid for notation data and policy URLs.

-- Data type: gpgme_signature_t

This is a pointer to a structure used to store a part of the result of a gpgme_op_verify operation. The structure contains the following members:

gpgme_signature_t next
This is a pointer to the next new signature structure in the linked list, or NULL if this is the last element.

gpgme_sigsum_t summary
This is a bit vector giving a summary of the signature status. It provides an easy interface to a defined semantic of the signature status. Checking just one bit is sufficient to see whether a signature is valid without any restrictions. This means that you can check for GPGME_SIGSUM_VALID like this:

```
if ((sig.summary & GPGME_SIGSUM_VALID))
{
  ..do stuff if valid..
}
else
{
  ..do stuff if not fully valid..
}
```

The defined bits are:
GPGME_SIGSUM_VALID
The signature is fully valid.

GPGME_SIGSUM_GREEN
The signature is good but one might want to display some extra information. Check the other bits.

GPGME_SIGSUM_RED
The signature is bad. It might be useful to check other bits and display more information, i.e. a revoked certificate might not render a signature invalid when the message was received prior to the cause for the revocation.

GPGME_SIGSUM_KEY_REVOKED
The key or at least one certificate has been revoked.

GPGME_SIGSUM_KEY_EXPIRED
The key or one of the certificates has expired. It is probably a good idea to display the date of the expiration.

GPGME_SIGSUM_SIG_EXPIRED

The signature has expired.

GPGME_SIGSUM_KEY_MISSING
Cant verify due to a missing
key or certificate.

GPGME_SIGSUM_CRL_MISSING
The CRL (or an equivalent mechanism) is not available.

GPGME_SIGSUM_CRL_TOO_OLD
Available CRL is too old.

GPGME_SIGSUM_BAD_POLICY
A policy requirement was not met.

GPGME_SIGSUM_SYS_ERROR
A system error occurred.

GPGME_SIGSUM_TOFU_CONFLICT
A TOFU conflict was detected.

char *fpr
This is the fingerprint or key ID of the signature.

gpgme_error_t status
This is the status of the signature. In particular, the
following status codes are of interest:

GPG_ERR_NO_ERROR
This status indicates that the signature could be
verified or that there is no signature. For the combined
result this status means that all signatures could be
verified.

Note: This does not mean that a valid signature could
be
found. Check the summary field for that.

For example a gpgme_op_decrypt_verify returns a
verification result with GPG_ERR_NO_ERROR for encrypted
but unsigned data.

GPG_ERR_SIG_EXPIRED
This status indicates that the signature is valid but
expired. For the combined result this status means that
all signatures are valid and expired.

GPG_ERR_KEY_EXPIRED

This status indicates that the signature is valid but the key used to verify the signature has expired. For the combined result this status means that all signatures are valid and all keys are expired.

GPG_ERR_CERT_REVOKED
This status indicates that the signature is valid but the key used to verify the signature has been revoked. For the combined result this status means that all signatures

are valid and all keys are revoked.

GPG_ERR_BAD_SIGNATURE
This status indicates that the signature is invalid. For the combined result this status means that all signatures are invalid.

GPG_ERR_NO_PUBKEY
This status indicates that the signature could not be verified due to a missing key. For the combined result this status means that all signatures could not be checked due to missing keys.

GPG_ERR_GENERAL
This status indicates that there was some other error which prevented the signature verification.

gpgme_sig_notation_t notations
This is a linked list with the notation data and policy URLs.

unsigned long timestamp
The creation timestamp of this signature.

unsigned long exp_timestamp
The expiration timestamp of this signature, or 0 if the signature
does not expire.

unsigned int wrong_key_usage : 1
This is true if the key was not used according to its policy.

unsigned int pka_trust : 2
This is set to the trust information gained by means of the PKA system. Values are:
0
No PKA information available or verification not possible.
1

PKA verification failed.

2
PKA verification succeeded.

3
Reserved for future use.

Depending on the configuration of the engine, this metric may also be reflected by the validity of the signature.

unsigned int chain_model : 1
SINCE: 1.1.6

This is true if the validity of the signature has been checked using the chain model. In the chain model the time the signature has been created must be within the validity period of the certificate and the time the certificate itself has been created must be within the validity period of the issuing certificate. In contrast the default validation model checks the validity of signature as well at the entire certificate chain at the current time.

gpgme_validity_t validity
The validity of the signature.

gpgme_error_t validity_reason
If a signature is not valid, this provides a reason why.

gpgme_pubkey_algo_t
The public key algorithm used to create this signature.

gpgme_hash_algo_t
The hash algorithm used to create this signature.

char *pka_address
The mailbox from the PKA information or NULL.

gpgme_key_t key
SINCE: 1.7.0

An object describing the key used to create the signature. This key object may be incomplete in that it only conveys information availabale directly with a signature. It may also be NULL if such information is not readily available.

-- Data type: gpgme_verify_result_t
This is a pointer to a structure used to store the result of a gpgme_op_verify operation. After verifying a signature, you can retrieve the pointer to the result with gpgme_op_verify_result. If the operation failed this might be a NULL pointer. The

structure contains the following member:

gpgme_signature_t signatures
A linked list with information about all signatures for which a verification was attempted.

char *file_name
This is the filename of the original plaintext message file if it is known, otherwise this is a null pointer. Warning: The filename is not covered by the signature.

unsigned int is_mime : 1;
SINCE: 1.11.0

The message claims that the content is a MIME object. Warning: This flag is not covered by the signature.

-- Function: gpgme_verify_result_t gpgme_op_verify_result (gpgme_ctx_t CTX)

The function gpgme_op_verify_result returns a gpgme_verify_result_t pointer to a structure holding the result of a gpgme_op_verify operation. The pointer is only valid if the last operation on the context was a gpgme_op_verify, gpgme_op_verify_start, gpgme_op_decrypt_verify or gpgme_op_decrypt_verify_start operation, and if this operation finished successfully (for gpgme_op_decrypt_verify and gpgme_op_decrypt_verify_start, the error code GPG_ERR_NO_DATA counts as successful in this context). The returned pointer is only valid until the next operation is started on the context.

File: gpgme.info, Node: Decrypt and Verify, Next: Sign, Prev: Verify, Up: Crypto Operations

7.6.3 Decrypt and Verify

-- Function: gpgme_error_t gpgme_op_decrypt_verify (gpgme_ctx_t CTX, gpgme_data_t CIPHER, gpgme_data_t PLAIN)

The function gpgme_op_decrypt_verify decrypts the ciphertext in the data object CIPHER and stores it into the data object PLAIN.
If CIPHER contains signatures, they will be verified.

After the operation completed, gpgme_op_decrypt_result and gpgme_op_verify_result can be used to retrieve more information about the signatures.

If the error code GPG_ERR_NO_DATA is returned, CIPHER does not contain any data to decrypt. However, it might still be signed. The information about detected signatures is available with gpgme_op_verify_result in this case.

The function returns the error code GPG_ERR_NO_ERROR if the ciphertext could be decrypted successfully, GPG_ERR_INV_VALUE if CTX, CIPHER or PLAIN is not a valid pointer, GPG_ERR_NO_DATA if CIPHER does not contain any data to decrypt, GPG_ERR_DECRYPT_FAILED if CIPHER is not a valid cipher text, GPG_ERR_BAD_PASSPHRASE if the passphrase for the secret key could not be retrieved, and passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_decrypt_verify_start (gpgme_ctx_t CTX, gpgme_data_t CIPHER, gpgme_data_t PLAIN)

The function gpgme_op_decrypt_verify_start initiates a gpgme_op_decrypt_verify operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the operation could be started successfully, GPG_ERR_INV_VALUE if CTX, CIPHER, PLAIN or R_STAT is not a valid pointer, and GPG_ERR_NO_DATA if CIPHER does not contain any data to decrypt.

When processing mails it is sometimes useful to extract the actual mail address (the addr-spec) from a string. GPGME provides this helper function which uses the same semantics as the internal functions in GPGME and GnuPG:

-- Function: char * gpgme_addrspec_from_uid (const char *UID)

SINCE: 1.7.1

Return the mail address (called addr-spec in RFC-5322) from the string UID which is assumed to be a user id (called address in RFC-5322). All plain ASCII characters (i.e. those with bit 7 cleared) in the result are converted to lowercase. Caller must free the result using gpgme_free. Returns NULL if no valid address was found (in which case ERRNO is set to EINVAL) or for other errors.

File: gpgme.info, Node: Sign, Next: Encrypt, Prev: Decrypt and Verify, Up: Crypto Operations

7.6.4 Sign

A signature can contain signatures by one or more keys. The set of keys used to create a signatures is contained in a context, and is applied to all following signing operations in this context (until the set is changed).

* Menu:

* Selecting Signers:: How to choose the keys to sign with.
* Creating a Signature:: How to create a signature.
* Signature Notation Data:: How to add notation data to a signature.

File: gpgme.info, Node: Selecting Signers, Next: Creating a Signature, Up: Sign

7.6.4.1
Selecting Signers
.....

The key or the keys used to create a signature are stored in the context. The following functions can be used to manipulate this list. If no signer has been set into the context a default key is used for signing.

-- Function: void gpgme_signers_clear (gpgme_ctx_t CTX)
The function gpgme_signers_clear releases a reference for each key on the signers list and removes the list of signers from the context CTX.

Every context starts with an empty list.

-- Function: gpgme_error_t gpgme_signers_add (gpgme_ctx_t CTX,
const gpgme_key_t KEY)
The function gpgme_signers_add adds the key KEY to the list of signers in the context CTX.

Calling this function acquires an additional reference for the key.

-- Function: unsigned int gpgme_signers_count (const gpgme_ctx_t CTX)
SINCE: 1.4.3

The function gpgme_signers_count returns the number of signer keys in the context CTX.

-- Function:

gpgme_key_t gpgme_signers_enum (const gpgme_ctx_t CTX,
int SEQ)
The function gpgme_signers_enum returns the SEQth key in the list of signers in the context CTX. An additional reference is acquired for the user.

If SEQ is out of range, NULL is returned.

File: gpgme.info, Node: Creating a Signature, Next: Signature Notation Data, Prev: Selecting Signers, Up: Sign

7.6.4.2 Creating a Signature
.....

-- Data type: enum gpgme_sig_mode_t
The gpgme_sig_mode_t type is used to specify the desired type of a signature. The following modes are available:

GPGME_SIG_MODE_NORMAL
A normal signature is made, the output includes the plaintext and the signature.

GPGME_SIG_MODE_DETACH
A detached signature is made.

GPGME_SIG_MODE_CLEAR
A clear text signature is made. The ASCII armor and text mode settings of the context are ignored.

-- Function: gpgme_error_t gpgme_op_sign
(gpgme_ctx_t CTX,
gpgme_data_t PLAIN, gpgme_data_t SIG, gpgme_sig_mode_t MODE)
The function gpgme_op_sign creates a signature for the text in the data object PLAIN and returns it in the data object SIG. The type of the signature created is determined by the ASCII armor (or, if that is not set, by the encoding specified for SIG), the text mode attributes set for the context CTX and the requested signature mode MODE.

After the operation completed successfully, the result can be retrieved with gpgme_op_sign_result.

If an S/MIME signed message is created using the CMS crypto engine, the number of certificates to include in the message can be specified with gpgme_set_include_certs. *Note Included Certificates::.

The function returns the error code GPG_ERR_NO_ERROR if the

signature could be created successfully, GPG_ERR_INV_VALUE if CTX, PLAIN or SIG is not a valid pointer, GPG_ERR_NO_DATA if the signature could not be created, GPG_ERR_BAD_PASSPHRASE if the passphrase for the secret key could not be retrieved, GPG_ERR_UNUSABLE_SECKEY if there are invalid signers, and passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_sign_start (gpgme_ctx_t CTX, gpgme_data_t PLAIN, gpgme_data_t SIG, gpgme_sig_mode_t MODE)

The function gpgme_op_sign_start initiates a gpgme_op_sign operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the operation could be started successfully, and GPG_ERR_INV_VALUE if CTX, PLAIN or SIG is not a valid pointer.

-- Data type: gpgme_new_signature_t

This is a pointer to a structure used to store a part of the result of a gpgme_op_sign operation. The structure contains the following members:

gpgme_new_signature_t next

This is a pointer to the next new signature structure in the linked list, or NULL if this is the last element.

gpgme_sig_mode_t type

The type of this signature.

gpgme_pubkey_algo_t pubkey_algo

The public key algorithm used to create this signature.

gpgme_hash_algo_t hash_algo

The hash algorithm used to create this signature.

unsigned int sig_class

The signature class of this signature.

long int timestamp

The creation timestamp of this signature.

char *fpr

The fingerprint of the key which was used to create this signature.

-- Data type: gpgme_sign_result_t
   This is a pointer to a structure used to store the result of a
   gpgme_op_sign operation. After successfully generating a
   signature, you can retrieve the pointer to the result with
   gpgme_op_sign_result. The structure contains the following
   members:

   gpgme_invalid_key_t
invalid_signers
      A linked list with information about all invalid keys for
      which a signature could not be created.

   gpgme_new_signature_t signatures
      A linked list with information about all signatures created.

-- Function: gpgme_sign_result_t gpgme_op_sign_result (gpgme_ctx_t CTX)
   The function gpgme_op_sign_result returns a gpgme_sign_result_t
   pointer to a structure holding the result of a gpgme_op_sign
   operation. The pointer is only valid if the last operation on the
   context was a gpgme_op_sign, gpgme_op_sign_start,
   gpgme_op_encrypt_sign or gpgme_op_encrypt_sign_start operation.
   If that operation failed, the function might return a NULL
   pointer. The returned pointer is only valid until the next
   operation is started on the context.

File: gpgme.info, Node: Signature Notation Data, Prev: Creating a Signature, Up: Sign

7.6.4.3 Signature Notation Data
.....

Using the following
 functions, you can attach arbitrary notation data to
a signature. This information is then available to the user when the
signature is verified.

-- Function: void gpgme_sig_notation_clear (gpgme_ctx_t CTX)
   SINCE: 1.1.0

   The function gpgme_sig_notation_clear removes the notation data
   from the context CTX. Subsequent signing operations from this
   context will not include any notation data.

   Every context starts with an empty notation data list.

-- Function: gpgme_error_t gpgme_sig_notation_add (gpgme_ctx_t CTX,
      const char *NAME, const char *VALUE,
      gpgme_sig_notation_flags_t FLAGS)

SINCE: 1.1.0

The function gpgme_sig_notation_add adds the notation data with the name NAME and the value VALUE to the context CTX.

Subsequent signing operations will include this notation data, as well as any other notation data that was added since the creation of the context or the last gpgme_sig_notation_clear operation.

The arguments NAME and VALUE must be NUL-terminated strings in human-readable form. The flag GPGME_SIG_NOTATION_HUMAN_READABLE is implied (non-human-readable notation data is currently not supported). The strings must be in UTF-8 encoding.

If NAME is NULL, then VALUE should be a policy URL.

The function gpgme_sig_notation_add returns the error code GPG_ERR_NO_ERROR if the notation data could be added successfully, GPG_ERR_INV_VALUE if CTX is not a valid pointer, or if NAME, VALUE and FLAGS are an invalid combination. The function also passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_sig_notation_t gpgme_sig_notation_get
(const gpgme_ctx_t CTX)
SINCE: 1.1.0

The function gpgme_sig_notation_get returns the linked list of notation data structures that are contained in the context CTX.

If CTX is not a valid pointer, or there is no notation data added for this context, NULL is returned.

File: gpgme.info, Node: Encrypt, Prev: Sign, Up: Crypto Operations

7.6.5 Encrypt

One plaintext can be encrypted for several recipients at the same time. The list of recipients is created independently of any context, and then passed to the encryption operation.

* Menu:

* Encrypting a Plaintext:: How to encrypt a plaintext.

File: gpgme.info, Node: Encrypting a Plaintext, Up: Encrypt

7.6.5.1 Encrypting a Plaintext
.....

-- Function: gpgme_error_t gpgme_op_encrypt (gpgme_ctx_t CTX,
      gpgme_key_t RECP[], gpgme_encrypt_flags_t FLAGS,
      gpgme_data_t PLAIN, gpgme_data_t CIPHER)
   The function gpgme_op_encrypt encrypts the plaintext in the data
   object PLAIN for the recipients RECP and stores the ciphertext in
   the data object CIPHER. The type of the ciphertext created is
   determined by the ASCII armor (or, if that is not set, by the
   encoding specified
for CIPHER) and the text mode attributes set for
   the context CTX.

   RECP must be a NULL-terminated array of keys. The user must keep
   references for all keys during the whole duration of the call (but
   see gpgme_op_encrypt_start for the requirements with the
   asynchronous variant).

   The value in FLAGS is a bitwise-or combination of one or multiple
   of the following bit values:

   GPGME_ENCRYPT_ALWAYS_TRUST
      The GPGME_ENCRYPT_ALWAYS_TRUST symbol specifies that all the
      recipients in RECP should be trusted, even if the keys do not
      have a high enough validity in the keyring. This flag should
      be used with care; in general it is not a good idea to use any
      untrusted keys.

   GPGME_ENCRYPT_NO_ENCRYPT_TO
      SINCE: 1.2.0

      The GPGME_ENCRYPT_NO_ENCRYPT_TO symbol specifies that no
      default or hidden default recipients as configured in the
      crypto backend should be included. This
can be useful for
      managing different user profiles.

   GPGME_ENCRYPT_NO_COMPRESS
      SINCE: 1.5.0

      The GPGME_ENCRYPT_NO_COMPRESS symbol specifies that the
      plaintext shall not be compressed before it is encrypted.
      This is in some cases useful if the length of the encrypted
      message may reveal information about the plaintext.

GPGME_ENCRYPT_PREPARE
GPGME_ENCRYPT_EXPECT_SIGN
The GPGME_ENCRYPT_PREPARE symbol is used with the UI Server protocol to prepare an encryption (i.e. sending the PREP_ENCRYPT command). With the GPGME_ENCRYPT_EXPECT_SIGN symbol the UI Server is advised to also expect a sign command.

GPGME_ENCRYPT_SYMMETRIC
SINCE: 1.7.0

The GPGME_ENCRYPT_SYMMETRIC symbol specifies that the output should be additionally encrypted symmetrically even if recipients are provided. This feature is only supported for the OpenPGP
crypto engine.

GPGME_ENCRYPT_THROW_KEYIDS
SINCE: 1.8.0

The GPGME_ENCRYPT_THROW_KEYIDS symbols requests that the identifiers for the decrption keys are not included in the ciphertext. On the receiving side, the use of this flag may slow down the decryption process because all available secret keys must be tried. This flag is only honored for OpenPGP encryption.

GPGME_ENCRYPT_WRAP
SINCE: 1.8.0

The GPGME_ENCRYPT_WRAP symbol specifies that the input is an OpenPGP message and not a plain data. This is the counterpart to GPGME_DECRYPT_UNWRAP.

GPGME_ENCRYPT_WANT_ADDRESS
SINCE: 1.11.0

The GPGME_ENCRYPT_WANT_ADDRESS symbol requests that all supplied keys or key specifications include a syntactically valid mail address. If this is not the case the operation is not even tried and the error code GPG_ERR_INV_USER_ID
is
returned. Only the address part of the key specification is conveyed to the backend. As of now the key must be specified using the RECPSTRING argument of the extended encrypt functions. This feature is currently only supported for the OpenPGP crypto engine.

If GPG_ERR_UNUSABLE_PUBKEY is returned, some recipients in RECP are invalid, but not all. In this case the plaintext might be encrypted for all valid recipients and returned in CIPHER (if this happens depends on the crypto engine). More information about the invalid recipients is available with gpgme_op_encrypt_result.

If RECP is NULL, symmetric rather than public key encryption is performed. Symmetrically encrypted cipher text can be deciphered with gpgme_op_decrypt. Note that in this case the crypto backend needs to retrieve a passphrase from the user. Symmetric encryption is currently only supported for the OpenPGP crypto backend.

The function returns the error code GPG_ERR_NO_ERROR if the ciphertext could be created successfully, GPG_ERR_INV_VALUE if CTX, RECP, PLAIN or CIPHER is not a valid pointer, GPG_ERR_UNUSABLE_PUBKEY if RECP contains some invalid recipients, GPG_ERR_BAD_PASSPHRASE if the passphrase for the symmetric key could not be retrieved, and passes through any errors that are reported by the crypto engine support routines.

-- Function: gpgme_error_t gpgme_op_encrypt_start (gpgme_ctx_t CTX, gpgme_key_t RECP[], gpgme_encrypt_flags_t FLAGS, gpgme_data_t PLAIN, gpgme_data_t CIPHER)

The function gpgme_op_encrypt_start initiates a gpgme_op_encrypt operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

References to the keys only need to be held for the duration of this call. The user can release its references to the keys after this function returns, even if the operation is not yet finished.

The function returns the error code GPG_ERR_NO_ERROR if the operation could be started successfully, GPG_ERR_INV_VALUE if CTX, RSET, PLAIN or CIPHER is not a valid pointer, and GPG_ERR_UNUSABLE_PUBKEY if RSET does not contain any valid recipients.

-- Function: gpgme_error_t gpgme_op_encrypt_ext (gpgme_ctx_t CTX, gpgme_key_t RECP[], const char *RECPSTRING, gpgme_encrypt_flags_t FLAGS, gpgme_data_t PLAIN, gpgme_data_t CIPHER)

SINCE: 1.11.0

This is an extended version of gpgme_op_encrypt with RECPSTRING as additional parameter. If RECP is NULL and RECPSTRING is not

NULL, the latter is expected to be a linefeed delimited string with the set of key specifications. In contrast to RECP the keys are given directly as strings and there is no need to first create key objects. Leading and trailing white space is remove from each line in RECPSTRING. The keys
are then passed verbatim to the backend
engine.

For the OpenPGP backend several special keywords are supported to modify the operation. These keywords are given instead of a key specification. The currently supported keywords are:

--hidden
--no-hidden
These keywords toggle between normal and hidden recipients for all following key specifications. When a hidden recipient is requested the gpg option -R (or -F in file mode) is used instead of -r (-f in file mode).

--file
--no-file
These keywords toggle between regular and file mode for all following key specification. In file mode the option -f or -F is passed to gpg. At least GnuPG version 2.1.14 is required to handle these options. The GPGME_ENCRYPT_WANT_ADDRESS flag is ignored in file mode.

--
This keyword disables all keyword detection up to the end of the string. All
keywords are treated as verbatim arguments.

To create a RECPSTRING it is often useful to employ a strconcat style function. For example this function creates a string to encrypt to two keys:

```
char *
xbuild_recpstring (const char *key1, const char *key2)
{
  char *result = gpgrt_strconcat ("--\n", key1, "\n", key2, NULL);
  if (!result)
    { perror ("strconcat failed"); exit (2); }
  return result;
}
```

Note the use of the double dash here; unless you want to specify a keyword, it is a good idea to avoid any possible trouble with key specifications starting with a double dash. The used strconcat

function is available in Libgpg-error 1.28 and later; Libgpg-error (aka Gpgrt) is a dependency of GPGME. The number of arguments to gpgrt_strconcat is limited to 47 but that should always be sufficient. In case a larger and non-fixed number of keys are to be supplied the following code can be used:

```
char *
xbuild_long_recpstring (void)
{
  gpgrt_stream_t memfp;
  const char *s;
  void *result;

  memfp = gpgrt_fopenmem (0, "w+b");
  if (!memfp)
    { perror ("fopenmem failed"); exit (2); }
  gpgrt_fputs ("--", memfp);
  while ((s = get_next_keyspec ()))
    {
      gpgrt_fputc ('\n', memfp);
      gpgrt_fputs (s, memfp);
    }
  gpgrt_fputc (0, memfp);
  if (gpgrt_ferror (memfp))
    { perror ("writing to memstream failed"); exit (2); }
  if (gpgrt_fclose_snatch (memfp, &result, NULL))
    { perror ("fclose_snatch failed"); exit (2); }
  return result;
}
```

In this example get_next_keyspec is expected to return the next key to be added to the string. Please take care: Encrypting to a large number of recipients is often questionable due to security reasons and also for the technicality that all keys are currently passed on the command line to gpg which has as a platform specific length limitation.

-- Function: gpgme_error_t gpgme_op_encrypt_ext_start (gpgme_ctx_t CTX, gpgme_key_t RECP[], const char *RECPSTRING, gpgme_encrypt_flags_t FLAGS, gpgme_data_t PLAIN, gpgme_data_t CIPHER)

SINCE: 1.11.0

This is an extended version of gpgme_op_encrypt_start with RECPSTRING as additional parameter. If RECP is NULL and RECPSTRING

is not NULL, the latter is expected to be a linefeed delimited string with the set of key specifications. In contrast to RECP the keys are given directly as strings and there is no need to first create key objects. The keys are passed verbatim to the backend engine.

-- Data type: gpgme_encrypt_result_t
This is a pointer to a structure used to store the result of a gpgme_op_encrypt
operation. After successfully encrypting data, you can retrieve the pointer to the result with gpgme_op_encrypt_result. The structure contains the following members:

gpgme_invalid_key_t invalid_recipients
A linked list with information about all invalid keys for which the data could not be encrypted.

-- Function: gpgme_encrypt_result_t gpgme_op_encrypt_result (gpgme_ctx_t CTX)
The function gpgme_op_encrypt_result returns a gpgme_encrypt_result_t pointer to a structure holding the result of a gpgme_op_encrypt operation. The pointer is only valid if the last operation on the context was a gpgme_op_encrypt, gpgme_op_encrypt_start, gpgme_op_sign or gpgme_op_sign_start operation. If this operation failed, this might be a NULL pointer. The returned pointer is only valid until the next operation is started on the context.

-- Function: gpgme_error_t gpgme_op_encrypt_sign (gpgme_ctx_t CTX, gpgme_key_t RECP[], gpgme_encrypt_flags_t FLAGS, gpgme_data_t PLAIN, gpgme_data_t CIPHER)
The function gpgme_op_encrypt_sign does a combined encrypt and sign operation. It is used like gpgme_op_encrypt, but the ciphertext also contains signatures for the signers listed in CTX.

The combined encrypt and sign operation is currently only available for the OpenPGP crypto engine.

-- Function: gpgme_error_t gpgme_op_encrypt_sign_start (gpgme_ctx_t CTX, gpgme_key_t RECP[], gpgme_encrypt_flags_t FLAGS, gpgme_data_t PLAIN, gpgme_data_t CIPHER)
The function gpgme_op_encrypt_sign_start initiates a gpgme_op_encrypt_sign operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the

operation could be started successfully, and GPG_ERR_INV_VALUE if CTX, RSET, PLAIN or CIPHER is not a valid pointer.

-- Function: gpgme_error_t gpgme_op_encrypt_sign_ext (gpgme_ctx_t CTX, gpgme_key_t RECP[], const char *RECPSTRING, gpgme_encrypt_flags_t FLAGS, gpgme_data_t PLAIN, gpgme_data_t CIPHER)

SINCE: 1.11.0

This is an extended version of gpgme_op_encrypt_sign with RECPSTRING as additional parameter. If RECP is NULL and RECPSTRING is not NULL, the latter is expected to be a linefeed delimited string with the set of key specifications. In contrast to RECP the keys are given directly as strings and there is no need to first create the key objects. The keys are passed verbatim to the backend engine.

-- Function: gpgme_error_t gpgme_op_encrypt_sign_ext_start (gpgme_ctx_t CTX, gpgme_key_t RECP[], const char *RECPSTRING, gpgme_encrypt_flags_t FLAGS, gpgme_data_t PLAIN, gpgme_data_t CIPHER)

SINCE: 1.11.0

This is an extended version of gpgme_op_encrypt_sign_start with RECPSTRING as additional parameter. If RECP is NULL and RECPSTRING is not NULL, the latter is expected to be a linefeed delimited string with the set of key specifications. In contrast to RECP the keys are given directly as strings and there is no need to first create the key objects. The keys are passed verbatim to the backend engine.

7.7 Miscellaneous operations

Here are some support functions which are sometimes useful.

* Menu:

* Running other Programs:: Running other Programs
* Using the Assuan protocol:: Using the Assuan protocol
* Checking for updates:: How to check for software updates

File: gpgme.info, Node: Running other Programs, Next: Using the Assuan protocol, Up: Miscellaneous

7.7.1 Running other Programs

GPGME features an internal subsystem to run the actual backend engines. Along
with data abstraction object this subsystem can be used to run
arbitrary simple programs which even need not be related to
cryptographic features. It may for example be used to run tools which
are part of the GnuPG system but are not directly accessible with the
GPGME API.

-- Function: gpgme_error_t gpgme_op_spawn (gpgme_ctx_t CTX,
const char *FILE, const char *ARGV[], gpgme_data_t DATAIN,
gpgme_data_t DATAOUT, gpgme_data_t DATAERR,
unsigned int FLAGS)

SINCE: 1.5.0

The function gpgme_op_spawn runs the program FILE with the
arguments taken from the NULL terminated array ARGV. If no
arguments are required ARGV may be given as NULL. In the latter
case or if argv[0] is the empty string, GPGME uses the basename
of FILE for argv[0]. The file descriptors stdin, stdout, and
stderr are connected to the data objects DATAIN, DATAOUT, and
DATAERR. If NULL is passed for one of these data objects the
corresponding
file descriptor is connected to /dev/null.

The value in FLAGS is a bitwise-or combination of one or multiple
of the following bit values:

GPGME_SPAWN_DETACHED
SINCE: 1.5.0

Under Windows this flag inhibits the allocation of a new
console for the program. This is useful for a GUI application
which needs to call a command line helper tool.

GPGME_SPAWN_ALLOW_SET_FG
SINCE: 1.5.0

Under Windows this flag allows the called program to put
itself into the foreground.

-- Function: gpgme_error_t gpgme_op_spawn_start (gpgme_ctx_t CTX,

const char *FILE, const char *ARGV[], gpgme_data_t DATAIN,
gpgme_data_t DATAOUT, gpgme_data_t DATAERR,
unsigned int FLAGS)

SINCE: 1.5.0

This is the asynchronous variant of gpgme_op_spawn.

7.7.2
Using the Assuan protocol

The Assuan protocol can be used to talk to arbitrary Assuan servers. By default it is connected to the GnuPG agent, but it may be connected to arbitrary servers by using gpgme_ctx_set_engine_info, passing the location of the servers socket as FILE_NAME argument, and an empty string as HOME_DIR argument.

The Assuan protocol functions use three kinds of callbacks to transfer data:

-- Data type: gpgme_error_t (*gpgme_assuan_data_cb_t) (void *OPAQUE,
const void *DATA, size_t DATALEN)

SINCE: 1.2.0

This callback receives any data sent by the server. OPAQUE is the pointer passed to gpgme_op_assuan_transact_start, DATA of length DATALEN refers to the data sent.

-- Data type: gpgme_error_t (*gpgme_assuan_inquire_cb_t) (void *OPAQUE,
const char *NAME, const char *ARGS, gpgme_data_t *R_DATA)

SINCE: 1.2.0

This callback is used to provide additional data to the Assuan

server. OPAQUE is the pointer passed to gpgme_op_assuan_transact_start, NAME and ARGS specify what kind of data the server requested, and R_DATA is used to return the actual data.

Note: Returning data is currently not implemented in GPGME.

-- Data type: gpgme_error_t (*gpgme_assuan_status_cb_t) (void *OPAQUE,
const char *STATUS, const char *ARGS)

SINCE: 1.2.0

This callback receives any status lines sent by the server. OPAQUE is the pointer passed to gpgme_op_assuan_transact_start, STATUS and ARGS denote the status update sent.

-- Function: gpgme_error_t gpgme_op_assuan_transact_start
(gpgme_ctx_t CTX, const char *COMMAND,
gpgme_assuan_data_cb_t DATA_CB, void * DATA_CB_VALUE,
gpgme_assuan_inquire_cb_t INQUIRE_CB, void * INQUIRE_CB_VALUE,
gpgme_assuan_status_cb_t STATUS_CB, void * STATUS_CB_VALUE)

SINCE: 1.2.0

Send the Assuan COMMAND and return results via the callbacks. Any callback may be NULL. The result of the operation may be retrieved using gpgme_wait_ext.

Asynchronous variant.

-- Function: gpgme_error_t gpgme_op_assuan_transact_ext
(gpgme_ctx_t CTX, const char *COMMAND,
gpgme_assuan_data_cb_t DATA_CB, void * DATA_CB_VALUE,
gpgme_assuan_inquire_cb_t INQUIRE_CB, void * INQUIRE_CB_VALUE,
gpgme_assuan_status_cb_t STATUS_CB, void * STATUS_CB_VALUE,
gpgme_error_t *OP_ERR)

Send the Assuan COMMAND and return results via the callbacks. The result of the operation is returned in OP_ERR.

Synchronous variant.

File: gpgme.info, Node: Checking for updates, Prev: Using the Assuan protocol, Up: Miscellaneous

7.7.3 How to check for software updates

The GnuPG Project operates a server to query the current versions of software packages related to GnuPG. GPGME can be used to access this online database and check whether a new version of a software package is available.

-- Data type: gpgme_query_swdb_result_t

SINCE: 1.8.0

This is a pointer to a structure used to store the result of a gpgme_op_query_swdb operation. After success full call to that function, you can retrieve the pointer to the result with gpgme_op_query_swdb_result. The structure contains the following member:

name
: This is the name of the package.

iversion
: The currently installed version or an empty string. This value is either a copy of the argument given to gpgme_op_query_swdb or the version of the installed software as figured out by GPGME or GnuPG.

created
: This gives the date the file with the list of version numbers has originally be created by the GnuPG project.

retrieved
: This gives the date the file was downloaded.

warning
: If this flag is set either an error has occurred or some of the information in this structure are not properly set. For example if the version number of the installed software could not be figured out, the update flag may not reflect a required update status.

update
: If this flag is set an update of the software is available.

urgent
: If this flag is set an available update is important.

noinfo
: If this flag is set, no valid information could be retrieved.

unknown
: If this flag is set the given name is not known.

tooold
: If this flag is set the available information is not fresh enough.

error
If this flag is set some other error has occurred.

version
The version string of the latest released version.

reldate
The release date of the latest released version.

-- Function: gpgme_error_t gpgme_op_query_swdb (gpgme_ctx_t CTX,
const char *NAME, const char *IVERSION, gpgme_data_t RESERVED)

SINCE: 1.8.0

Query the software version database for software package NAME and check against the installed version given by IVERSION. If IVERSION is given as NULL a check is only done if GPGME can figure out the version by itself (for example when using "gpgme" or "gnupg"). If NULL is used for NAME the current gpgme version is checked. RESERVED must be set to 0.

-- Function: gpgme_query_swdb_result_t gpgme_op_query_swdb_result
(gpgme_ctx_t CTX)

SINCE: 1.8.0

The function gpgme_op_query_swdb_result returns a gpgme_query_swdb_result_t pointer to a structure holding the result of a gpgme_op_query_swdb operation. The pointer is only valid if the last operation on the context was a successful call to gpgme_op_query_swdb. If that call failed, the result might be a NULL pointer. The returned pointer is only valid until the next operation is started on the context CTX.

Here is an example on
how to check whether GnuPG is current:

```
#include <gpgme.h>

int
main (void)
{
  gpg_error_t err;
  gpgme_ctx_t ctx;
  gpgme_query_swdb_result_t result;

  gpgme_check_version (NULL);
  err = gpgme_new (&ctx);
```

```
  if (err)
    fprintf (stderr, "error creating context: %s\n", gpg_strerror (err));
  else
    {
      gpgme_set_protocol (ctx, GPGME_PROTOCOL_GPGCONF);

      err = gpgme_op_query_swdb (ctx, "gnupg", NULL, 0);
      if (err)
        fprintf (stderr, "error querying swdb: %s\n", gpg_strerror (err));
      else
        {
          result = gpgme_op_query_swdb_result (ctx);
          if (!result)
            fprintf (stderr, "error querying swdb\n");
          if (!result->warning && !result->update)
            printf ("GnuPG version %s is current\n",
                    result->iversion);
          else if (!result->warning && result->update)

        printf ("GnuPG version %s can be updated to %s\n",
                    result->iversion, result->version);
          else
            fprintf (stderr, "error finding the update status\n");
        }
      gpgme_release (ctx);
    }
  return 0;
}
```

File: gpgme.info, Node: Run Control, Prev: Miscellaneous, Up: Contexts

7.8 Run Control

GPGME supports running operations synchronously and asynchronously. You can use asynchronous operation to set up a context up to initiating the desired operation, but delay performing it to a later point.

Furthermore, you can use an external event loop to control exactly when GPGME runs. This ensures that GPGME only runs when necessary and also prevents it from blocking for a long time.

* Menu:

* Waiting For Completion:: Waiting until an operation is completed.
* Using External Event Loops:: Advanced control over what happens when.
* Cancellation:: How to

end pending operations prematurely.

File: gpgme.info, Node: Waiting For Completion, Next: Using External Event Loops, Up: Run Control

7.8.1 Waiting For Completion

-- Function: gpgme_ctx_t gpgme_wait (gpgme_ctx_t CTX,
gpgme_error_t *STATUS, int HANG)
The function gpgme_wait continues the pending operation within the context CTX. In particular, it ensures the data exchange between GPGME and the crypto backend and watches over the run time status of the backend process.

If HANG is true, the function does not return until the operation is completed or cancelled. Otherwise the function will not block for a long time.

The error status of the finished operation is returned in STATUS if gpgme_wait does not return NULL.

The CTX argument can be NULL. In that case, gpgme_wait waits for any context to complete its operation.

gpgme_wait can be used only in conjunction with any context that has a pending operation initiated with one of the gpgme_op_*_start functions except gpgme_op_keylist_start and gpgme_op_trustlist_start (for which you should use the corresponding gpgme_op_*_next functions). If CTX is NULL, all of such contexts are waited upon and possibly returned. Synchronous operations running in parallel, as well as key and trust item list operations, do not affect gpgme_wait.

In a multi-threaded environment, only one thread should ever call gpgme_wait at any time, regardless of whether CTX is specified or not. This means that all calls to this function should be fully synchronized by locking primitives. It is safe to start asynchronous operations while a thread is running in gpgme_wait.

The function returns the CTX of the context which has finished the operation. If HANG is false, and the timeout expires, NULL is returned and *status will be set to 0. If an error occurs, NULL is returned and the error is returned in *status.

7.8.2 Using External Event Loops

GPGME hides the complexity of the communication between the library and the crypto engine. The price of this convenience is that the calling thread can block arbitrary long waiting for the data returned by the crypto engine. In single-threaded programs, in particular if they are interactive, this is an unwanted side-effect. OTOH, if gpgme_wait is used without the HANG option being enabled, it might be called unnecessarily often, wasting CPU time that could be used otherwise.

The I/O callback interface described in this section lets the user take control over what happens when. GPGME will provide the user with the file descriptors that should be monitored, and the callback functions that should be invoked when a file descriptor is ready for reading
or writing. It is then the users responsibility to decide when to check the file descriptors and when to invoke the callback functions. Usually this is done in an event loop, that also checks for events in other parts of the program. If the callback functions are only called when the file descriptors are ready, GPGME will never block. This gives the user more control over the program flow, and allows to perform other tasks when GPGME would block otherwise.

By using this advanced mechanism, GPGME can be integrated smoothly into GUI toolkits like GTK+ even for single-threaded programs.

* Menu:

* I/O Callback Interface:: How I/O callbacks are registered.
* Registering I/O Callbacks:: How to use I/O callbacks for a context.
* I/O Callback Example:: An example how to use I/O callbacks.
* I/O Callback Example GTK+:: How to use GPGME with GTK+.
* I/O Callback Example GDK:: How to use GPGME with GDK.
* I/O Callback Example Qt:: How to use
GPGME with Qt.

7.8.2.1 I/O Callback Interface

-- Data type: gpgme_error_t (*gpgme_io_cb_t) (void *DATA, int FD)
The gpgme_io_cb_t type is the type of functions which GPGME wants

to register as I/O callback handlers using the
gpgme_register_io_cb_t functions provided by the user.

DATA and FD are provided by GPGME when the I/O callback handler is registered, and should be passed through to the handler when it is invoked by the user because it noticed activity on the file descriptor FD.

The callback handler always returns 0, but you should consider the return value to be reserved for later use.

-- Data type: gpgme_error_t (*gpgme_register_io_cb_t) (void *DATA,
int FD, int DIR, gpgme_io_cb_t FNC, void *FNC_DATA,
void **TAG)
The gpgme_register_io_cb_t type is the type of
functions which
can be called by GPGME to register an I/O callback function FNC for the file descriptor FD with the user. FNC_DATA should be passed as the first argument to FNC when the handler is invoked (the second argument should be FD). If DIR is 0, FNC should be called by the user when FD is ready for writing. If DIR is 1, FNC should be called when FD is ready for reading.

DATA was provided by the user when registering the gpgme_register_io_cb_t function with GPGME and will always be passed as the first argument when registering a callback function. For example, the user can use this to determine the event loop to which the file descriptor should be added.

GPGME will call this function when a crypto operation is initiated in a context for which the user has registered I/O callback handler functions with gpgme_set_io_cbs. It can also call this function when it is in an I/O callback handler for a file
descriptor
associated to this context.

The user should return a unique handle in TAG identifying this I/O callback registration, which will be passed to the gpgme_register_io_cb_t function without interpretation when the file descriptor should not be monitored anymore.

-- Data type: void (*gpgme_remove_io_cb_t) (void *TAG)
The gpgme_remove_io_cb_t type is the type of functions which can be called by GPGME to remove an I/O callback handler that was registered before. TAG is the handle that was returned by the gpgme_register_io_cb_t for this I/O callback.

GPGME can call this function when a crypto operation is in an I/O

callback. It will also call this function when the context is destroyed while an operation is pending.

-- Data type: enum gpgme_event_io_t
The gpgme_event_io_t type specifies the type of an event that is reported to the user by GPGME as a consequence of an I/O operation. The following events
are defined:

GPGME_EVENT_START
The operation is fully initialized now, and you can start to run the registered I/O callback handlers now. Note that registered I/O callback handlers must not be run before this event is signalled. TYPE_DATA is NULL and reserved for later use.

GPGME_EVENT_DONE
The operation is finished, the last I/O callback for this operation was removed. The accompanying TYPE_DATA points to a struct gpgme_io_event_done_data variable that contains the status of the operation that finished. This event is signalled after the last I/O callback has been removed.

GPGME_EVENT_NEXT_KEY
In a gpgme_op_keylist_start operation, the next key was received from the crypto engine. The accompanying TYPE_DATA is a gpgme_key_t variable that contains the key with one reference for the user.

-- Data type: void (*gpgme_event_io_cb_t)
(void *DATA,
gpgme_event_io_t TYPE, void *TYPE_DATA)
The gpgme_event_io_cb_t type is the type of functions which can be called by GPGME to signal an event for an operation running in a context which has I/O callback functions registered by the user.

DATA was provided by the user when registering the gpgme_event_io_cb_t function with GPGME and will always be passed as the first argument when registering a callback function. For example, the user can use this to determine the context in which this event has occurred.

TYPE will specify the type of event that has occurred. TYPE_DATA specifies the event further, as described in the above list of possible gpgme_event_io_t types.

GPGME can call this function in an I/O callback handler.

File: gpgme.info, Node: Registering I/O Callbacks, Next: I/O Callback Example, Prev: I/O Callback Interface, Up: Using External Event Loops

7.8.2.2 Registering I/O Callbacks
.....

-- Data type: struct gpgme_io_cbs
This structure is used to store the I/O callback interface functions described in the previous section. It has the following members:

gpgme_register_io_cb_t add
This is the function called by GPGME to register an I/O callback handler. It must be specified.

void *add_priv
This is passed as the first argument to the add function when it is called by GPGME. For example, it can be used to determine the event loop to which the file descriptor should be added.

gpgme_remove_io_cb_t remove
This is the function called by GPGME to remove an I/O callback handler. It must be specified.

gpgme_event_io_cb_t event
This is the function called by GPGME to signal an event for an operation. It must be specified, because at least the start event must be processed.

void *event_priv
This is passed as the first argument to the event function when it is called by GPGME. For example, it can be used to determine the context in which the event has occurred.

-- Function: void gpgme_set_io_cbs (gpgme_ctx_t CTX, struct gpgme_io_cbs *IO_CBS)
The function gpgme_set_io_cbs enables the I/O callback interface for the context CTX. The I/O callback functions are specified by IO_CBS.

If IO_CBS->add is NULL, the I/O callback interface is disabled for the context, and normal operation is restored.

-- Function: void gpgme_get_io_cbs (gpgme_ctx_t CTX, struct gpgme_io_cbs *IO_CBS)
The function gpgme_get_io_cbs returns the I/O callback functions

set with gpgme_set_io_cbs in IO_CBS.

File: gpgme.info, Node: I/O Callback Example, Next: I/O Callback Example GTK+, Prev: Registering I/O Callbacks, Up: Using External Event Loops

7.8.2.3 I/O Callback Example
.....

To
actually use an external event loop, you have to implement the I/O
callback functions that are used by GPGME to register and unregister
file descriptors. Furthermore, you have to actually monitor these file
descriptors for activity and call the appropriate I/O callbacks.

The following example illustrates how to do that. The example uses
locking to show in which way the callbacks and the event loop can run
concurrently. For the event loop, we use a fixed array. For a
real-world implementation, you should use a dynamically sized structure
because the number of file descriptors needed for a crypto operation in
GPGME is not predictable.

```
#include <assert.h>
#include <errno.h>
#include <stdlib.h>
#include <pthread.h>
#include <sys/types.h>
#include <gpgme.h>

/* The following structure holds the result of a crypto operation.  */
struct op_result
{
  int done;
  gpgme_error_t err;
};

/* The following structure holds the
data associated with one I/O
callback.  */
struct one_fd
{
  int fd;
  int dir;
  gpgme_io_cb_t fnc;
  void *fnc_data;
  void *loop;
};
```

```
struct event_loop
{
  pthread_mutex_t lock;
#define MAX_FDS 32
  /* Unused slots are marked with FD being -1.  */
  struct one_fd fds[MAX_FDS];
};
```

The following functions implement the I/O callback interface.

```
gpgme_error_t
add_io_cb (void *data, int fd, int dir, gpgme_io_cb_t fnc, void *fnc_data,
    void **r_tag)
{
  struct event_loop *loop = data;
  struct one_fd *fds = loop->fds;
  int i;

  pthread_mutex_lock (&loop->lock);
  for (i = 0; i < MAX_FDS; i++)
    {
      if (fds[i].fd == -1)
 {
  fds[i].fd = fd;
  fds[i].dir = dir;
  fds[i].fnc = fnc;
  fds[i].fnc_data = fnc_data;
  fds[i].loop = loop;
  break;
 }
    }
  pthread_mutex_unlock (&loop->lock);
   if (i == MAX_FDS)
    return gpg_error (GPG_ERR_GENERAL);
  *r_tag = &fds[i];
  return 0;
}

void
remove_io_cb (void *tag)
{
  struct one_fd *fd = tag;
  struct event_loop *loop = fd->loop;

  pthread_mutex_lock (&loop->lock);
  fd->fd = -1;
  pthread_mutex_unlock (&loop->lock);
}
```

```
void
event_io_cb (void *data, gpgme_event_io_t type, void *type_data)
{
  struct op_result *result = data;

  /* We don't support list operations here.  */
  if (type == GPGME_EVENT_DONE)
    {
      result->done = 1;
      result->err = *type_data;
    }
}
```

The final missing piece is the event loop, which will be presented next. We only support waiting for the success of a single operation.

```
int
do_select (struct event_loop *loop)
{
  fd_set rfds;
  fd_set wfds;
  int i, n;
  int any = 0;
  struct timeval tv;
  struct one_fd *fdlist
= loop->fds;

  pthread_mutex_lock (&loop->lock);
  FD_ZERO (&rfds);
  FD_ZERO (&wfds);
  for (i = 0; i < MAX_FDS; i++)
    if (fdlist[i].fd != -1)
      FD_SET (fdlist[i].fd, fdlist[i].dir ? &rfds : &wfds);
  pthread_mutex_unlock (&loop->lock);

  tv.tv_sec = 0;
  tv.tv_usec = 1000;

  do
    {
      n = select (FD_SETSIZE, &rfds, &wfds, NULL, &tv);
    }
  while (n < 0 && errno == EINTR);

  if (n < 0)
    return n; /* Error or timeout.  */
```

```
  pthread_mutex_lock (&loop->lock);
  for (i = 0; i < MAX_FDS && n; i++)
    {
      if (fdlist[i].fd != -1)
 {
   if (FD_ISSET (fdlist[i].fd, fdlist[i].dir ? &rfds : &wfds))
     {
       assert (n);
       n--;
       any = 1;
            /* The I/O callback handler can register/remove callbacks,
               so we have to unlock the file descriptor list.  */
            pthread_mutex_unlock (&loop->lock);
        (*fdlist[i].fnc) (fdlist[i].fnc_data, fdlist[i].fd);
            pthread_mutex_lock (&loop->lock);
     }
 }
    }
  pthread_mutex_unlock (&loop->lock);
  return any;
}

void
wait_for_op (struct event_loop *loop, struct op_result *result)
{
  int ret;

  do
    {
      ret = do_select (loop);
    }
  while (ret >= 0 && !result->done);
}
```

The main function shows how to put it all together.

```
int
main (int argc, char *argv[])
{
  struct event_loop loop;
  struct op_result result;
  gpgme_ctx_t ctx;
  gpgme_error_t err;
  gpgme_data_t sig, text;
  int i;
  pthread_mutexattr_t attr;
  struct gpgme_io_cbs io_cbs =
  {
```

```
      add_io_cb,
      &loop,
      remove_io_cb,
      event_io_cb,
      &result
    };

    init_gpgme ();

    /* Initialize the loop structure.  */

    /* The mutex must be
recursive, since remove_io_cb (which acquires a
       lock) can be called while holding a lock acquired in do_select.  */
    pthread_mutexattr_init (&attr);
    pthread_mutexattr_settype (&attr, PTHREAD_MUTEX_RECURSIVE);
    pthread_mutex_init (&loop.lock, &attr);
    pthread_mutexattr_destroy (&attr);

    for (i = 0; i < MAX_FDS; i++)
      loop.fds[i].fd = -1;

    /* Initialize the result structure.  */
    result.done = 0;

    err = gpgme_data_new_from_file (&sig, "signature", 1);
    if (!err)
      err = gpgme_data_new_from_file (&text, "text", 1);
    if (!err)
      err = gpgme_new (&ctx);
    if (!err)
      {
        gpgme_set_io_cbs (ctx, &io_cbs);
        err = gpgme_op_verify_start (ctx, sig, text, NULL);
      }
    if (err)
      {
        fprintf (stderr, "gpgme error: %s: %s\n",
                 gpgme_strsource (err), gpgme_strerror (err));
        exit (1);
      }

    wait_for_op (&loop,
&result);
    if (!result.done)
      {
        fprintf (stderr, "select error\n");
        exit (1);
```

```
    }
  if (!result.err)
    {
      fprintf (stderr, "verification failed: %s: %s\n",
               gpgme_strsource (result.err), gpgme_strerror (result.err));
      exit (1);
    }
  /* Evaluate verify result.  */
  ...
  return 0;
}
```

File: gpgme.info, Node: I/O Callback Example GTK+, Next: I/O Callback Example GDK, Prev: I/O Callback Example, Up: Using External Event Loops

7.8.2.4 I/O Callback Example GTK+

The I/O callback interface can be used to integrate GPGME with the GTK+ event loop. The following code snippets shows how this can be done using the appropriate register and remove I/O callback functions. In this example, the private data of the register I/O callback function is unused. The event notifications is missing because it does not require any GTK+ specific setup.

```
#include <gtk/gtk.h>

struct my_gpgme_io_cb
{
  gpgme_io_cb_t fnc;
  void *fnc_data;
  guint input_handler_id
};

void
my_gpgme_io_cb (gpointer data, gint source, GdkInputCondition condition)
{
  struct my_gpgme_io_cb *iocb = data;
  (*(iocb->fnc)) (iocb->data, source);
}

void
my_gpgme_remove_io_cb (void *data)
{
  struct my_gpgme_io_cb *iocb = data;
  gtk_input_remove (data->input_handler_id);
```

```
}

void
my_gpgme_register_io_callback (void *data, int fd, int dir, gpgme_io_cb_t fnc,
                               void *fnc_data, void **tag)
{
  struct my_gpgme_io_cb *iocb = g_malloc (sizeof (struct my_gpgme_io_cb));
  iocb->fnc = fnc;
  iocb->data = fnc_data;
  iocb->input_handler_id = gtk_input_add_full (fd, dir
                                               ? GDK_INPUT_READ
                                               : GDK_INPUT_WRITE,
                                              my_gpgme_io_callback,
                                              0, iocb, NULL);
  *tag = iocb;
  return 0;
}
```

File: gpgme.info, Node: I/O Callback Example GDK, Next: I/O Callback Example Qt, Prev: I/O Callback Example GTK+, Up: Using External Event Loops

7.8.2.5 I/O Callback Example GDK
.....

The I/O callback interface can also be used to integrate GPGME with the GDK event loop. The following code snippets shows how this can be done using the appropriate register and remove I/O callback functions. In this example, the private data of the register I/O callback function is unused. The event notifications is missing because it does not require any GDK specific setup.

It is very similar to the GTK+ example in the previous section.

```
#include <gdk/gdk.h>

struct my_gpgme_io_cb
{
  gpgme_io_cb_t fnc;
  void *fnc_data;
  gint tag;

};

void
my_gpgme_io_cb (gpointer data, gint source, GdkInputCondition condition)
{
  struct my_gpgme_io_cb *iocb = data;
```

```
  (*(iocb->fnc)) (iocb->data, source);
}

void
my_gpgme_remove_io_cb (void *data)
{
  struct my_gpgme_io_cb *iocb = data;
  gdk_input_remove (data->tag);
}

void
my_gpgme_register_io_callback (void *data, int fd, int dir, gpgme_io_cb_t fnc,
                               void *fnc_data, void **tag)
{
  struct my_gpgme_io_cb *iocb = g_malloc (sizeof (struct my_gpgme_io_cb));
  iocb->fnc = fnc;
  iocb->data = fnc_data;
  iocb->tag = gtk_input_add_full (fd, dir ? GDK_INPUT_READ : GDK_INPUT_WRITE,
                                  my_gpgme_io_callback, iocb, NULL);
  *tag = iocb;
  return 0;
}
```

File: gpgme.info, Node: I/O Callback Example Qt, Prev: I/O Callback Example GDK, Up: Using External Event Loops

7.8.2.6 I/O Callback Example Qt

The I/O callback interface can also be used to integrate GPGME with the Qt event loop. The following code snippets show how this can be done using the appropriate register and remove I/O callback functions. In this example, the private data of the register I/O callback function is unused. The event notifications is missing because it does not require any Qt specific setup.

```
#include <qsocketnotifier.h>
#include <qapplication.h>

struct IOCB {
  IOCB( GpgmeIOCb f, void * d, QSocketNotifier * n )
    : func( f ), data( d ), notifier( n ) {}
  GpgmeIOCb func;
  void * data;
  QSocketNotifier * notifier;
}
```

```
class MyApp : public QApplication {

  // ...

  static void registerGpgmeIOCallback( void * data, int fd, int dir,
                                       GpgmeIOCb func, void * func_data,
                                       void ** tag ) {
    QSocketNotifier * n =
      new QSocketNotifier(
fd, dir ? QSocketNotifier::Read
                                    : QSocketNotifier::Write );
    connect( n, SIGNAL(activated(int)),
             qApp, SLOT(slotGpgmeIOCallback(int)) );
    qApp->mIOCBs.push_back( IOCB( func, func_data, n ) );
    *tag = (void*)n;
  }

  static void removeGpgmeIOCallback( void * tag ) {
    if ( !tag ) return;
    QSocketNotifier * n = static_cast<QSocketNotifier*>( tag );
    for ( QValueList<IOCB>::iterator it = qApp->mIOCBs.begin() ;
          it != qApp->mIOCBs.end() ; ++it )
      if ( it->notifier == n ) {
        delete it->notifier;
        qApp->mIOCBs.erase( it );
        return;
      }
  }

public slots:
  void slotGpgmeIOCallback( int fd ) {
    for ( QValueList<IOCB>::const_iterator it = mIOCBs.begin() ;
          it != mIOCBs.end() ; ++it )
      if ( it->notifier && it->notifier->socket() == fd )
        (*(it->func))
( it->func_data, fd );
  }

  // ...

private:
  QValueList<IOCB> mIOCBs;
  // ...
};
```

7.8.3 Cancellation

Sometimes you do not want to wait for an operation to finish. GPGME provides two different functions to achieve that. The function gpgme_cancel takes effect immediately. When it returns, the operation is effectively canceled. However, it has some limitations and can not be used with synchronous operations. In contrast, the function gpgme_cancel_async can be used with any context and from any thread, but it is not guaranteed to take effect immediately. Instead, cancellation occurs at the next possible time (typically the next time I/O occurs in the target context).

-- Function: gpgme_ctx_t gpgme_cancel (gpgme_ctx_t CTX)
SINCE: 0.4.5

The function gpgme_cancel attempts to cancel a pending operation in the context
CTX. This only works if you use the global event loop or your own event loop.

If you use the global event loop, you must not call gpgme_wait during cancellation. After successful cancellation, you can call gpgme_wait (optionally waiting on CTX), and the context CTX will appear as if it had finished with the error code GPG_ERR_CANCEL.

If you use an external event loop, you must ensure that no I/O callbacks are invoked for this context (for example by halting the event loop). On successful cancellation, all registered I/O callbacks for this context will be unregistered, and a GPGME_EVENT_DONE event with the error code GPG_ERR_CANCEL will be signalled.

The function returns an error code if the cancellation failed (in this case the state of CTX is not modified).

-- Function: gpgme_ctx_t gpgme_cancel_async (gpgme_ctx_t CTX)
SINCE: 1.1.7

The function gpgme_cancel_async attempts to cancel a pending operation
in the context CTX. This can be called by any thread at any time after starting an operation on the context, but will not take effect immediately. The actual cancellation happens at the next time GPGME processes I/O in that context.

The function returns an error code if the cancellation failed (in

this case the state of CTX is not modified).

File: gpgme.info, Node: UI Server Protocol, Next: Debugging, Prev: Contexts, Up: Top

Appendix A The GnuPG UI Server Protocol
****

This section specifies the protocol used between clients and a User Interface Server (UI server). This protocol helps to build a system where all cryptographic operations are done by a server and the server is responsible for all dialogs. Although GPGME has no direct support for this protocol it is believed that servers will utilize the GPGME library; thus having the specification included in this manual is an appropriate choice. This protocol should be referenced as The GnuPG UI Server Protocol.

A server needs to implement these commands:(1)

* Menu:

* UI Server Encrypt:: Encrypt a message.
* UI Server Sign:: Sign a message.
* UI Server Decrypt:: Decrypt a message.
* UI Server Verify:: Verify a message.
* UI Server Set Input Files:: Specifying the input files to operate on.
* UI Server Sign/Encrypt Files:: Encrypting and signing files.
* UI Server Verify/Decrypt Files:: Decrypting and verifying files.
* UI Server Import/Export Keys:: Managing certificates.
* UI Server Checksum Files:: Create and verify checksums for files.
* Miscellaneous UI Server Commands:: Commands not related to a specific operation.

---------- Footnotes ----------

(1) In all examples we assume that the connection has already been established; see the Assuan manual for details.

File: gpgme.info, Node: UI Server Encrypt, Next: UI Server Sign, Up: UI Server Protocol

A.1 UI Server: Encrypt a Message
==========

Before encryption can be done the recipients must be set using the command:

-- Command: RECIPIENT STRING

Set the recipient for the encryption. STRING is an RFC-2822 recipient name ("mailbox" as per section 3.4). This command may or may not check the recipient for validity right away; if it does not all recipients are expected to be checked at the time of the ENCRYPT command. All RECIPIENT commands are cumulative until a successful ENCRYPT command or until a RESET command. Linefeeds are obviously not allowed in STRING and should be folded into spaces (which are equivalent).

To tell the server the source and destination of the data, the next two commands are to be used:

-- Command: INPUT FD=N

Set the file descriptor for the message to be encrypted to N. The message send to the server is binary encoded.

GpgOL is a Windows only program, thus N is not a libc file descriptor but a regular system handle. Given that the Assuan connection works over a socket, it is not possible to use regular inheritance to make the file descriptor available to the server. Thus DuplicateHandle needs to be used to duplicate a handle to the server process. This is the reason that the server needs to implement the GETINFO pid command. Sending this command a second time replaces the file descriptor set by the last one.

-- Command: OUTPUT FD=N [--binary]

Set the file descriptor to be used for the output (i.e. the encrypted message) to N. If the option --binary is given the output shall be in binary format; if not given, the output for OpenPGP needs to be ASCII armored and for CMS Base-64 encoded. For details on the file descriptor, see the INPUT command.

The setting of the recipients, the data source and destination may happen in any order, even intermixed. If this has been done the actual encryption operation is called using:

-- Command: ENCRYPT --protocol=NAME

This command reads the plaintext from the file descriptor set by the INPUT command, encrypts it and writes the ciphertext to the file descriptor set by the OUTPUT command. The server may (and should) overlap reading and writing. The recipients used for the encryption are all the recipients set so far. If any recipient is not usable the server should take appropriate measures to notify

the user about the problem and may cancel the operation by returning an error code. The used file descriptors are void after this command; the recipient list is only cleared if the server returns success.

Because GpgOL uses a streaming mode of operation the server is not allowed to auto select the protocol and must obey to the mandatory PROTOCOL parameter:

OpenPGP
Use the OpenPGP protocol (RFC-2440).
CMS
Use the CMS
(PKCS#7) protocol (RFC-3852).

To support automagically selection of the protocol depending on the selected keys, the server MAY implement the command:

-- Command: PREP_ENCRYPT [--protocol=NAME] [--expect-sign]

This commands considers all recipients set so far and decides whether it is able to take input and start the actual encryption. This is kind of a dry-run ENCRYPT without requiring or using the input and output file descriptors. The server shall cache the result of any user selection to avoid asking this again when the actual ENCRYPT command is send. The --protocol option is optional; if it is not given, the server should allow the user to select the protocol to be used based on the recipients given or by any other means.

If --expect-sign is given the server should expect that the message will also be signed and use this hint to present a unified recipient and signer selection dialog if possible and desired.
A
selected signer should then be cached for the expected SIGN command (which is expected in the same session but possible on another connection).

If this command is given again before a successful ENCRYPT command, the second one takes effect.

Before sending the OK response the server shall tell the client the protocol to be used (either the one given by the argument or the one selected by the user) by means of a status line:

-- Status line: PROTOCOL NAME
Advise the client to use the protocol NAME for the ENCRYPT command. The valid protocol names are listed under the description

of the ENCRYPT command. The server shall emit exactly one
PROTOCOL status line.

Here is an example of a complete encryption sequence; client lines are
indicated by a C:, server responses by C::

```
C: RESET
S: OK
C: RECIPIENT foo@example.net
S: OK
C: RECIPIENT bar@example.com
S: OK
C: PREP_ENCRYPT
 S: S PROTOCOL OpenPGP
S: OK
C: INPUT FD=17
S: OK
C: OUTPUT FD=18
S: OK
C: ENCRYPT
S: OK
```

File: gpgme.info, Node: UI Server Sign, Next: UI Server Decrypt, Prev: UI Server Encrypt, Up: UI Server Protocol

A.2 UI Server: Sign a Message
==========

The server needs to implement opaque signing as well as detached
signing. Due to the nature of OpenPGP messages it is always required to
send the entire message to the server; sending just the hash is not
possible. The following two commands are required to set the input and
output file descriptors:

-- Command: INPUT FD=N
Set the file descriptor for the message to be signed to N. The
message send to the server is binary encoded. For details on the
file descriptor, see the description of INPUT in the ENCRYPT
section.

-- Command: OUTPUT FD=N [--binary]
Set the file descriptor to be used for the output. The output
is
either the complete signed message or in case of a detached
signature just that detached signature. If the option --binary
is given the output shall be in binary format; if not given, the
output for OpenPGP needs to be ASCII armored and for CMS Base-64

encoded. For details on the file descriptor, see the INPUT
command.

To allow the server the selection of a non-default signing key the
client may optionally use the SENDER command, see *note command
SENDER::.

The signing operation is then initiated by:

-- Command: SIGN --protocol=NAME [--detached]
Sign the data set with the INPUT command and write it to the sink
set by OUTPUT. NAME is the signing protocol used for the message.
For a description of the allowed protocols see the ENCRYPT
command. With option --detached given, a detached signature is
created; this is actually the usual way the command is used.

The client expects the server to send at least this status information
before
the final OK response:

-- Status line: MICALG STRING
The STRING represents the hash algorithm used to create the
signature. It is used with RFC-1847 style signature messages and
defined by PGP/MIME (RFC-3156) and S/MIME (RFC-3851). The GPGME
library has a supporting function gpgme_hash_algo_name to return
the algorithm name as a string. This string needs to be lowercased
and for OpenPGP prefixed with "pgp-".


```
{
  "op": "export",
  "keys": "victor@example.org",
  "armor": true
}
```



```
-----BEGIN PGP PRIVATE KEY BLOCK-----

lQOYBFrsKEkBCADKw4Wt8J6M/88qD8PO6lSMCxH1cpwH8iK0uPaFFYsJkkXo7kWf
PTAtrV+REqF/o80dvYcdLvRsV21pvncZz/HXLu1yQ18mC3XObrKokbdgrTTKA5XE
BZkNsqyaMMJauT18H4hYkSg62/tTdO1cu/zWv/LFf7Xyn6+uA74ovXCJlO1s0N2c
PShtr98QRzPMf2owgVk37JnDNp4gGVDGHxSZOuUwxgYAZYnA8SFc+c+3ZrQfY870
+O4j3Mz4p7yD13AwP4buQLBsb/icxekeQCqpRJhLH9f7MdEcGXa1x36RcEkHdu+M
yJ392eMgD+dKNfRCtyTPhjZTxvbNELIBYICfABEBAAEAB/wLJ0gyMjs2fFfT83wM
5Lzz2yQIwV4t3bblBAujdHTqeN5Zmsm/oakFyjSokULK96Kv0R4ej9eoIgMFvxFk
HRkrggxTrbsNJ7I6QcKYHTPeIIj318ykNL6fj0WJUcdPIENukXl5jbqNyk3/4D2y
TTDySyq6jHTgvMH4K4KJUSpglvSJPntTk9RhuFGHAF+sNR9atygDYctAaERMRtSg
LCoSt/AoX5GRMlQjXT9oqQjwSQoZyF4s8HMC8wdTFIE/E0L4IVdHVp8sz2UszNtT
W/evmCA+KVruKjRH/Fhrq4hHkEamW28+j4L6uAyagONP7BONs+S5Oo2zTT9+tV2R
ILTZBADdgLuAgF6C5Lu9jCF6DfFgaT/uafMyQNkEGNlxOHMWHTgLHe475V2eG9gA
amd4yXKyEFKU1PWnvlGuicQSGdzVcwmq61msvXgYD0FK3LP3yWzKnE4X1tzrC9Vp
/uHJxKjewCuyt1f5in919v+T8TbUxBYKC0zX/qWtX+10cTx77QQA6leqhToJ95Yc
```

u4UBrKMEO+y2v8Svb3LG7yI5oY8tkw0EkJ/kpZ8xTAfZYCe6fXdvVE3PHg2lrxyc
Wv/EU3QY/qA3G82mbXYeJ2jNZaTNYo4MylMrt4Mx25x4ke7JlsE8SVrQ+4CrHkqp
OjSIa7fppLrQ78uW980AtN8NNQGrlTsD/A9aoA60Igxy1Q3K2uSyDCyjLknv57ym
ZSBD3/t7m0l6Q6gbdfhNGosT+Hd4y3actqEqzXZHW2VG4dKZ/wRNkxtSm9adU9vs
EHyzxjb6mKIH32zAG5TaFT20hC+NK6lsyHr9UE2ZrS6ma2sLxGW2O40hqNsdD+5m
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qZASIBqxok5x8E28pFh/tYfkYdqRCtdNYZOnxcEoUWh5j6nfwZkEnJ9P/T8GPNk7
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bwNaMZrDc7TRIq/fgGaL6g//bzcWrr1YaHXZ10Bgx6UymDOlYkCpBADm0Hv46sPw
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X3lnXRNMhnB3Uewx4i00LQmjsxhJfQiGLpMv0j58tn64s7GqQzGVV1JKcQm992RV
jFOydyjZ+K4LGWEOITG/bZrMEVNGCM+OnQQA/Haz8xN0NFSlq7tyfFc0pkx/TiCX
xGfBqbO0wU2b5GMnZbY/06HENpidIzpa231VQaw5/nPTvfhlLKW1iGAkc148cX1q
lL9w2ksXuaHR3LXud2VcfVTIdxU/7h7u1dD/85+c0+7jlGObD9cXKxlM6OjpIJz1
l5/1h3C5S0TuxHkEAL/3BGihkhNfv1Xx0rWu0/732usX/nE/A9C26hGu41FUf3fp
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CRAjAWNe7/DLBf0pCACPp5hBuUWngu2Hqvg+tNiujfsiYzId3MffFxEk3CbXeHcJ
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9Mmd7bM1+UyPgbPEr0iWMeyctYsuOLeUyQKMscDT
=hkUm
-----END
PGP PRIVATE KEY BLOCK-----

```
{
  "manifest_version": 2,

  "name": "Browsertests for gpgmejs",
  "description": "Run the browsertests.",
  "version": "0.1",
```

```
  "content_security_policy": "default-src 'self' filesystem:",
  "browser_action": {
   "default_icon": "testicon.png",
   "default_popup": "popup.html"
  },
  "permissions": ["nativeMessaging", "activeTab"]
 }
from __future__ import absolute_import

import cython
import gpg

c = gpg.Context()
seckeys = c.keylist(pattern=None, secret=True)
pubkeys = c.keylist(pattern=None, secret=False)

seclist = list(seckeys)
secnum = len(seclist)

publist = list(pubkeys)
pubnum = len(publist)

if cython.compiled is True:
  cc = "Powered by Cython compiled C code."
else:
  cc = "Powered by Python."

print("""
  Number of secret keys:  {0}
  Number of public keys:  {1}

 {2}
""".format(secnum, pubnum, cc))
{
  "info": {
     "is_mime":      false,
     "signatures":   [{
        "summary":      {
           "sigsum":       [],
           "valid":        false,
           "green":        false,
           "red":  false,
           "revoked":      false,
           "key-expired":  false,
           "sig-expired":  false,
           "key-missing":  false,
           "crl-missing":  false,
           "crl-too-old":  false,
```

```
          "bad-policy":   false,
          "sys-error":    false
        },
        "wrong_key_usage":      false,
        "chain_model":  false,
        "is_de_vs":     false,
        "status_string":        "Success",
        "fingerprint":  "A0FF4590BB6122EDEF6E3C542D727CC768697734",
        "validity_string":      "unknown",
        "pubkey_algo_name":     "DSA",
        "hash_algo_name":       "SHA1",
        "status_code":  0,
        "timestamp":    1542213871,
        "exp_timestamp":        0,
        "pka_trust":    0,
        "validity":     0,
        "validity_reason":      0,
        "notations":    [{
          "human_readable":       false,
          "critical":     false,
          "value":        "https://www.gnu.org/policy/",
          "flags":        0
        }, {
        "human_readable":       true,
        "critical":     false,
        "name": "laughing@me",
        "value":        "Just Squeeze Me",
        "flags":        1
        }, {
        "human_readable":       true,
        "critical":     true,
        "name": "preferred-email-encoding@pgp.com",
        "value":        "pgpmime",
        "flags":        3
        }]
      }]
  },
  "type": "plaintext",
  "base64":       false,
  "data": "Hallo Leute\n"
}
```


This is gpgme.info, produced by makeinfo version 6.5 from gpgme.texi.

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INFO-DIR-SECTION GNU Libraries
START-INFO-DIR-ENTRY
* GPGME: (gpgme). Adding support for cryptography to your program.
END-INFO-DIR-ENTRY

This file documents the GPGME library.

This is Edition 1.14.1-beta35, last updated 13 December 2019, of The
GnuPG Made Easy Reference Manual, for Version
1.14.1-beta35.

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gpgme.info-1: 1688
gpgme.info-2: 301751

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End Tag Table

Local Variables:
coding: utf-8
End:
000
*H
010 UDE1!0U
Deutsches Forschungsnetz10UDFN-PCA1.0,U%DFN Top Level Certification Authority1!0 *H
certify@pca.dfn.de0
001102164724Z
011230180000Z010 UDE1!0U
Deutsches Forschungsnetz10UDFN-PCA1+0)U"DFN Server Certification Authority1!0 *H
certify@pca.dfn.de0"0
*H
0
W`r;wXu)QYHm1t]4?|-.B(iw6G01N>[mQSwC'muw~E'l-M
+<[A|F)F%
ZiRaW=OC,,meKW@J-*<,L}:Bnm-kv
EYBmu tt[-%,R+n0j0U00U0U{upz*D\
v0Ux0v09753http://www.pca.dfn.de/dfnpca/certify/ssl/dfnpca.crx09753http://www.pca.dfn.de/dfnpca/certify/ssl/dfn
pca.crl0 `HB0) `HBhttps://mystic.pca.dfn.de/0A `HB42http://www.pca.dfn.de/dfnpca/policy/wwwpolicy.html0 `HB
This certificate was issued by the DFN-PCA, the Top
Level Certification Authority of the German Research
Network (Deutsches Forschungsnetz, DFN).
The key owner's identity was authenticated in
accordance with the DFN World Wide Web Policy, v1.00! `HBcgi/check-rev.cgi?0
*H
\C)2
+ZYG| UCA|PzYFnTj@SA)/<HU+4t?@g?pb5w'Z;dqLi9\(d=

,}h?c(MeM44=Qe/_^^JyYN/61&jPFXifP&#;/KZ
1 xOK?ps
\input texinfo @c -*- mode: texinfo; coding: utf-8; -*-
@documentencoding UTF-8
@setfilename gpgme.info
@include defs.inc
@settitle The `GnuPG Made Easy' Reference Manual

@dircategory GNU Libraries
@direntry
* @acronym{GPGME}: (gpgme). Adding support for cryptography to your program.
@end direntry

@c Unify some of the indices.
@syncodeindex tp fn
@syncodeindex pg fn

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@end copying

@c Macros used by the description of the UI server protocol
@macro clnt{string}
@sc{c:} \string\
@end macro
@macro srvr{string}
@sc{s:} \string\
@end macro

@c API version.
@macro since{string}
@sc{Since:} \string\
@end macro

@c
@c T I T L E P A G E
@c
@ifinfo
This file documents the @acronym{GPGME} library.

This is Edition @value{EDITION}, last updated @value{UPDATED}, of
@cite{The `GnuPG Made Easy' Reference Manual}, for Version
@value{VERSION}.

@c NOTE: Don't forget to update the year for the TeX version, too.
@insertcopying

@end ifinfo

@c We do not want that bastard short titlepage.
@c @iftex
@c @shorttitlepage The `GnuPG Made Easy' Reference Manual
@c @end iftex
@titlepage
@center @titlefont{The `GnuPG Made Easy'}
@sp 1
@center @titlefont{Reference Manual}
@sp 6
@center Edition @value{EDITION}
@sp 1
@center last updated @value{UPDATED}
@sp 1
@center for version @value{VERSION}
@page
@vskip 0pt plus 1filll
Published
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@insertcopying
@end titlepage
@page

@summarycontents
@contents

@ifnottex
@node Top
@top Main Menu
This is Edition @value{EDITION}, last updated @value{UPDATED}, of
@cite{The `GnuPG Made Easy' Reference Manual}, for Version
@value{VERSION} of the @acronym{GPGME} library.

@end ifnottex

@menu
* Introduction:: How to use this manual.
* Preparation:: What you should do before using the library.
* Protocols and Engines:: Supported crypto protocols.
* Algorithms:: Supported algorithms.
* Error Handling:: Error numbers and their meanings.
* Exchanging Data:: Passing data to and from @acronym{GPGME}.
* Contexts:: Handling @acronym{GPGME} contexts.

Appendices

* UI Server Protocol:: The GnuPG UI Server Protocol.
* Debugging:: How to solve problems.
* Deprecated
Functions:: Documentation of deprecated functions.

* Library Copying:: The GNU Lesser General Public License says
how you can copy and share `GnuPG Made Easy'.
* Copying:: The GNU General Public License says how you
can copy and share this manual.

Indices

* Concept Index:: Index of concepts and programs.
* Function and Data Index:: Index of functions, variables and data types.

@detailmenu
--- The Detailed Node Listing ---

Introduction

* Getting Started:: Purpose of the manual, and how to use it.
* Features:: Reasons to install and use @acronym{GPGME}.
* Overview:: Basic architecture of the @acronym{GPGME} library.

Preparation

* Header:: What header file you need to include.
* Building the Source:: Compiler options to be used.
* Largefile Support (LFS)::
How to use @acronym{GPGME} with LFS.
* Using Automake:: Compiler options to be used the easy way.
* Using Libtool:: Avoiding compiler options entirely.
* Library Version Check:: Getting and verifying the library version.
* Signal Handling:: How @acronym{GPGME} affects signal handling.
* Multi-Threading:: How @acronym{GPGME} can be used in an MT environment.

Protocols and Engines

* Engine Version Check:: Verifying the engine version.
* Engine Information:: Obtaining more information about the engines.
* Engine Configuration:: Changing the engine configuration.
* OpenPGP:: Support for the OpenPGP protocol.
* Cryptographic Message Syntax:: Support for the CMS.

Algorithms

* Public Key Algorithms:: A list of all public key algorithms.
* Hash Algorithms:: A list of all hash algorithms.

Error Handling

* Error Values:: The error
value and what it means.
* Error Codes:: A list of important error codes.
* Error Sources:: A list of important error sources.
* Error Strings:: How to get a descriptive string from a value.

Exchanging Data

* Creating Data Buffers:: Creating new data buffers.
* Destroying Data Buffers:: Releasing data buffers.
* Manipulating Data Buffers:: Operations on data buffers.

Creating Data Buffers

* Memory Based Data Buffers:: Creating memory based data buffers.
* File Based Data Buffers:: Creating file based data buffers.
* Callback Based Data Buffers:: Creating callback based data buffers.

Manipulating Data Buffers

* Data Buffer I/O Operations:: I/O operations on data buffers.
* Data Buffer Meta-Data:: Meta-data manipulation of data buffers.
* Data Buffer Convenience:: Convenience function for data buffers.

Contexts

* Creating Contexts:: Creating new @acronym{GPGME} contexts.
*
Destroying Contexts:: Releasing @acronym{GPGME} contexts.
* Result Management:: Managing the result of crypto operations.
* Context Attributes:: Setting properties of a context.
* Key Management:: Managing keys with @acronym{GPGME}.

* Crypto Operations:: Using a context for cryptography.
* Miscellaneous:: Miscellaneous operations.
* Run Control:: Controlling how operations are run.

Context Attributes

* Protocol Selection:: Selecting the protocol used by a context.
* Crypto Engine:: Configuring the crypto engine.
* Setting the Sender:: How to tell the engine the sender.
* ASCII Armor:: Requesting @acronym{ASCII} armored output.
* Text Mode:: Choosing canonical text mode.
* Offline Mode:: Choosing offline mode.
* Included Certificates:: Including a number of certificates.
* Key Listing Mode::
Selecting key listing mode.
* Passphrase Callback:: Getting the passphrase from the user.
* Progress Meter Callback:: Being informed about the progress.
* Status Message Callback:: Status messages received from gpg.
* Locale:: Setting the locale of a context.

Key Management

* Key objects:: Description of the key structures.
* Listing Keys:: Browsing the list of available keys.
* Information About Keys:: Requesting detailed information about keys.
* Manipulating Keys:: Operations on keys.
* Generating Keys:: Creating new key pairs.
* Signing Keys:: Adding key signatures to public keys.
* Exporting Keys:: Retrieving key data from the key ring.
* Importing Keys:: Adding keys to the key ring.
* Deleting Keys:: Removing keys from the key ring.
* Changing Passphrases:: Change the passphrase of
a key.
* Changing TOFU Data:: Changing data pertaining to TOFU.
* Advanced Key Editing:: Advanced key edit operation.

Crypto Operations

* Decrypt:: Decrypting a ciphertext.
* Verify:: Verifying a signature.
* Decrypt and Verify:: Decrypting a signed ciphertext.
* Sign:: Creating a signature.
* Encrypt:: Encrypting a plaintext.

Sign

* Selecting Signers:: How to choose the keys to sign with.
* Creating a Signature:: How to create a signature.

* Signature Notation Data:: How to add notation data to a signature.

Encrypt

* Encrypting a Plaintext:: How to encrypt a plaintext.

Miscellaneous

* Running other Programs:: Running other Programs.
* Using the Assuan protocol:: Using the Assuan protocol.
* Checking for updates:: How to check for software updates.

Run Control

* Waiting For Completion:: Waiting
until an operation is completed.
* Using External Event Loops:: Advanced control over what happens when.
* Cancellation:: How to end pending operations prematurely.

Using External Event Loops

* I/O Callback Interface:: How I/O callbacks are registered.
* Registering I/O Callbacks:: How to use I/O callbacks for a context.
* I/O Callback Example:: An example how to use I/O callbacks.
* I/O Callback Example GTK+:: How to integrate @acronym{GPGME} in GTK+.
* I/O Callback Example GDK:: How to integrate @acronym{GPGME} in GDK.
* I/O Callback Example Qt:: How to integrate @acronym{GPGME} in Qt.

@end detailmenu
@end menu

@node Introduction
@chapter Introduction

`GnuPG Made Easy' (@acronym{GPGME}) is a C language library that
allows to add support for cryptography to a program. It is designed
to make access to public key crypto engines like GnuPG or GpgSM easier
for applications. @acronym{GPGME} provides a high-level crypto API
for
encryption, decryption, signing, signature verification and key
management.

@acronym{GPGME} uses GnuPG and GpgSM as its backends to support
OpenPGP and the Cryptographic Message Syntax (CMS).

@menu
* Getting Started:: Purpose of the manual, and how to use it.
* Features:: Reasons to install and use @acronym{GPGME}.

* Overview:: Basic architecture of the @acronym{GPGME} library.
@end menu

@node Getting Started
@section Getting Started

This manual documents the @acronym{GPGME} library programming
interface. All functions and data types provided by the library are
explained.

The reader is assumed to possess basic knowledge about cryptography in
general, and public key cryptography in particular. The underlying
cryptographic engines that are used by the library are not explained,
but where necessary, special features or requirements by an engine are
mentioned as far as they are relevant to @acronym{GPGME} or its users.

This manual
 can be used in several ways. If read from the beginning
to the end, it gives a good introduction into the library and how it
can be used in an application. Forward references are included where
necessary. Later on, the manual can be used as a reference manual to
get just the information needed about any particular interface of the
library. Experienced programmers might want to start looking at the
examples at the end of the manual, and then only read up those parts
of the interface which are unclear.

The documentation for the language bindings is currently not included
in this manual. Those languages bindings follow the general
programming model of @acronym{GPGME} but may provide some extra high
level abstraction on top of the @acronym{GPGME} style API. For now
please see the README files in the @file{lang/} directory of the
source distribution.

@node Features
@section Features

@acronym{GPGME} has a couple of advantages over other libraries doing
a similar job, and over
 implementing support for GnuPG or other crypto
engines into your application directly.

@table @asis
@item it's free software
Anybody can use, modify, and redistribute it under the terms of the GNU
Lesser General Public License (@pxref{Library Copying}).

@item it's flexible
@acronym{GPGME} provides transparent support for several cryptographic protocols by different engines. Currently, @acronym{GPGME} supports the OpenPGP protocol using GnuPG as the backend, and the Cryptographic Message Syntax using GpgSM as the backend.

@item it's easy
@acronym{GPGME} hides the differences between the protocols and engines from the programmer behind an easy-to-use interface. This way the programmer can focus on the other parts of the program, and still integrate strong cryptography in his application. Once support for @acronym{GPGME} has been added to a program, it is easy to add support for other crypto protocols once @acronym{GPGME} backends provide them.

@item it's language friendly
@acronym{GPGME}
comes with languages bindings for several common programming languages: Common Lisp, C++, Python 2, and Python 3.
@end table

@node Overview
@section Overview

@acronym{GPGME} provides a data abstraction that is used to pass data to the crypto engine, and receive returned data from it. Data can be read from memory or from files, but it can also be provided by a callback function.

The actual cryptographic operations are always set within a context. A context provides configuration parameters that define the behaviour of all operations performed within it. Only one operation per context is allowed at any time, but when one operation is finished, you can run the next operation in the same context. There can be more than one context, and all can run different operations at the same time.

Furthermore, @acronym{GPGME} has rich key management facilities including listing keys, querying their attributes, generating, importing, exporting and deleting keys, and acquiring information about
the trust path.

With some precautions, @acronym{GPGME} can be used in a multi-threaded environment, although it is not completely thread safe and thus needs the support of the application.

@node Preparation
@chapter Preparation

To use @acronym{GPGME}, you have to perform some changes to your
sources and the build system. The necessary changes are small and
explained in the following sections. At the end of this chapter, it
is described how the library is initialized, and how the requirements
of the library are verified.

@menu
* Header::   What header file you need to include.
* Building the Source::   Compiler options to be used.
* Largefile Support (LFS):: How to use @acronym{GPGME} with LFS.
* Using Automake::   Compiler options to be used the easy way.
* Using Libtool::   Avoiding compiler options entirely.
* Library Version Check::   Getting and verifying the library version.
* Signal Handling::
        How @acronym{GPGME} affects signal handling.
* Multi-Threading::   How @acronym{GPGME} can be used in an MT environment.
@end menu

@node Header
@section Header
@cindex header file
@cindex include file

All interfaces (data types and functions) of the library are defined
in the header file `gpgme.h'. You must include this in all programs
using the library, either directly or through some other header file,
like this:

@example
#include <gpgme.h>
@end example

The name space of @acronym{GPGME} is @code{gpgme_*} for function names
and data types and @code{GPGME_*} for other symbols. Symbols internal
to @acronym{GPGME} take the form @code{_gpgme_*} and @code{_GPGME_*}.

Because @acronym{GPGME} makes use of the GPG Error library, using
@acronym{GPGME} will also use the @code{GPG_ERR_*} name space
directly, and the @code{gpg_err*}, @code{gpg_str*}, and @code{gpgrt_*}
name space indirectly.

@node Building the Source
@section Building the Source
@cindex compiler options
@cindex

compiler flags

If you want to compile a source file including the `gpgme.h' header file, you must make sure that the compiler can find it in the directory hierarchy. This is accomplished by adding the path to the directory in which the header file is located to the compilers include file search path (via the @option{-I} option).

However, the path to the include file is determined at the time the source is configured. To solve this problem, gpgme ships with a small helper program @command{gpgme-config} that knows about the path to the include file and other configuration options. The options that need to be added to the compiler invocation at compile time are output by the @option{--cflags} option to @command{gpgme-config}. The following example shows how it can be used at the command line:

@example
gcc -c foo.c `gpgme-config --cflags`
@end example

Adding the output of @samp{gpgme-config --cflags} to the compiler command line will ensure that the compiler can find the @acronym{GPGME} header file.

A similar problem occurs when linking the program with the library. Again, the compiler has to find the library files. For this to work, the path to the library files has to be added to the library search path (via the @option{-L} option). For this, the option @option{--libs} to @command{gpgme-config} can be used. For convenience, this option also outputs all other options that are required to link the program with @acronym{GPGME} (in particular, the @samp{-lgpgme} option). The example shows how to link @file{foo.o} with the @acronym{GPGME} library to a program @command{foo}.

@example
gcc -o foo foo.o `gpgme-config --libs`
@end example

Of course you can also combine both examples to a single command by specifying both options to @command{gpgme-config}:

@example
gcc -o foo foo.c `gpgme-config --cflags --libs`
@end example

If you need to detect the installed language bindings you can use list them using:

@example
gpgme-config --print-lang
@end example

or
 test for the availability using

@example
gpgme-config --have-lang=python && echo 'Bindings for Pythons available'
@end example

@node Largefile Support (LFS)
@section Largefile Support (LFS)
@cindex largefile support
@cindex LFS

@acronym{GPGME} is compiled with largefile support by default, if it is available on the system. This means that GPGME supports files larger than two gigabyte in size, if the underlying operating system can. On some systems, largefile support is already the default. On such systems, nothing special is required. However, some systems provide only support for files up to two gigabyte in size by default. Support for larger file sizes has to be specifically enabled.

To make a difficult situation even more complex, such systems provide two different types of largefile support. You can either get all relevant functions replaced with alternatives that are largefile capable, or you can get new functions and data types for largefile support added. Those
 new functions have the same name as their smallfile counterparts, but with a suffix of 64.

An example: The data type @code{off_t} is 32 bit wide on GNU/Linux PC systems. To address offsets in large files, you can either enable largefile support add-on. Then a new data type @code{off64_t} is provided, which is 64 bit wide. Or you can replace the existing @code{off_t} data type with its 64 bit wide counterpart. All occurrences of @code{off_t} are then automagically replaced.

As if matters were not complex enough, there are also two different types of file descriptors in such systems. This is important because if file descriptors are exchanged between programs that use a different maximum file size, certain errors must be produced on some file descriptors to prevent subtle overflow bugs from occurring.

As you can see, supporting two different maximum file sizes at the

same time is not at all an easy task. However, the maximum file size
does matter for @acronym{GPGME}, because
some data types it uses in
its interfaces are affected by that. For example, the @code{off_t}
data type is used in the @code{gpgme_data_seek} function, to match its
@acronym{POSIX} counterpart. This affects the call-frame of the
function, and thus the ABI of the library. Furthermore, file
descriptors can be exchanged between GPGME and the application.

For you as the user of the library, this means that your program must
be compiled in the same file size mode as the library. Luckily, there
is absolutely no valid reason for new programs to not enable largefile
support by default and just use that. The compatibility modes (small
file sizes or dual mode) can be considered an historic artefact, only
useful to allow for a transitional period.

On POSIX platforms @acronym{GPGME} is compiled using largefile support
by default. This means that your application must do the same, at
least as far as it is relevant for using the @file{gpgme.h} header
file. All types in this header files refer
to their largefile
counterparts, if they are different from any default types on the
system.

On 32 and 64 bit Windows platforms @code{off_t} is declared as 32 bit
signed integer. There is no specific support for LFS in the C
library. The recommendation from Microsoft is to use the native
interface (@code{CreateFile} et al.) for large files. Released binary
versions of @acronym{GPGME} (libgpgme-11.dll) have always been build
with a 32 bit @code{off_t}. To avoid an ABI break we stick to this
convention for 32 bit Windows by using @code{long} there.
@acronym{GPGME} versions for 64 bit Windows have never been released
and thus we are able to use @code{int64_t} instead of @code{off_t}
there. For easier migration the typedef @code{gpgme_off_t} has been
defined. The reason we cannot use @code{off_t} directly is that some
toolchains (e.g. mingw64) introduce a POSIX compatible hack for
@code{off_t}. Some widely used toolkits make use of this hack and in
turn @acronym{GPGME} would need
to use it also. However, this would
introduce an ABI break and existing software making use of libgpgme
might suffer from a severe break. Thus with version 1.4.2 we
redefined all functions using @code{off_t} to use @code{gpgme_off_t}
which is defined as explained above. This way we keep the ABI well
defined and independent of any toolchain hacks. The bottom line is
that LFS support in @acronym{GPGME} is only available on 64 bit
versions of Windows.

On POSIX platforms you can enable largefile support, if it is

different from the default on the system the application is compiled
on, by using the Autoconf macro @code{AC_SYS_LARGEFILE}. If you do
this, then you don't need to worry about anything else: It will just
work. In this case you might also want to use @code{AC_FUNC_FSEEKO}
to take advantage of some new interfaces, and @code{AC_TYPE_OFF_T}
(just in case).

If you do not use Autoconf, you can define the preprocessor symbol
@code{_FILE_OFFSET_BITS} to 64 @emph{before} including
any header
files, for example by specifying the option
@code{-D_FILE_OFFSET_BITS=64} on the compiler command line. You will
also want to define the preprocessor symbol @code{LARGEFILE_SOURCE} to
1 in this case, to take advantage of some new interfaces.

If you do not want to do either of the above, you probably know enough
about the issue to invent your own solution. Just keep in mind that
the @acronym{GPGME} header file expects that largefile support is
enabled, if it is available. In particular, we do not support dual
mode (@code{_LARGEFILE64_SOURCE}).

@node Using Automake
@section Using Automake
@cindex automake
@cindex autoconf

It is much easier if you use GNU Automake instead of writing your own
Makefiles. If you do that you do not have to worry about finding and
invoking the @command{gpgme-config} script at all. @acronym{GPGME}
provides an extension to Automake that does all the work for you.

@c A simple macro for optional variables.
@macro ovar{varname}
@r{[}@var{\varname\}@r{]}
@end
macro
@defmac AM_PATH_GPGME (@ovar{minimum-version}, @ovar{action-if-found}, @ovar{action-if-not-found})
@defmacx AM_PATH_GPGME_PTH (@ovar{minimum-version}, @ovar{action-if-found}, @ovar{action-if-not-found})
@defmacx AM_PATH_GPGME_PTHREAD (@ovar{minimum-version}, @ovar{action-if-found}, @ovar{action-if-not-found})
Check whether @acronym{GPGME} (at least version @var{minimum-version},
if given) exists on the host system. If it is found, execute
@var{action-if-found}, otherwise do @var{action-if-not-found}, if
given.

Additionally, the function defines @code{GPGME_CFLAGS} to the flags

needed for compilation of the program to find the @file{gpgme.h}
header file, and @code{GPGME_LIBS} to the linker flags needed to link
the program to the @acronym{GPGME} library. If the used helper script
does not match the target type you are building for a warning is
printed and the string @code{libgcrypt} is appended to the variable
@code{gpg_config_script_warn}.

@code{AM_PATH_GPGME_PTH}
 checks for the version of @acronym{GPGME}
that can be used with GNU Pth, and defines @code{GPGME_PTH_CFLAGS} and
@code{GPGME_PTH_LIBS}.

@code{AM_PATH_GPGME_PTHREAD} checks for the version of @acronym{GPGME}
that can be used with the native pthread implementation, and defines
@code{GPGME_PTHREAD_CFLAGS} and @code{GPGME_PTHREAD_LIBS}. Since
version 1.8.0 this is no longer required to GPGME_PTHREAD as
@acronym{GPGME} itself is thread safe.

This macro searches for @command{gpgme-config} along the PATH. If
you are cross-compiling, it is useful to set the environment variable
@code{SYSROOT} to the top directory of your target. The macro will
then first look for the helper program in the @file{bin} directory
below that top directory. An absolute directory name must be used for
@code{SYSROOT}. Finally, if the configure command line option
@code{--with-gpgme-prefix} is used, only its value is used for the top
directory below which the helper script is expected.

@end defmac

You can
 use the defined Autoconf variables like this in your
@file{Makefile.am}:

@example
AM_CPPFLAGS = $(GPGME_CFLAGS)
LDADD = $(GPGME_LIBS)
@end example

@node Using Libtool
@section Using Libtool
@cindex libtool

The easiest way is to just use GNU Libtool. If you use libtool, and
link to @code{libgpgme.la}, @code{libgpgme-pth.la} or
@code{libgpgme-pthread.la} respectively, everything will be done
automatically by Libtool.

@node Library Version Check
@section Library Version Check
@cindex version check, of the library

@deftypefun {const char *} gpgme_check_version (@w{const char *@var{required_version}})
The function @code{gpgme_check_version} has four purposes. It can be
used to retrieve the version number of the library. In addition it
can verify that the version number is higher than a certain required
version number. In either case, the function initializes some
sub-systems, and for this reason alone it must be invoked early in
your program, before you make use of the other functions
in
@acronym{GPGME}. The last purpose is to run selftests.

As a side effect for W32 based systems, the socket layer will get
initialized.

If @var{required_version} is @code{NULL}, the function returns a
pointer to a statically allocated string containing the version number
of the library.

If @var{required_version} is not @code{NULL}, it should point to a
string containing a version number, and the function checks that the
version of the library is at least as high as the version number
provided. In this case, the function returns a pointer to a
statically allocated string containing the version number of the
library. If @var{REQUIRED_VERSION} is not a valid version number, or
if the version requirement is not met, the function returns
@code{NULL}.

If you use a version of a library that is backwards compatible with
older releases, but contains additional interfaces which your program
uses, this function provides a run-time check if the necessary
features are provided by the
installed version of the library.

If a selftest fails, the function may still succeed. Selftest errors
are returned later when invoking @code{gpgme_new} or
@code{gpgme-data_new}, so that a detailed error code can be returned
(historically, @code{gpgme_check_version} does not return a detailed
error code).
@end deftypefun

@deftypefun {int} gpgme_set_global_flag @
(@w{const char *@var{name}}, @

@w{const char *@var{value}})

@since{1.4.0}

On some systems it is not easy to set environment variables and thus
hard to use @acronym{GPGME}'s internal trace facility for debugging.
This function has been introduced as an alternative way to enable
debugging and for a couple of other rarely used tweaks. It is
important to assure that only one thread accesses @acronym{GPGME}
functions between a call to this function and after the return from
the call to @code{gpgme_check_version}.

All currently supported features require that this function is called
as early as possible
 --- even before @code{gpgme_check_version}. The
features are identified by the following values for @var{name}:

@table @code
@item debug
To enable debugging use the string ``debug'' for @var{name} and
@var{value} identical to the value used with the environment variable
@code{GPGME_DEBUG}.

@item disable-gpgconf
Using this feature with any @var{value} disables the detection of the
gpgconf program and thus forces GPGME to fallback into the simple
OpenPGP only mode. It may be used to force the use of GnuPG-1 on
systems which have both GPG versions installed. Note that in general
the use of @code{gpgme_set_engine_info} is a better way to select a
specific engine version.

@item gpgconf-name
@itemx gpg-name
Set the name of the gpgconf respective gpg binary. The defaults are
@code{GNU/GnuPG/gpgconf} and @code{GNU/GnuPG/gpg}. Under Unix the
leading directory part is ignored. Under Windows the leading
directory part is used as the default installation directory; the
@code{.exe} suffix
 is added by GPGME. Use forward slashed even under
Windows.

@item require-gnupg
Set the minimum version of the required GnuPG engine. If that version
is not met, GPGME fails early instead of trying to use the existent
version. The given version must be a string with major, minor, and
micro number. Example: "2.1.0".

@item w32-inst-dir

On Windows GPGME needs to know its installation directory to find its
spawn helper. This is in general no problem because a DLL has this
information. Some applications however link statically to GPGME and
thus GPGME can only figure out the installation directory of this
application which may be wrong in certain cases. By supplying an
installation directory as value to this flag, GPGME will assume that
that directory is the installation directory. This flag has no effect
on non-Windows platforms.

@end table

This function returns @code{0} on success. In contrast to other
functions the non-zero return value on failure does not convey any
error
 code. For setting ``debug'' the only possible error cause is an
out of memory condition; which would exhibit itself later anyway.
Thus the return value may be ignored.
@end deftypefun

After initializing @acronym{GPGME}, you should set the locale
information to the locale required for your output terminal. This
locale information is needed for example for the curses and Gtk
pinentry. Here is an example of a complete initialization:

@example
#include <locale.h>
#include <gpgme.h>

void
init_gpgme (void)
@{
 /* Initialize the locale environment. */
 setlocale (LC_ALL, "");
 gpgme_check_version (NULL);
 gpgme_set_locale (NULL, LC_CTYPE, setlocale (LC_CTYPE, NULL));
#ifdef LC_MESSAGES
 gpgme_set_locale (NULL, LC_MESSAGES, setlocale (LC_MESSAGES, NULL));
#endif
@}
@end example

Note that you are highly recommended to initialize the locale settings
like this. @acronym{GPGME} can not do this for you because it would
not be thread safe. The conditional on LC_MESSAGES is only necessary
for
 portability to W32 systems.

@node Signal Handling
@section Signal Handling
@cindex signals
@cindex signal handling

The @acronym{GPGME} library communicates with child processes (the crypto engines). If a child process dies unexpectedly, for example due to a bug, or system problem, a @code{SIGPIPE} signal will be delivered to the application. The default action is to abort the program. To protect against this, @code{gpgme_check_version} sets the @code{SIGPIPE} signal action to @code{SIG_IGN}, which means that the signal will be ignored.

@acronym{GPGME} will only do that if the signal action for @code{SIGPIPE} is @code{SIG_DEF} at the time @code{gpgme_check_version} is called. If it is something different, @code{GPGME} will take no action.

This means that if your application does not install any signal handler for @code{SIGPIPE}, you don't need to take any precautions. If you do install a signal handler for @code{SIGPIPE}, you must be prepared to handle any @code{SIGPIPE} events that occur due to @acronym{GPGME} writing to a defunct pipe. Furthermore, if your application is multi-threaded, and you install a signal action for @code{SIGPIPE}, you must make sure you do this either before @code{gpgme_check_version} is called or afterwards.

@node Multi-Threading
@section Multi-Threading
@cindex thread-safeness
@cindex multi-threading

The @acronym{GPGME} library is mostly thread-safe, and can be used in a multi-threaded environment but there are some requirements for multi-threaded use:

@itemize @bullet
@item
The function @code{gpgme_check_version} must be called before any other function in the library, because it initializes the thread support subsystem in @acronym{GPGME}. To achieve this in multi-threaded programs, you must synchronize the memory with respect to other threads that also want to use @acronym{GPGME}. For this, it is sufficient to call @code{gpgme_check_version} before creating the other threads using @acronym{GPGME}@footnote{At least

this is true for
POSIX threads, as @code{pthread_create} is a function that
synchronizes memory with respects to other threads. There are many
functions which have this property, a complete list can be found in
POSIX, IEEE Std 1003.1-2003, Base Definitions, Issue 6, in the
definition of the term ``Memory Synchronization''. For other thread
packages other, more relaxed or more strict rules may apply.}.

@item
Any @code{gpgme_data_t} and @code{gpgme_ctx_t} object must only be
accessed by one thread at a time. If multiple threads want to deal
with the same object, the caller has to make sure that operations on
that object are fully synchronized.

@item
Only one thread at any time is allowed to call @code{gpgme_wait}. If
multiple threads call this function, the caller must make sure that
all invocations are fully synchronized. It is safe to start
asynchronous operations while a thread is running in gpgme_wait.

@item
The function @code{gpgme_strerror} is not thread safe. You have
to
use @code{gpgme_strerror_r} instead.
@end itemize

@node Protocols and Engines
@chapter Protocols and Engines
@cindex protocol
@cindex engine
@cindex crypto engine
@cindex backend
@cindex crypto backend

@acronym{GPGME} supports several cryptographic protocols, however, it
does not implement them. Rather it uses backends (also called
engines) which implement the protocol. @acronym{GPGME} uses
inter-process communication to pass data back and forth between the
application and the backend, but the details of the communication
protocol and invocation of the backend is completely hidden by the
interface. All complexity is handled by @acronym{GPGME}. Where an
exchange of information between the application and the backend is
necessary, @acronym{GPGME} provides the necessary callback function
hooks and further interfaces.

@deftp {Data type} {enum gpgme_protocol_t}
@tindex gpgme_protocol_t

The @code{gpgme_protocol_t} type specifies the set of possible protocol
values that are supported
by @acronym{GPGME}. The following protocols
are supported:

@table @code
@item GPGME_PROTOCOL_OpenPGP
@itemx GPGME_PROTOCOL_OPENPGP
This specifies the OpenPGP protocol.

@item GPGME_PROTOCOL_CMS
This specifies the Cryptographic Message Syntax.

@item GPGME_PROTOCOL_GPGCONF
Under development. Please ask on @email{gnupg-devel@@gnupg.org} for help.

@item GPGME_PROTOCOL_ASSUAN
@since{1.2.0}

This specifies the raw Assuan protocol.

@item GPGME_PROTOCOL_G13
@since{1.3.0}

Under development. Please ask on @email{gnupg-devel@@gnupg.org} for help.

@item GPGME_PROTOCOL_UISERVER
Under development. Please ask on @email{gnupg-devel@@gnupg.org} for help.

@item GPGME_PROTOCOL_SPAWN
@since{1.5.0}

Special protocol for use with @code{gpgme_op_spawn}.

@item GPGME_PROTOCOL_UNKNOWN
Reserved for future extension. You may use this to indicate that the
used protocol is not known to the application. Currently,
@acronym{GPGME} does not accept this value in any operation, though,
except for @code{gpgme_get_protocol_name}.
@end
table
@end deftp

@deftypefun {const char *} gpgme_get_protocol_name (@w{gpgme_protocol_t @var{protocol}})
The function @code{gpgme_get_protocol_name} returns a statically
allocated string describing the protocol @var{protocol}, or
@code{NULL} if the protocol number is not valid.

@end deftypefun

@menu
* Engine Version Check:: Verifying the engine version.
* Engine Information:: Obtaining more information about the engines.
* Engine Configuration:: Changing the engine configuration.
* OpenPGP:: Support for the OpenPGP protocol.
* Cryptographic Message Syntax:: Support for the CMS.
* Assuan:: Support for the raw Assuan protocol.
@end menu

@node Engine Version Check
@section Engine Version Check
@cindex version check, of the engines

@deftypefun @w{const char *} gpgme_get_dirinfo (@w{cons char *@var{what}})
@since{1.5.0}

The function @code{gpgme_get_dirinfo} returns a statically
 allocated
string with the value associated to @var{what}. The returned values
are the defaults and won't change even after
@code{gpgme_set_engine_info} has been used to configure a different
engine. @code{NULL} is returned if no value is available. Commonly
supported values for @var{what} are:

@table @code
@item homedir
Return the default home directory.

@item sysconfdir
Return the name of the system configuration directory

@item bindir
Return the name of the directory with GnuPG program files.

@item libdir
Return the name of the directory with GnuPG related library files.

@item libexecdir
Return the name of the directory with GnuPG helper program files.

@item datadir
Return the name of the directory with GnuPG shared data.

@item localedir
Return the name of the directory with GnuPG locale data.

@item agent-socket
Return the name of the socket to connect to the gpg-agent.

@item agent-ssh-socket
Return the name of the socket to connect to the ssh-agent component of
gpg-agent.

@item
dirmngr-socket
Return the name of the socket to connect to the dirmngr.

@item uiserver-socket
Return the name of the socket to connect to the user interface server.

@item gpgconf-name
Return the file name of the engine configuration tool.

@item gpg-name
Return the file name of the OpenPGP engine.

@item gpgsm-name
Return the file name of the CMS engine.

@item g13-name
Return the name of the file container encryption engine.

@item gpg-wks-client-name
Return the name of the Web Key Service tool.

@end table

@end deftypefun

@deftypefun gpgme_error_t gpgme_engine_check_version (@w{gpgme_protocol_t @var{protocol}})
The function @code{gpgme_engine_check_version} verifies that the
engine implementing the protocol @var{PROTOCOL} is installed in the
expected path and meets the version requirement of @acronym{GPGME}.

This function returns the error code @code{GPG_ERR_NO_ERROR} if the
engine is available and @code{GPG_ERR_INV_ENGINE} if it is not.
@end deftypefun

@node Engine
Information
@section Engine Information

@cindex engine, information about

@deftp {Data type} {gpgme_engine_info_t}
@tindex gpgme_protocol_t
The @code{gpgme_engine_info_t} type specifies a pointer to a structure
describing a crypto engine. The structure contains the following
elements:

@table @code
@item gpgme_engine_info_t next
This is a pointer to the next engine info structure in the linked
list, or @code{NULL} if this is the last element.

@item gpgme_protocol_t protocol
This is the protocol for which the crypto engine is used. You can
convert this to a string with @code{gpgme_get_protocol_name} for
printing.

@item const char *file_name
This is a string holding the file name of the executable of the crypto
engine. Currently, it is never @code{NULL}, but using @code{NULL} is
reserved for future use, so always check before you use it.

@item const char *home_dir
This is a string holding the directory name of the crypto engine's
configuration directory. If it is @code{NULL}, then
 the default
directory is used. See @code{gpgme_get_dirinfo} on how to get the
default directory.

@item const char *version
This is a string containing the version number of the crypto engine.
It might be @code{NULL} if the version number can not be determined,
for example because the executable doesn't exist or is invalid.

@item const char *req_version
This is a string containing the minimum required version number of the
crypto engine for @acronym{GPGME} to work correctly. This is the
version number that @code{gpgme_engine_check_version} verifies
against. Currently, it is never @code{NULL}, but using @code{NULL} is
reserved for future use, so always check before you use it.
@end table
@end deftp

@deftypefun gpgme_error_t gpgme_get_engine_info (@w{gpgme_engine_info_t *@var{info}})
The function @code{gpgme_get_engine_info} returns a linked list of
engine info structures in @var{info}. Each info structure describes
the defaults of one configured backend.

The memory for the info
structures is allocated the first time this
function is invoked, and must not be freed by the caller.

This function returns the error code @code{GPG_ERR_NO_ERROR} if
successful, and a system error if the memory could not be allocated.
@end deftypefun

Here is an example how you can provide more diagnostics if you receive
an error message which indicates that the crypto engine is invalid.

@example
gpgme_ctx_t ctx;
gpgme_error_t err;

[...]

```
if (gpgme_err_code (err) == GPG_ERR_INV_ENGINE)
 @{
   gpgme_engine_info_t info;
   err = gpgme_get_engine_info (&info);
   if (!err)
     @{
       while (info && info->protocol != gpgme_get_protocol (ctx))
         info = info->next;
       if (!info)
         fprintf (stderr, "GPGME compiled without support for protocol %s",
                  gpgme_get_protocol_name (info->protocol));
       else if (info->file_name && !info->version)
         fprintf (stderr, "Engine %s not installed properly",
                  info->file_name);
        else if (info->file_name && info->version && info->req_version)
         fprintf (stderr, "Engine %s version %s installed, "
                  "but at least version %s required", info->file_name,
                  info->version, info->req_version);
       else
         fprintf (stderr, "Unknown problem with engine for protocol %s",
                  gpgme_get_protocol_name (info->protocol));
     @}
 @}
```
@end example

@node Engine Configuration
@section Engine Configuration
@cindex engine, configuration of
@cindex configuration of crypto backend

You can change the configuration of a backend engine, and thus change
the executable program and configuration directory to be used. You
can make these changes the default or set them for some contexts
individually.

@deftypefun gpgme_error_t gpgme_set_engine_info (@w{gpgme_protocol_t @var{proto}}, @w{const char
*@var{file_name}}, @w{const char *@var{home_dir}})
@since{1.1.0}

The function @code{gpgme_set_engine_info} changes
 the default
configuration of the crypto engine implementing the protocol
@var{proto}.

@var{file_name} is the file name of the executable program
implementing this protocol, and @var{home_dir} is the directory name
of the configuration directory for this crypto engine. If
@var{home_dir} is @code{NULL}, the engine's default will be used.

The new defaults are not applied to already created GPGME contexts.

This function returns the error code @code{GPG_ERR_NO_ERROR} if
successful, or an error code on failure.
@end deftypefun

The functions @code{gpgme_ctx_get_engine_info} and
@code{gpgme_ctx_set_engine_info} can be used to change the engine
configuration per context. @xref{Crypto Engine}.

@node OpenPGP
@section OpenPGP
@cindex OpenPGP
@cindex GnuPG
@cindex protocol, GnuPG
@cindex engine, GnuPG

OpenPGP is implemented by GnuPG, the @acronym{GNU} Privacy Guard.
This is the first protocol that was supported by @acronym{GPGME}.

The OpenPGP protocol is specified by @code{GPGME_PROTOCOL_OpenPGP}.

@node
 Cryptographic Message Syntax
@section Cryptographic Message Syntax
@cindex CMS

@cindex cryptographic message syntax
@cindex GpgSM
@cindex protocol, CMS
@cindex engine, GpgSM
@cindex S/MIME
@cindex protocol, S/MIME

@acronym{CMS} is implemented by GpgSM, the S/MIME implementation for GnuPG.

The @acronym{CMS} protocol is specified by @code{GPGME_PROTOCOL_CMS}.

@node Assuan
@section Assuan
@cindex ASSUAN
@cindex protocol, ASSUAN
@cindex engine, ASSUAN

Assuan is the RPC library used by the various @acronym{GnuPG} components. The Assuan protocol allows one to talk to arbitrary Assuan servers using @acronym{GPGME}. @xref{Using the Assuan protocol}.

The ASSUAN protocol is specified by @code{GPGME_PROTOCOL_ASSUAN}.

@node Algorithms
@chapter Algorithms
@cindex algorithms

The crypto backends support a variety of algorithms used in public key cryptography.@footnote{Some engines also provide symmetric only encryption; see the description of the encryption function on
how to use
this.} The following sections list the identifiers used to denote such an algorithm.

@menu
* Public Key Algorithms:: A list of all public key algorithms.
* Hash Algorithms:: A list of all hash algorithms.
@end menu

@node Public Key Algorithms
@section Public Key Algorithms
@cindex algorithms, public key
@cindex public key algorithms

Public key algorithms are used for encryption, decryption, signing and verification of signatures.

@deftp {Data type} {enum gpgme_pubkey_algo_t}
@tindex gpgme_pubkey_algo_t
The @code{gpgme_pubkey_algo_t} type specifies the set of all public key algorithms that are supported by @acronym{GPGME}. Possible values are:

@table @code
@item GPGME_PK_RSA
This value indicates the RSA (Rivest, Shamir, Adleman) algorithm.

@item GPGME_PK_RSA_E
Deprecated. This value indicates the RSA (Rivest, Shamir, Adleman) algorithm for encryption and decryption only.

@item GPGME_PK_RSA_S
Deprecated. This value indicates the RSA (Rivest, Shamir, Adleman)
algorithm for signing and verification only.

@item GPGME_PK_DSA
This value indicates DSA, the Digital Signature Algorithm.

@item GPGME_PK_ELG
This value indicates ElGamal.

@item GPGME_PK_ELG_E
This value also indicates ElGamal and is used specifically in GnuPG.

@item GPGME_PK_ECC
@since{1.5.0}

This value is a generic indicator for ellipic curve algorithms.

@item GPGME_PK_ECDSA
@since{1.3.0}

This value indicates ECDSA, the Elliptic Curve Digital Signature Algorithm as defined by FIPS 186-2 and RFC-6637.

@item GPGME_PK_ECDH
@since{1.3.0}

This value indicates ECDH, the Eliptic Curve Diffie-Hellmann encryption algorithm as defined by RFC-6637.

@item GPGME_PK_EDDSA
@since{1.7.0}

This value indicates the EdDSA algorithm.

@end table
@end deftp

@deftypefun {const char *} gpgme_pubkey_algo_name (@w{gpgme_pubkey_algo_t @var{algo}})
The function @code{gpgme_pubkey_algo_name} returns a pointer to a
statically allocated string containing a description of the public key
algorithm
 @var{algo}. This string can be used to output the name of
the public key algorithm to the user.

If @var{algo} is not a valid public key algorithm, @code{NULL} is
returned.
@end deftypefun

@deftypefun {char *} gpgme_pubkey_algo_string (@w{gpgme_subkey_t @var{key}})
@since{1.7.0}

The function @code{gpgme_pubkey_algo_string} is a convenience function
to build and return an algorithm string in the same way GnuPG does
(e.g. ``rsa2048'' or ``ed25519''). The caller must free the result
using @code{gpgme_free}. On error (e.g. invalid argument or memory
exhausted), the function returns NULL and sets @code{ERRNO}.
@end deftypefun

@node Hash Algorithms
@section Hash Algorithms
@cindex algorithms, hash
@cindex algorithms, message digest
@cindex hash algorithms
@cindex message digest algorithms

Hash (message digest) algorithms are used to compress a long message
to make it suitable for public key cryptography.

@deftp {Data type} {enum gpgme_hash_algo_t}
@tindex gpgme_hash_algo_t
The
 @code{gpgme_hash_algo_t} type specifies the set of all hash algorithms
that are supported by @acronym{GPGME}. Possible values are:

@table @code

@item GPGME_MD_MD5
@item GPGME_MD_SHA1
@item GPGME_MD_RMD160
@item GPGME_MD_MD2
@item GPGME_MD_TIGER
@item GPGME_MD_HAVAL
@item GPGME_MD_SHA256
@item GPGME_MD_SHA384
@item GPGME_MD_SHA512
@item GPGME_MD_SHA224
@since{1.5.0}

@item GPGME_MD_MD4
@item GPGME_MD_CRC32
@item GPGME_MD_CRC32_RFC1510
@item GPGME_MD_CRC24_RFC2440
@end table
@end deftp

@deftypefun {const char *} gpgme_hash_algo_name (@w{gpgme_hash_algo_t @var{algo}})
The function @code{gpgme_hash_algo_name} returns a pointer to a
statically allocated string containing a description of the hash
algorithm @var{algo}. This string can be used to output the name of
the hash algorithm to the user.

If @var{algo} is not a valid hash algorithm, @code{NULL} is returned.
@end deftypefun

@node Error Handling
@chapter Error Handling
@cindex error handling

Many functions in @acronym{GPGME}
can return an error if they fail.
For this reason, the application should always catch the error
condition and take appropriate measures, for example by releasing the
resources and passing the error up to the caller, or by displaying a
descriptive message to the user and cancelling the operation.

Some error values do not indicate a system error or an error in the
operation, but the result of an operation that failed properly. For
example, if you try to decrypt a tempered message, the decryption will
fail. Another error value actually means that the end of a data
buffer or list has been reached. The following descriptions explain
for many error codes what they mean usually. Some error values have
specific meanings if returned by a certain functions. Such cases are
described in the documentation of those functions.

@acronym{GPGME} uses the @code{libgpg-error} library. This allows to
share the error codes with other components of the GnuPG system, and
thus pass error values transparently
 from the crypto engine, or some
helper application of the crypto engine, to the user. This way no
information is lost. As a consequence, @acronym{GPGME} does not use
its own identifiers for error codes, but uses those provided by
@code{libgpg-error}. They usually start with @code{GPG_ERR_}.

However, @acronym{GPGME} does provide aliases for the functions
defined in libgpg-error, which might be preferred for name space
consistency.

@menu
* Error Values:: The error value and what it means.
* Error Sources:: A list of important error sources.
* Error Codes:: A list of important error codes.
* Error Strings:: How to get a descriptive string from a value.
@end menu

@node Error Values
@section Error Values
@cindex error values
@cindex error codes
@cindex error sources

@deftp {Data type} {gpgme_err_code_t}
The @code{gpgme_err_code_t} type is an alias for the @code{libgpg-error}
type @code{gpg_err_code_t}. The
 error code indicates the type of an
error, or the reason why an operation failed.

A list of important error codes can be found in the next section.
@end deftp

@deftp {Data type} {gpgme_err_source_t}
The @code{gpgme_err_source_t} type is an alias for the
@code{libgpg-error} type @code{gpg_err_source_t}. The error source
has not a precisely defined meaning. Sometimes it is the place where
the error happened, sometimes it is the place where an error was
encoded into an error value. Usually the error source will give an
indication to where to look for the problem. This is not always true,
but it is attempted to achieve this goal.

A list of important error sources can be found in the next section.
@end deftp

@deftp {Data type} {gpgme_error_t}
The @code{gpgme_error_t} type is an alias for the @code{libgpg-error}
type @code{gpg_error_t}. An error value like this has always two
components, an error code and an error source. Both together form the
error value.

Thus, the error value
can not be directly compared against an error
code, but the accessor functions described below must be used.
However, it is guaranteed that only 0 is used to indicate success
(@code{GPG_ERR_NO_ERROR}), and that in this case all other parts of
the error value are set to 0, too.

Note that in @acronym{GPGME}, the error source is used purely for
diagnostical purposes. Only the error code should be checked to test
for a certain outcome of a function. The manual only documents the
error code part of an error value. The error source is left
unspecified and might be anything.
@end deftp

@deftypefun {static inline gpgme_err_code_t} gpgme_err_code (@w{gpgme_error_t @var{err}})
The static inline function @code{gpgme_err_code} returns the
@code{gpgme_err_code_t} component of the error value @var{err}. This
function must be used to extract the error code from an error value in
order to compare it with the @code{GPG_ERR_*} error code macros.
@end deftypefun

@deftypefun {static inline gpgme_err_source_t}
gpgme_err_source (@w{gpgme_error_t @var{err}})
The static inline function @code{gpgme_err_source} returns the
@code{gpgme_err_source_t} component of the error value @var{err}. This
function must be used to extract the error source from an error value in
order to compare it with the @code{GPG_ERR_SOURCE_*} error source macros.
@end deftypefun

@deftypefun {static inline gpgme_error_t} gpgme_err_make (@w{gpgme_err_source_t @var{source}},
@w{gpgme_err_code_t @var{code}})
The static inline function @code{gpgme_err_make} returns the error
value consisting of the error source @var{source} and the error code
@var{code}.

This function can be used in callback functions to construct an error
value to return it to the library.
@end deftypefun

@deftypefun {static inline gpgme_error_t} gpgme_error (@w{gpgme_err_code_t @var{code}})
The static inline function @code{gpgme_error} returns the error value

consisting of the default error source and the error code @var{code}.

For @acronym{GPGME}
 applications, the default error source is
@code{GPG_ERR_SOURCE_USER_1}. You can define
@code{GPGME_ERR_SOURCE_DEFAULT} before including @file{gpgme.h} to
change this default.

This function can be used in callback functions to construct an error
value to return it to the library.
@end deftypefun

The @code{libgpg-error} library provides error codes for all system
error numbers it knows about. If @var{err} is an unknown error
number, the error code @code{GPG_ERR_UNKNOWN_ERRNO} is used. The
following functions can be used to construct error values from system
errnor numbers.

@deftypefun {gpgme_error_t} gpgme_err_make_from_errno (@w{gpgme_err_source_t @var{source}}, @w{int @var{err}})
The function @code{gpgme_err_make_from_errno} is like
@code{gpgme_err_make}, but it takes a system error like @code{errno}
instead of a @code{gpgme_err_code_t} error code.
@end deftypefun

@deftypefun {gpgme_error_t} gpgme_error_from_errno (@w{int @var{err}})
The function @code{gpgme_error_from_errno}
 is like @code{gpgme_error},
but it takes a system error like @code{errno} instead of a
@code{gpgme_err_code_t} error code.
@end deftypefun

Sometimes you might want to map system error numbers to error codes
directly, or map an error code representing a system error back to the
system error number. The following functions can be used to do that.

@deftypefun {gpgme_err_code_t} gpgme_err_code_from_errno (@w{int @var{err}})
The function @code{gpgme_err_code_from_errno} returns the error code
for the system error @var{err}. If @var{err} is not a known system
error, the function returns @code{GPG_ERR_UNKNOWN_ERRNO}.
@end deftypefun

@deftypefun {int} gpgme_err_code_to_errno (@w{gpgme_err_code_t @var{err}})
The function @code{gpgme_err_code_to_errno} returns the system error
for the error code @var{err}. If @var{err} is not an error code
representing a system error, or if this system error is not defined on
this system, the function returns @code{0}.
@end deftypefun

@node Error Sources
@section
Error Sources
@cindex error codes, list of

The library @code{libgpg-error} defines an error source for every component of the GnuPG system. The error source part of an error value is not well defined. As such it is mainly useful to improve the diagnostic error message for the user.

If the error code part of an error value is @code{0}, the whole error value will be @code{0}. In this case the error source part is of course @code{GPG_ERR_SOURCE_UNKNOWN}.

The list of error sources that might occur in applications using @acronym{GPGME} is:

@table @code
@item GPG_ERR_SOURCE_UNKNOWN
The error source is not known. The value of this error source is @code{0}.

@item GPG_ERR_SOURCE_GPGME
The error source is @acronym{GPGME} itself. This is the default for errors that occur in the @acronym{GPGME} library.

@item GPG_ERR_SOURCE_GPG
The error source is GnuPG, which is the crypto engine used for the OpenPGP protocol.

@item GPG_ERR_SOURCE_GPGSM
The error source is GPGSM, which is
the crypto engine used for the
CMS protocol.

@item GPG_ERR_SOURCE_GCRYPT
The error source is @code{libgcrypt}, which is used by crypto engines to perform cryptographic operations.

@item GPG_ERR_SOURCE_GPGAGENT
The error source is @command{gpg-agent}, which is used by crypto engines to perform operations with the secret key.

@item GPG_ERR_SOURCE_PINENTRY
The error source is @command{pinentry}, which is used by @command{gpg-agent} to query the passphrase to unlock a secret key.

@item GPG_ERR_SOURCE_SCD
The error source is the SmartCard Daemon, which is used by
@command{gpg-agent} to delegate operations with the secret key to a
SmartCard.

@item GPG_ERR_SOURCE_KEYBOX
The error source is @code{libkbx}, a library used by the crypto
engines to manage local keyrings.

@item GPG_ERR_SOURCE_USER_1
@item GPG_ERR_SOURCE_USER_2
@item GPG_ERR_SOURCE_USER_3
@item GPG_ERR_SOURCE_USER_4
These error sources are not used by any GnuPG component and can be
used by other software. For example, applications
 using
@acronym{GPGME} can use them to mark error values coming from callback
handlers. Thus @code{GPG_ERR_SOURCE_USER_1} is the default for errors
created with @code{gpgme_error} and @code{gpgme_error_from_errno},
unless you define @code{GPGME_ERR_SOURCE_DEFAULT} before including
@file{gpgme.h}.
@end table

@node Error Codes
@section Error Codes
@cindex error codes, list of

The library @code{libgpg-error} defines many error values. Most of
them are not used by @code{GPGME} directly, but might be returned by
@acronym{GPGME} because it received them from the crypto engine. The
below list only includes such error codes that have a specific meaning
in @code{GPGME}, or which are so common that you should know about
them.

@table @code
@item GPG_ERR_EOF
This value indicates the end of a list, buffer or file.

@item GPG_ERR_NO_ERROR
This value indicates success. The value of this error code is
@code{0}. Also, it is guaranteed that an error value made from the
error code @code{0}
 will be @code{0} itself (as a whole). This means
that the error source information is lost for this error code,
however, as this error code indicates that no error occurred, this is
generally not a problem.

@item GPG_ERR_GENERAL
This value means that something went wrong, but either there is not enough information about the problem to return a more useful error value, or there is no separate error value for this type of problem.

@item GPG_ERR_ENOMEM
This value means that an out-of-memory condition occurred.

@item GPG_ERR_E...
System errors are mapped to GPG_ERR_FOO where FOO is the symbol for the system error.

@item GPG_ERR_INV_VALUE
This value means that some user provided data was out of range. This can also refer to objects. For example, if an empty @code{gpgme_data_t} object was expected, but one containing data was provided, this error value is returned.

@item GPG_ERR_UNUSABLE_PUBKEY
This value means that some recipients for a message were invalid.

@item GPG_ERR_UNUSABLE_SECKEY
This
value means that some signers were invalid.

@item GPG_ERR_NO_DATA
This value means that a @code{gpgme_data_t} object which was expected to have content was found empty.

@item GPG_ERR_CONFLICT
This value means that a conflict of some sort occurred.

@item GPG_ERR_NOT_IMPLEMENTED
This value indicates that the specific function (or operation) is not implemented. This error should never happen. It can only occur if you use certain values or configuration options which do not work, but for which we think that they should work at some later time.

@item GPG_ERR_DECRYPT_FAILED
This value indicates that a decryption operation was unsuccessful.

@item GPG_ERR_BAD_PASSPHRASE
This value means that the user did not provide a correct passphrase when requested.

@item GPG_ERR_CANCELED
This value means that the operation was canceled.

@item GPG_ERR_INV_ENGINE
This value means that the engine that implements the desired protocol
is currently not available. This can either be because
 the sources
were configured to exclude support for this engine, or because the
engine is not installed properly.

@item GPG_ERR_AMBIGUOUS_NAME
This value indicates that a user ID or other specifier did not specify
a unique key.

@item GPG_ERR_WRONG_KEY_USAGE
This value indicates that a key is not used appropriately.

@item GPG_ERR_CERT_REVOKED
This value indicates that a key signature was revoced.

@item GPG_ERR_CERT_EXPIRED
This value indicates that a key signature expired.

@item GPG_ERR_NO_CRL_KNOWN
This value indicates that no certificate revocation list is known for
the certificate.

@item GPG_ERR_NO_POLICY_MATCH
This value indicates that a policy issue occurred.

@item GPG_ERR_NO_SECKEY
This value indicates that no secret key for the user ID is available.

@item GPG_ERR_MISSING_CERT
This value indicates that a key could not be imported because the
issuer certificate is missing.

@item GPG_ERR_BAD_CERT_CHAIN
This value indicates that a key could not be imported because its
certificate
 chain is not good, for example it could be too long.

@item GPG_ERR_UNSUPPORTED_ALGORITHM
This value means a verification failed because the cryptographic
algorithm is not supported by the crypto backend.

@item GPG_ERR_BAD_SIGNATURE
This value means a verification failed because the signature is bad.

@item GPG_ERR_NO_PUBKEY

This value means a verification failed because the public key is not
available.

@item GPG_ERR_USER_1
@item GPG_ERR_USER_2
@item ...
@item GPG_ERR_USER_16
These error codes are not used by any GnuPG component and can be
freely used by other software. Applications using @acronym{GPGME}
might use them to mark specific errors returned by callback handlers
if no suitable error codes (including the system errors) for
these errors exist already.
@end table

@node Error Strings
@section Error Strings
@cindex error values, printing of
@cindex error codes, printing of
@cindex error sources, printing of
@cindex error strings

@deftypefun {const char *} gpgme_strerror
 (@w{gpgme_error_t @var{err}})
The function @code{gpgme_strerror} returns a pointer to a statically
allocated string containing a description of the error code contained
in the error value @var{err}. This string can be used to output a
diagnostic message to the user.

This function is not thread safe. Use @code{gpgme_strerror_r} in
multi-threaded programs.
@end deftypefun

@deftypefun {int} gpgme_strerror_r (@w{gpgme_error_t @var{err}}, @w{char *@var{buf}}, @w{size_t
@var{buflen}})
The function @code{gpgme_strerror_r} returns the error string for
@var{err} in the user-supplied buffer @var{buf} of size @var{buflen}.
This function is, in contrast to @code{gpgme_strerror}, thread-safe if
a thread-safe @code{strerror_r} function is provided by the system.
If the function succeeds, 0 is returned and @var{buf} contains the
string describing the error. If the buffer was not large enough,
ERANGE is returned and @var{buf} contains as much of the beginning of
the error string as fits into
 the buffer.
@end deftypefun

@deftypefun {const char *} gpgme_strsource (@w{gpgme_error_t @var{err}})
The function @code{gpgme_strerror} returns a pointer to a statically
allocated string containing a description of the error source
contained in the error value @var{err}. This string can be used to
output a diagnostic message to the user.
@end deftypefun

The following example illustrates the use of @code{gpgme_strerror}:

@example
gpgme_ctx_t ctx;
gpgme_error_t err = gpgme_new (&ctx);
if (err)
 @{
   fprintf (stderr, "%s: creating GpgME context failed: %s: %s\n",
            argv[0], gpgme_strsource (err), gpgme_strerror (err));
   exit (1);
 @}
@end example

@node Exchanging Data
@chapter Exchanging Data
@cindex data, exchanging

A lot of data has to be exchanged between the user and the crypto
engine, like plaintext messages, ciphertext, signatures and
information about the keys. The technical details about exchanging
the data information are completely abstracted by @acronym{GPGME}.
The
 user provides and receives the data via @code{gpgme_data_t} objects,
regardless of the communication protocol between @acronym{GPGME} and
the crypto engine in use.

@deftp {Data type} {gpgme_data_t}
The @code{gpgme_data_t} type is a handle for a container for generic
data, which is used by @acronym{GPGME} to exchange data with the user.
@end deftp

@code{gpgme_data_t} objects do not provide notifications on events.
It is assumed that read and write operations are blocking until data
is available. If this is undesirable, the application must ensure
that all GPGME data operations always have data available, for example
by using memory buffers or files rather than pipes or sockets. This
might be relevant, for example, if the external event loop mechanism
is used.

@deftp {Data type} {gpgme_off_t}

@since{1.4.1}

On POSIX platforms the @code{gpgme_off_t} type is an alias for
@code{off_t}; it may be used interchangeable. On Windows platforms
@code{gpgme_off_t} is defined as
 a long (i.e. 32 bit) for 32 bit
Windows and as a 64 bit signed integer for 64 bit Windows.
@end deftp

@deftp {Data type} {gpgme_ssize_t}
The @code{gpgme_ssize_t} type is an alias for @code{ssize_t}. It has
only been introduced to overcome portability problems pertaining to
the declaration of @code{ssize_t} by different toolchains.
@end deftp

@menu
* Creating Data Buffers::   Creating new data buffers.
* Destroying Data Buffers::   Releasing data buffers.
* Manipulating Data Buffers::   Operations on data buffers.
@end menu

@node Creating Data Buffers
@section Creating Data Buffers
@cindex data buffer, creation

Data objects can be based on memory, files, or callback functions
provided by the user. Not all operations are supported by all
objects.

@menu
* Memory Based Data Buffers::   Creating memory based data buffers.
* File Based Data Buffers::   Creating file based data buffers.
* Callback Based Data Buffers::   Creating callback based data buffers.
@end menu

@node
 Memory Based Data Buffers
@subsection Memory Based Data Buffers

Memory based data objects store all data in allocated memory. This is
convenient, but only practical for an amount of data that is a
fraction of the available physical memory. The data has to be copied
from its source and to its destination, which can often be avoided by
using one of the other data object

@deftypefun gpgme_error_t gpgme_data_new (@w{gpgme_data_t *@var{dh}})
The function @code{gpgme_data_new} creates a new @code{gpgme_data_t}
object and returns a handle for it in @var{dh}. The data object is
memory based and initially empty.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
data object was successfully created, @code{GPG_ERR_INV_VALUE} if
@var{dh} is not a valid pointer, and @code{GPG_ERR_ENOMEM} if not
enough memory is available.
@end deftypefun

@deftypefun gpgme_error_t gpgme_data_new_from_mem (@w{gpgme_data_t *@var{dh}}, @w{const char
*@var{buffer}}, @w{size_t @var{size}},
@w{int @var{copy}})
The function @code{gpgme_data_new_from_mem} creates a new
@code{gpgme_data_t} object and fills it with @var{size} bytes starting
from @var{buffer}.

If @var{copy} is not zero, a private copy of the data is made. If
@var{copy} is zero, the data is taken from the specified buffer as
needed, and the user has to ensure that the buffer remains valid for
the whole life span of the data object.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
data object was successfully created, @code{GPG_ERR_INV_VALUE} if
@var{dh} or @var{buffer} is not a valid pointer, and
@code{GPG_ERR_ENOMEM} if not enough memory is available.
@end deftypefun

@deftypefun gpgme_error_t gpgme_data_new_from_file (@w{gpgme_data_t *@var{dh}}, @w{const char
*@var{filename}}, @w{int @var{copy}})
The function @code{gpgme_data_new_from_file} creates a new
@code{gpgme_data_t} object and fills it with the content of the file
@var{filename}.

If @var{copy} is not zero, the whole file is
read in at initialization
time and the file is not used anymore after that. This is the only
mode supported currently. Later, a value of zero for @var{copy} might
cause all reads to be delayed until the data is needed, but this is
not yet implemented.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
data object was successfully created, @code{GPG_ERR_INV_VALUE} if
@var{dh} or @var{filename} is not a valid pointer,
@code{GPG_ERR_NOT_IMPLEMENTED} if @var{code} is zero, and
@code{GPG_ERR_ENOMEM} if not enough memory is available.

@end deftypefun

@deftypefun gpgme_error_t gpgme_data_new_from_filepart (@w{gpgme_data_t *@var{dh}}, @w{const char *@var{filename}}, @w{FILE *@var{fp}}, @w{off_t @var{offset}}, @w{size_t @var{length}})
The function @code{gpgme_data_new_from_filepart} creates a new @code{gpgme_data_t} object and fills it with a part of the file specified by @var{filename} or @var{fp}.

Exactly one of @var{filename} and @var{fp} must be non-zero, the other must be zero. The argument that is not zero specifies the file from which @var{length} bytes are read into the data object, starting from @var{offset}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the data object was successfully created, @code{GPG_ERR_INV_VALUE} if @var{dh} and exactly one of @var{filename} and @var{fp} is not a valid pointer, and @code{GPG_ERR_ENOMEM} if not enough memory is available.
@end deftypefun

@node File Based Data Buffers
@subsection File Based Data Buffers

File based data objects operate directly on file descriptors or streams. Only a small amount of data is stored in core at any time, so the size of the data objects is not limited by @acronym{GPGME}.

@deftypefun gpgme_error_t gpgme_data_new_from_fd (@w{gpgme_data_t *@var{dh}}, @w{int @var{fd}})
The function @code{gpgme_data_new_from_fd} creates a new @code{gpgme_data_t} object and uses the file descriptor @var{fd} to read from (if used as an input data object) and write to (if used as an output data object).

When using the data object as an input buffer, the function might read a bit more from the file descriptor than is actually needed by the crypto engine in the desired operation because of internal buffering.

Note that GPGME assumes that the file descriptor is set to blocking mode. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the data object was successfully created, and @code{GPG_ERR_ENOMEM} if not enough memory is available.
@end deftypefun

@deftypefun gpgme_error_t gpgme_data_new_from_stream (@w{gpgme_data_t *@var{dh}}, @w{FILE *@var{stream}})
The function @code{gpgme_data_new_from_stream} creates a new @code{gpgme_data_t} object and uses the I/O stream @var{stream} to read from (if used as an input data object) and write to (if used as an output data object).

When using the data object as an input buffer, the function might read a bit more from the stream than is actually needed by the crypto engine in the desired operation because of internal buffering.

Note that GPGME assumes that the stream is in blocking mode. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the data object was successfully created, and @code{GPG_ERR_ENOMEM} if not enough memory is available.
@end deftypefun

@deftypefun gpgme_error_t gpgme_data_new_from_estream (@w{gpgme_data_t *@var{dh}}, @w{gpgrt_stream_t @var{stream}})
The function @code{gpgme_data_new_from_estream} creates a new @code{gpgme_data_t} object and uses the gpgrt stream @var{stream} to read from (if used as an input data object) and write to (if used as an output data object).

When using the data object as an input buffer, the function might read a bit more from the stream than is actually needed by the crypto engine in the desired operation because of internal buffering.

Note that GPGME assumes that the stream is in blocking mode. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the data object was successfully created, and @code{GPG_ERR_ENOMEM} if not enough memory is available.
@end deftypefun

@node Callback Based Data Buffers
@subsection Callback Based Data Buffers

If neither memory nor file based data objects are a good fit for your application, you can implement the functions a data object provides

yourself and create a data object from these callback functions.

@deftp {Data type} {ssize_t (*gpgme_data_read_cb_t) (@w{void *@var{handle}}, @w{void @var{*buffer}}, @w{size_t @var{size}})}
@tindex gpgme_data_read_cb_t
The @code{gpgme_data_read_cb_t} type is the type of functions which @acronym{GPGME} calls if it wants to read data from a user-implemented data object. The function should read up to @var{size} bytes from the current read position into the space starting at @var{buffer}. The @var{handle} is provided by the user at data object creation time.

Note that GPGME assumes that the read blocks until data is available. Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function should return the number of bytes read, 0 on EOF, and -1 on error. If an error occurs, @var{errno} should be set to describe the type of the error.
@end deftp

@deftp {Data type} {ssize_t (*gpgme_data_write_cb_t) (@w{void *@var{handle}}, @w{const void @var{*buffer}}, @w{size_t @var{size}})}
@tindex gpgme_data_write_cb_t
The @code{gpgme_data_write_cb_t} type is the type of functions which @acronym{GPGME} calls if it wants to write data to a user-implemented data object. The function should write up to @var{size} bytes to the current write position from the space starting at @var{buffer}. The @var{handle} is provided by the user at data object creation time.

Note that GPGME assumes that the write blocks until data is available.
Errors during I/O operations, except for EINTR, are usually fatal for crypto operations.

The function should return the number of bytes written, and -1 on error. If an error occurs, @var{errno} should be set to describe the type of the error.
@end deftp

@deftp {Data type} {off_t (*gpgme_data_seek_cb_t) (@w{void *@var{handle}}, @w{off_t @var{offset}}, @w{int @var{whence}})}
@tindex gpgme_data_seek_cb_t
The @code{gpgme_data_seek_cb_t} type is the type of functions which @acronym{GPGME} calls if it wants to change the current read/write position in a user-implemented data object, just like the @code{lseek} function.

The function should return the new read/write position, and -1 on
error. If an error occurs, @var{errno} should be set to describe the
type of the error.
@end deftp

@deftp {Data type} {void (*gpgme_data_release_cb_t) (@w{void *@var{handle}})}
@tindex gpgme_data_release_cb_t
The @code{gpgme_data_release_cb_t} type is the type of functions which
@acronym{GPGME}
 calls if it wants to destroy a user-implemented data
object. The @var{handle} is provided by the user at data object
creation time.
@end deftp

@deftp {Data type} {struct gpgme_data_cbs}
This structure is used to store the data callback interface functions
described above. It has the following members:

@table @code
@item gpgme_data_read_cb_t read
This is the function called by @acronym{GPGME} to read data from the
data object. It is only required for input data object.

@item gpgme_data_write_cb_t write
This is the function called by @acronym{GPGME} to write data to the
data object. It is only required for output data object.

@item gpgme_data_seek_cb_t seek
This is the function called by @acronym{GPGME} to change the current
read/write pointer in the data object (if available). It is optional.

@item gpgme_data_release_cb_t release
This is the function called by @acronym{GPGME} to release a data
object. It is optional.
@end table
@end deftp

@deftypefun gpgme_error_t gpgme_data_new_from_cbs
 (@w{gpgme_data_t *@var{dh}}, @w{gpgme_data_cbs_t @var{cbs}}, @w{void *@var{handle}})
The function @code{gpgme_data_new_from_cbs} creates a new
@code{gpgme_data_t} object and uses the user-provided callback functions
to operate on the data object.

The handle @var{handle} is passed as first argument to the callback
functions. This can be used to identify this data object.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
data object was successfully created, and @code{GPG_ERR_ENOMEM} if not

enough memory is available.
@end deftypefun

@node Destroying Data Buffers
@section Destroying Data Buffers
@cindex data buffer, destruction

@deftypefun void gpgme_data_release (@w{gpgme_data_t @var{dh}})
The function @code{gpgme_data_release} destroys the data object with the handle @var{dh}. It releases all associated resources that were not provided by the user in the first place.
@end deftypefun

@deftypefun {char *} gpgme_data_release_and_get_mem (@w{gpgme_data_t @var{dh}}, @w{size_t *@var{length}})
The function @code{gpgme_data_release_and_get_mem} is like @code{gpgme_data_release}, except that it returns the data buffer and its length that was provided by the object.

The user has to release the buffer with @code{gpgme_free}. In case the user provided the data buffer in non-copy mode, a copy will be made for this purpose.

In case an error returns, or there is no suitable data buffer that can be returned to the user, the function will return @code{NULL}. In any case, the data object @var{dh} is destroyed.
@end deftypefun

@deftypefun void gpgme_free (@w{void *@var{buffer}})
@since{1.1.1}

The function @code{gpgme_free} releases the memory returned by @code{gpgme_data_release_and_get_mem} and @code{gpgme_pubkey_algo_string}. It should be used instead of the system libraries @code{free} function in case different allocators are used by a program. This is often the case if gpgme is used under Windows as a DLL.
@end deftypefun

@node
Manipulating Data Buffers
@section Manipulating Data Buffers
@cindex data buffer, manipulation

Data buffers contain data and meta-data. The following operations can

be used to manipulate both.

@menu
* Data Buffer I/O Operations:: I/O operations on data buffers.
* Data Buffer Meta-Data:: Meta-data manipulation of data buffers.
* Data Buffer Convenience:: Convenience function for data buffers.
@end menu

@node Data Buffer I/O Operations
@subsection Data Buffer I/O Operations
@cindex data buffer, I/O operations
@cindex data buffer, read
@cindex data buffer, write
@cindex data buffer, seek

@deftypefun ssize_t gpgme_data_read (@w{gpgme_data_t @var{dh}}, @w{void *@var{buffer}}, @w{size_t @var{length}})
The function @code{gpgme_data_read} reads up to @var{length} bytes
from the data object with the handle @var{dh} into the space starting
at @var{buffer}.

If no error occurs, the actual amount read is returned. If the end of
the data object is reached, the function returns
0.

In all other cases, the function returns -1 and sets @var{errno}.
@end deftypefun

@deftypefun ssize_t gpgme_data_write (@w{gpgme_data_t @var{dh}}, @w{const void *@var{buffer}}, @w{size_t @var{size}})
The function @code{gpgme_data_write} writes up to @var{size} bytes
starting from @var{buffer} into the data object with the handle
@var{dh} at the current write position.

The function returns the number of bytes actually written, or -1 if an
error occurs. If an error occurs, @var{errno} is set.
@end deftypefun

@deftypefun off_t gpgme_data_seek (@w{gpgme_data_t @var{dh}}, @w{off_t @var{offset}}, @w{int @var{whence}})
The function @code{gpgme_data_seek} changes the current read/write
position.

The @var{whence} argument specifies how the @var{offset} should be
interpreted. It must be one of the following symbolic constants:

@table @code
@item SEEK_SET
Specifies that @var{offset} is a count of characters from the
beginning of the data object.

@item SEEK_CUR
Specifies that @var{offset}
 is a count of characters from the current
file position. This count may be positive or negative.

@item SEEK_END
Specifies that @var{offset} is a count of characters from the end of
the data object. A negative count specifies a position within the
current extent of the data object; a positive count specifies a
position past the current end. If you set the position past the
current end, and actually write data, you will extend the data object
with zeros up to that position.
@end table

If successful, the function returns the resulting file position,
measured in bytes from the beginning of the data object. You can use
this feature together with @code{SEEK_CUR} to read the current
read/write position.

If the function fails, -1 is returned and @var{errno} is set.
@end deftypefun

@node Data Buffer Meta-Data
@subsection Data Buffer Meta-Data
@cindex data buffer, meta-data
@cindex data buffer, file name
@cindex data buffer, encoding

@deftypefun {char *} gpgme_data_get_file_name
 (@w{gpgme_data_t @var{dh}})
@since{1.1.0}

The function @code{gpgme_data_get_file_name} returns a pointer to a
string containing the file name associated with the data object. The
file name will be stored in the output when encrypting or signing the
data and will be returned to the user when decrypting or verifying the
output data.

If no error occurs, the string containing the file name is returned.
Otherwise, @code{NULL} will be returned.
@end deftypefun

@deftypefun gpgme_error_t gpgme_data_set_file_name (@w{gpgme_data_t @var{dh}}, @w{const char *@var{file_name}})
@since{1.1.0}

The function @code{gpgme_data_set_file_name} sets the file name associated with the data object. The file name will be stored in the output when encrypting or signing the data and will be returned to the user when decrypting or verifying the output data.

The function returns the error code @code{GPG_ERR_INV_VALUE} if @var{dh} is not a valid pointer and @code{GPG_ERR_ENOMEM} if not enough memory is available.
@end
deftypefun

@deftp {Data type} {enum gpgme_data_encoding_t}
@tindex gpgme_data_encoding_t
The @code{gpgme_data_encoding_t} type specifies the encoding of a @code{gpgme_data_t} object. For input data objects, the encoding is useful to give the backend a hint on the type of data. For output data objects, the encoding can specify the output data format on certain operations. Please note that not all backends support all encodings on all operations. The following data types are available:

@table @code
@item GPGME_DATA_ENCODING_NONE
This specifies that the encoding is not known. This is the default for a new data object. The backend will try its best to detect the encoding automatically.

@item GPGME_DATA_ENCODING_BINARY
This specifies that the data is encoding in binary form; i.e. there is no special encoding.

@item GPGME_DATA_ENCODING_BASE64
This specifies that the data is encoded using the Base-64 encoding scheme as used by @acronym{MIME} and other protocols.

@item
GPGME_DATA_ENCODING_ARMOR
This specifies that the data is encoded in an armored form as used by OpenPGP and PEM.

@item GPGME_DATA_ENCODING_MIME
@since{1.7.0}

This specifies that the data is encoded as a MIME part.

@item GPGME_DATA_ENCODING_URL
@since{1.2.0}

The data is a list of linefeed delimited URLs. This is only useful with
@code{gpgme_op_import}.

@item GPGME_DATA_ENCODING_URL0
@since{1.2.0}

The data is a list of binary zero delimited URLs. This is only useful
with @code{gpgme_op_import}.

@item GPGME_DATA_ENCODING_URLESC
@since{1.2.0}

The data is a list of linefeed delimited URLs with all control and space
characters percent escaped. This mode is is not yet implemented.

@end table
@end deftp

@deftypefun gpgme_data_encoding_t gpgme_data_get_encoding (@w{gpgme_data_t @var{dh}})
The function @code{gpgme_data_get_encoding} returns the encoding of
the data object with the handle @var{dh}. If @var{dh} is not a valid
pointer (e.g. @code{NULL}) @code{GPGME_DATA_ENCODING_NONE}
 is
returned.
@end deftypefun

@deftypefun gpgme_error_t gpgme_data_set_encoding (@w{gpgme_data_t @var{dh}, gpgme_data_encoding_t
@var{enc}})
The function @code{gpgme_data_set_encoding} changes the encoding of
the data object with the handle @var{dh} to @var{enc}.
@end deftypefun

@deftypefun {gpgme_error_t} gpgme_data_set_flag @
        (@w{gpgme_data_t @var{dh}}, @
        @w{const char *@var{name}}, @
        @w{const char *@var{value}})

@since{1.7.0}

Some minor properties of the data object can be controlled with flags
set by this function. The properties are identified by the following
values for @var{name}:

@table @code
@item size-hint
The value is a decimal number with the length gpgme shall assume for
this data object. This is useful if the data is provided by callbacks
or via file descriptors but the applications knows the total size of
the data. If this is set the OpenPGP engine may use this to decide on
buffer allocation strategies and to provide a total
 value for its
progress information.

@end table

This function returns @code{0} on success.
@end deftypefun

@node Data Buffer Convenience
@subsection Data Buffer Convenience Functions
@cindex data buffer, convenience
@cindex type of data
@cindex identify

@deftp {Data type} {enum gpgme_data_type_t}
@tindex gpgme_data_type_t
@since{1.4.3}

The @code{gpgme_data_type_t} type is used to return the detected type
of the content of a data buffer.
@end deftp

@table @code
@item GPGME_DATA_TYPE_INVALID
This is returned by @code{gpgme_data_identify} if it was not possible
to identify the data. Reasons for this might be a non-seekable stream
or a memory problem. The value is 0.
@item GPGME_DATA_TYPE_UNKNOWN
The type of the data is not known.
@item GPGME_DATA_TYPE_PGP_SIGNED
The data is an OpenPGP signed message. This may be a binary
signature, a detached one or a cleartext signature.
@item GPGME_DATA_TYPE_PGP_ENCRYPTED
@since{1.7.0}

The data is an OpenPGP encrypted message.
@item GPGME_DATA_TYPE_PGP_SIGNATURE
@since{1.7.0}

The

data is an OpenPGP detached signature.
@item GPGME_DATA_TYPE_PGP_OTHER
This is a generic OpenPGP message. In most cases this will be
encrypted data.
@item GPGME_DATA_TYPE_PGP_KEY
This is an OpenPGP key (private or public).
@item GPGME_DATA_TYPE_CMS_SIGNED
This is a CMS signed message.
@item GPGME_DATA_TYPE_CMS_ENCRYPTED
This is a CMS encrypted (enveloped data) message.
@item GPGME_DATA_TYPE_CMS_OTHER
This is used for other CMS message types.
@item GPGME_DATA_TYPE_X509_CERT
The data is a X.509 certificate
@item GPGME_DATA_TYPE_PKCS12
The data is a PKCS#12 message. This is commonly used to exchange
private keys for X.509.
@end table

@deftypefun gpgme_data_type_t gpgme_data_identify (@w{gpgme_data_t @var{dh}})
@since{1.4.3}

The function @code{gpgme_data_identify} returns the type of the data
with the handle @var{dh}. If it is not possible to perform the
identification, the function returns zero
(@code{GPGME_DATA_TYPE_INVALID}). Note that depending
on how the data
object has been created the identification may not be possible or the
data object may change its internal state (file pointer moved). For
file or memory based data object, the state should not change.
@end deftypefun

@c
@c Chapter Contexts
@c
@node Contexts
@chapter Contexts
@cindex context

All cryptographic operations in @acronym{GPGME} are performed within a
context, which contains the internal state of the operation as well as
configuration parameters. By using several contexts you can run
several cryptographic operations in parallel, with different
configuration.

@deftp {Data type} {gpgme_ctx_t}
The @code{gpgme_ctx_t} type is a handle for a @acronym{GPGME} context,

which is used to hold the configuration, status and result of
cryptographic operations.
@end deftp

@menu
* Creating Contexts:: Creating new @acronym{GPGME} contexts.
* Destroying Contexts:: Releasing @acronym{GPGME} contexts.
* Result Management:: Managing the
 result of crypto operations.
* Context Attributes:: Setting properties of a context.
* Key Management:: Managing keys with @acronym{GPGME}.
* Crypto Operations:: Using a context for cryptography.
* Miscellaneous:: Miscellaneous operations
* Run Control:: Controlling how operations are run.
@end menu

@node Creating Contexts
@section Creating Contexts
@cindex context, creation

@deftypefun gpgme_error_t gpgme_new (@w{gpgme_ctx_t *@var{ctx}})
The function @code{gpgme_new} creates a new @code{gpgme_ctx_t} object
and returns a handle for it in @var{ctx}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
context was successfully created, @code{GPG_ERR_INV_VALUE} if
@var{ctx} is not a valid pointer, and @code{GPG_ERR_ENOMEM} if not
enough memory is available. Also, it returns
@code{GPG_ERR_NOT_OPERATIONAL} if @code{gpgme_check_version} was not
called to initialize GPGME, and @code{GPG_ERR_SELFTEST_FAILED}
 if a
selftest failed. Currently, the only selftest is for Windows MingW32
targets to see if @code{-mms-bitfields} was used (as required).
@end deftypefun

@node Destroying Contexts
@section Destroying Contexts
@cindex context, destruction

@deftypefun void gpgme_release (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_release} destroys the context with the handle
@var{ctx} and releases all associated resources.
@end deftypefun

@node Result Management

@section Result Management
@cindex context, result of operation

The detailed result of an operation is returned in operation-specific structures such as @code{gpgme_decrypt_result_t}. The corresponding retrieval functions such as @code{gpgme_op_decrypt_result} provide static access to the results after an operation completes. Those structures shall be considered read-only and an application must not allocate such a structure on its own. The following interfaces make it possible to detach a result structure from its associated
context
and give it a lifetime beyond that of the current operation or context.

@deftypefun void gpgme_result_ref (@w{void *@var{result}})
@since{1.2.0}

The function @code{gpgme_result_ref} acquires an additional reference for the result @var{result}, which may be of any type @code{gpgme_*_result_t}. As long as the user holds a reference, the result structure is guaranteed to be valid and unmodified.
@end deftypefun

@deftypefun void gpgme_result_unref (@w{void *@var{result}})
@since{1.2.0}

The function @code{gpgme_result_unref} releases a reference for the result @var{result}. If this was the last reference, the result structure will be destroyed and all resources associated to it will be released.
@end deftypefun

Note that a context may hold its own references to result structures, typically until the context is destroyed or the next operation is started. In fact, these references are accessed through the @code{gpgme_op_*_result} functions.

@node Context Attributes
@section
Context Attributes
@cindex context, attributes

@menu
* Protocol Selection:: Selecting the protocol used by a context.
* Crypto Engine:: Configuring the crypto engine.
* Setting the Sender:: How to tell the engine the sender.
* ASCII Armor:: Requesting @acronym{ASCII} armored output.

* Text Mode:: Choosing canonical text mode.
* Offline Mode:: Choosing offline mode.
* Pinentry Mode:: Choosing the pinentry mode.
* Included Certificates:: Including a number of certificates.
* Key Listing Mode:: Selecting key listing mode.
* Passphrase Callback:: Getting the passphrase from the user.
* Progress Meter Callback:: Being informed about the progress.
* Status Message Callback:: Status messages received from gpg.
* Context Flags:: Additional flags for a context.
* Locale:: Setting the locale of a context.
*
Additional Logs:: Additional logs of a context.
@end menu

@node Protocol Selection
@subsection Protocol Selection
@cindex context, selecting protocol
@cindex protocol, selecting

@deftypefun gpgme_error_t gpgme_set_protocol (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_protocol_t @var{proto}})
The function @code{gpgme_set_protocol} sets the protocol used within the context @var{ctx} to @var{proto}. All crypto operations will be performed by the crypto engine configured for that protocol. @xref{Protocols and Engines}.

Setting the protocol with @code{gpgme_set_protocol} does intentionally not check if the crypto engine for that protocol is available and installed correctly. @xref{Engine Version Check}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the protocol could be set successfully, and @code{GPG_ERR_INV_VALUE} if @var{protocol} is not a valid protocol.
@end deftypefun

@deftypefun gpgme_protocol_t gpgme_get_protocol (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_get_protocol} retrieves the protocol currently use with the context @var{ctx}.
@end deftypefun

@node Crypto Engine
@subsection Crypto Engine
@cindex context, configuring engine
@cindex engine, configuration per context

The following functions can be used to set and retrieve the
configuration of the crypto engines of a specific context. The
default can also be retrieved without any particular context.
@xref{Engine Information}. The default can also be changed globally.
@xref{Engine Configuration}.

@deftypefun gpgme_engine_info_t gpgme_ctx_get_engine_info (@w{gpgme_ctx_t @var{ctx}})
@since{1.1.0}

The function @code{gpgme_ctx_get_engine_info} returns a linked list of
engine info structures. Each info structure describes the
configuration of one configured backend, as used by the context
@var{ctx}.

The result is valid until the next invocation of
@code{gpgme_ctx_set_engine_info} for this particular context.

This function can not fail.
@end deftypefun

@deftypefun
gpgme_error_t gpgme_ctx_set_engine_info (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_protocol_t
@var{proto}}, @w{const char *@var{file_name}}, @w{const char *@var{home_dir}})
@since{1.1.0}

The function @code{gpgme_ctx_set_engine_info} changes the
configuration of the crypto engine implementing the protocol
@var{proto} for the context @var{ctx}.

@var{file_name} is the file name of the executable program
implementing this protocol, and @var{home_dir} is the directory name
of the configuration directory for this crypto engine. If
@var{home_dir} is @code{NULL}, the engine's default will be used.

Currently this function must be used before starting the first crypto
operation. It is unspecified if and when the changes will take effect
if the function is called after starting the first operation on the
context @var{ctx}.

This function returns the error code @code{GPG_ERR_NO_ERROR} if
successful, or an error code on failure.
@end deftypefun

@node Setting the Sender
@subsection How to tell
the engine the sender.
@cindex context, sender

@cindex sender
@cindex From:

Some engines can make use of the senders address, for example to
figure out the best user id in certain trust models. For verification
and signing of mails, it is thus suggested to let the engine know the
sender ("From:") address. @acronym{GPGME} provides two functions to
accomplish that. Note that the esoteric use of multiple "From:"
addresses is not supported.

@deftypefun gpgme_error_t gpgme_set_sender @
    (@w{gpgme_ctx_t @var{ctx}}, @
     @w{int @var{address}})

@since{1.8.0}

The function @code{gpgme_set_sender} specifies the sender address for
use in sign and verify operations. @var{address} is expected to be
the ``addr-spec'' part of an address but my also be a complete mailbox
address, in which case this function extracts the ``addr-spec'' from
it. Using @code{NULL} for @var{address} clears the sender address.

The function returns 0 on success or an error code on failure. The
most likely
 failure is that no valid ``addr-spec'' was found in
@var{address}.

@end deftypefun

@deftypefun @w{const char *} gpgme_get_sender @
    (@w{gpgme_ctx_t @var{ctx}})

@since{1.8.0}

The function @code{gpgme_get_sender} returns the current sender
address from the context, or NULL if none was set. The returned
value is valid as long as the @var{ctx} is valid and
@code{gpgme_set_sender} has not been called again.

@end deftypefun

@c FIXME: Unfortunately, using @acronym here breaks texi2dvi.
@node ASCII Armor
@subsection @acronym{ASCII} Armor
@cindex context, armor mode
@cindex @acronym{ASCII} armor

@cindex armor mode

@deftypefun void gpgme_set_armor (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{yes}})
The function @code{gpgme_set_armor} specifies if the output should be
@acronym{ASCII} armored. By default, output is not @acronym{ASCII}
armored.

@acronym{ASCII} armored output is disabled if @var{yes} is zero, and
enabled otherwise.
@end deftypefun

@deftypefun int gpgme_get_armor (@w{gpgme_ctx_t
 @var{ctx}})
The function @code{gpgme_get_armor} returns 1 if the output is
@acronym{ASCII} armored, and @code{0} if it is not, or if @var{ctx} is
not a valid pointer.
@end deftypefun

@node Text Mode
@subsection Text Mode
@cindex context, text mode
@cindex text mode
@cindex canonical text mode

@deftypefun void gpgme_set_textmode (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{yes}})
The function @code{gpgme_set_textmode} specifies if canonical text mode
should be used. By default, text mode is not used.

Text mode is for example used for the RFC2015 signatures; note that
the updated RFC 3156 mandates that the mail user agent does some
preparations so that text mode is not needed anymore.

This option is only relevant to the OpenPGP crypto engine, and ignored
by all other engines.

Canonical text mode is disabled if @var{yes} is zero, and enabled
otherwise.
@end deftypefun

@deftypefun int gpgme_get_textmode (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_get_textmode} returns
 1 if canonical text
mode is enabled, and @code{0} if it is not, or if @var{ctx} is not a
valid pointer.
@end deftypefun

@node Offline Mode
@subsection Offline Mode
@cindex context, offline mode
@cindex offline mode

@deftypefun void gpgme_set_offline (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{yes}})
@since{1.6.0}

The function @code{gpgme_set_offline} specifies if offline mode should
be used. Offline mode is disabled if @var{yes} is zero, and enabled
otherwise. By default, offline mode is disabled.

The details of the offline mode depend on the used protocol and its
backend engine. It may eventually be extended to be more stricter and
for example completely disable the use of Dirmngr for any engine.

For the CMS protocol the offline mode specifies whether Dirmngr shall
be used to do additional validation that might require connecting
external services (e.g. CRL / OCSP checks). Here the offline mode
only affects the keylist mode @code{GPGME_KEYLIST_MODE_VALIDATE}.

For the OpenPGP
 protocol offline mode entirely disables the use of the
Dirmngr and will thus guarantee that no network connections are done
as part of an operation on this context. It has only an effect with
GnuPG versions 2.1.23 or later.

For all other protocols the offline mode is currently ignored.

@end deftypefun

@deftypefun int gpgme_get_offline (@w{gpgme_ctx_t @var{ctx}})
@since{1.6.0}

The function @code{gpgme_get_offline} returns 1 if offline
mode is enabled, and @code{0} if it is not, or if @var{ctx} is not a
valid pointer.
@end deftypefun

@node Pinentry Mode
@subsection Pinentry Mode
@cindex context, pinentry mode
@cindex pinentry mode

@deftypefun gpgme_error_t gpgme_set_pinentry_mode (@w{gpgme_ctx_t @var{ctx}},
@w{gpgme_pinentry_mode_t @var{mode}})

@since{1.4.0}

The function @code{gpgme_set_pinentry_mode} specifies the pinentry mode
to be used.

For GnuPG >= 2.1 this option is required to be set to
@code{GPGME_PINENTRY_MODE_LOOPBACK} to enable the passphrase callback
mechanism in GPGME
 through @code{gpgme_set_passphrase_cb}.
@end deftypefun

@deftypefun gpgme_pinentry_mode_t gpgme_get_pinentry_mode (@w{gpgme_ctx_t @var{ctx}})
@since{1.4.0}

The function @code{gpgme_get_pinenty_mode} returns the
mode set for the context.
@end deftypefun

@deftp {Data type} {enum gpgme_pinentry_mode_t}
@tindex gpgme_pinentry_mode_t
@since{1.4.0}

The @code{gpgme_minentry_mode_t} type specifies the set of possible pinentry
modes that are supported by @acronym{GPGME} if GnuPG >= 2.1 is used.
The following modes are supported:

@table @code
@item GPGME_PINENTRY_MODE_DEFAULT
@since{1.4.0}

Use the default of the agent, which is ask.

@item GPGME_PINENTRY_MODE_ASK
@since{1.4.0}

Force the use of the Pinentry.

@item GPGME_PINENTRY_MODE_CANCEL
@since{1.4.0}

Emulate use of Pinentry's cancel button.

@item GPGME_PINENTRY_MODE_ERROR
@since{1.4.0}

Return a Pinentry error @code{No Pinentry}.

@item GPGME_PINENTRY_MODE_LOOPBACK

@since{1.4.0}

Redirect Pinentry queries to the caller.
This enables
the use of @code{gpgme_set_passphrase_cb} because pinentry
queries are redirected to gpgme.

Note: For 2.1.0 - 2.1.12 this mode requires @code{allow-loopback-pinentry}
to be enabled in the @file{gpg-agent.conf} or an agent started with that option.

@end table
@end deftp

@node Included Certificates
@subsection Included Certificates
@cindex certificates, included

@deftypefun void gpgme_set_include_certs (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{nr_of_certs}})
The function @code{gpgme_set_include_certs} specifies how many
certificates should be included in an S/MIME signed message. By
default, only the sender's certificate is included. The possible
values of @var{nr_of_certs} are:

@table @code
@item GPGME_INCLUDE_CERTS_DEFAULT
@since{1.0.3}

Fall back to the default of the crypto backend. This is the default
for GPGME.
@item -2
Include all certificates except the root certificate.
@item -1
Include all certificates.
@item 0
Include no certificates.
@item 1
Include the sender's
certificate only.
@item n
Include the first n certificates of the certificates path, starting
from the sender's certificate. The number @code{n} must be positive.
@end table

Values of @var{nr_of_certs} smaller than -2 are undefined.

This option is only relevant to the CMS crypto engine, and ignored by
all other engines.

@end deftypefun

@deftypefun int gpgme_get_include_certs (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_get_include_certs} returns the number of
certificates to include into an S/MIME signed message.
@end deftypefun

@node Key Listing Mode
@subsection Key Listing Mode
@cindex key listing mode
@cindex key listing, mode of

@deftypefun gpgme_error_t gpgme_set_keylist_mode (@w{gpgme_ctx_t @var{ctx}},
@w{gpgme_keylist_mode_t @var{mode}})
The function @code{gpgme_set_keylist_mode} changes the default
behaviour of the key listing functions. The value in @var{mode} is a
bitwise-or combination of one or multiple of the following bit values:

@table @code
@item GPGME_KEYLIST_MODE_LOCAL
The
@code{GPGME_KEYLIST_MODE_LOCAL} symbol specifies that the local
keyring should be searched for keys in the keylisting operation. This
is the default.

Using only this option results in a @code{--list-keys}.

@item GPGME_KEYLIST_MODE_EXTERN
The @code{GPGME_KEYLIST_MODE_EXTERN} symbol specifies that an external
source should be searched for keys in the keylisting operation. The
type of external source is dependent on the crypto engine used and
whether it is combined with @code{GPGME_KEYLIST_MODE_LOCAL}. For
example, it can be a remote keyserver or LDAP certificate server.

Using only this option results in a @code{--search-keys} for
@code{GPGME_PROTOCOL_OpenPGP} and something similar to
@code{--list-external-keys} for @code{GPGME_PROTOCOL_CMS}.

@item GPGME_KEYLIST_MODE_LOCATE
This is a shortcut for the combination of
@code{GPGME_KEYLIST_MODE_LOCAL} and @code{GPGME_KEYLIST_MODE_EXTERN}, which
results in a @code{--locate-keys} for @code{GPGME_PROTOCOL_OpenPGP}.

@item
GPGME_KEYLIST_MODE_SIGS
The @code{GPGME_KEYLIST_MODE_SIGS} symbol specifies that the key
signatures should be included in the listed keys.

@item GPGME_KEYLIST_MODE_SIG_NOTATIONS
@since{1.1.1}

The @code{GPGME_KEYLIST_MODE_SIG_NOTATIONS} symbol specifies that the signature notations on key signatures should be included in the listed keys. This only works if @code{GPGME_KEYLIST_MODE_SIGS} is also enabled.

@item GPGME_KEYLIST_MODE_WITH_TOFU
@since{1.7.0}

The @code{GPGME_KEYLIST_MODE_WITH_TOFU} symbol specifies that information pertaining to the TOFU trust model should be included in the listed keys.

@item GPGME_KEYLIST_MODE_WITH_KEYGRIP
@since{1.14.0}

The @code{GPGME_KEYLIST_MODE_WITH_KEYRIP} symbol specifies that the keygrip is always included in the listing. The default depends on the version of the backend and the used protocol.

@item GPGME_KEYLIST_MODE_WITH_SECRET
@since{1.5.1}

The @code{GPGME_KEYLIST_MODE_WITH_SECRET} returns information about the presence of a corresponding secret key in a public key listing. A public key listing with this mode is slower than a standard listing but can be used instead of a second run to list the secret keys. This is only supported for GnuPG versions >= 2.1. Note that using this option also makes sure that the keygrip is available in the output.

@item GPGME_KEYLIST_MODE_EPHEMERAL
@since{1.2.0}

The @code{GPGME_KEYLIST_MODE_EPHEMERAL} symbol specifies that keys flagged as ephemeral are included in the listing.

@item GPGME_KEYLIST_MODE_VALIDATE
@since{0.4.5}

The @code{GPGME_KEYLIST_MODE_VALIDATE} symbol specifies that the backend should do key or certificate validation and not just get the validity information from an internal cache. This might be an expensive operation and is in general not useful. Currently only implemented for the S/MIME backend and ignored for other backends.

@end table

At least one of @code{GPGME_KEYLIST_MODE_LOCAL} and
@code{GPGME_KEYLIST_MODE_EXTERN} must be specified. For future binary
compatibility,
 you should get the current mode with
@code{gpgme_get_keylist_mode} and modify it by setting or clearing the
appropriate bits, and then using that calculated value in the
@code{gpgme_set_keylisting_mode} operation. This will leave all other
bits in the mode value intact (in particular those that are not used
in the current version of the library).

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
mode could be set correctly, and @code{GPG_ERR_INV_VALUE} if @var{ctx}
is not a valid pointer or @var{mode} is not a valid mode.
@end deftypefun

@deftypefun gpgme_keylist_mode_t gpgme_get_keylist_mode (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_get_keylist_mode} returns the current key
listing mode of the context @var{ctx}. This value can then be
modified and used in a subsequent @code{gpgme_set_keylist_mode}
operation to only affect the desired bits (and leave all others
intact).

The function returns 0 if @var{ctx} is not a valid pointer, and
 the
current mode otherwise. Note that 0 is not a valid mode value.
@end deftypefun

@node Passphrase Callback
@subsection Passphrase Callback
@cindex callback, passphrase
@cindex passphrase callback

@deftp {Data type} {gpgme_error_t (*gpgme_passphrase_cb_t)(void *@var{hook}, const char *@var{uid_hint},
const char *@var{passphrase_info}, @w{int @var{prev_was_bad}}, @w{int @var{fd}})}
@tindex gpgme_passphrase_cb_t
The @code{gpgme_passphrase_cb_t} type is the type of functions usable as
passphrase callback function.

The argument @var{uid_hint} might contain a string that gives an
indication for which user ID the passphrase is required. If this is
not available, or not applicable (in the case of symmetric encryption,
for example), @var{uid_hint} will be @code{NULL}.

The argument @var{passphrase_info}, if not @code{NULL}, will give
further information about the context in which the passphrase is
required. This information is engine and operation specific.

If this is the repeated attempt
 to get the passphrase, because
previous attempts failed, then @var{prev_was_bad} is 1, otherwise it
will be 0.

The user must write the passphrase, followed by a newline character,
to the file descriptor @var{fd}. The function @code{gpgme_io_writen}
should be used for the write operation. Note that if the user returns
0 to indicate success, the user must at least write a newline
character before returning from the callback.

If an error occurs, return the corresponding @code{gpgme_error_t}
value. You can use the error code @code{GPG_ERR_CANCELED} to abort
the operation. Otherwise, return @code{0}.

Note: The passphrase_cb only works with GnuPG 1.x and 2.1.x and not
with the 2.0.x series. See @code{gpgme_set_pinentry_mode} for more
details on 2.1.x usage.
@end deftp

@deftypefun void gpgme_set_passphrase_cb (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_passphrase_cb_t
@var{passfunc}}, @w{void *@var{hook_value}})
The function @code{gpgme_set_passphrase_cb} sets the function that is
used
 when a passphrase needs to be provided by the user to
@var{passfunc}. The function @var{passfunc} needs to implemented by
the user, and whenever it is called, it is called with its first
argument being @var{hook_value}. By default, no passphrase callback
function is set.

Not all crypto engines require this callback to retrieve the
passphrase. It is better if the engine retrieves the passphrase from
a trusted agent (a daemon process), rather than having each user to
implement their own passphrase query. Some engines do not even
support an external passphrase callback at all, in this case the error
code @code{GPG_ERR_NOT_SUPPORTED} is returned.

For GnuPG >= 2.1 the pinentry mode has to be set to
@code{GPGME_PINENTRY_MODE_LOOPBACK} to enable the passphrase callback.
See @code{gpgme_set_pinentry_mode}.

The user can disable the use of a passphrase callback function by
calling @code{gpgme_set_passphrase_cb} with @var{passfunc} being
@code{NULL}.

@end deftypefun

@deftypefun void gpgme_get_passphrase_cb
(@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_passphrase_cb_t *@var{passfunc}}, @w{void **@var{hook_value}})
The function @code{gpgme_get_passphrase_cb} returns the function that is used when a passphrase needs to be provided by the user in @var{*passfunc}, and the first argument for this function in @var{*hook_value}. If no passphrase callback is set, or @var{ctx} is not a valid pointer, @code{NULL} is returned in both variables.

@var{passfunc} or @var{hook_value} can be @code{NULL}. In this case, the corresponding value will not be returned.
@end deftypefun

@node Progress Meter Callback
@subsection Progress Meter Callback
@cindex callback, progress meter
@cindex progress meter callback

@deftp {Data type} {void (*gpgme_progress_cb_t)(void *@var{hook}, const char *@var{what}, int @var{type}, int @var{current}, int @var{total})}
@tindex gpgme_progress_cb_t
The @code{gpgme_progress_cb_t} type is the type of functions usable as progress callback function.

The arguments are
specific to the crypto engine. More information about the progress information returned from the GnuPG engine can be found in the GnuPG source code in the file @file{doc/DETAILS} in the section PROGRESS.
@end deftp

@deftypefun void gpgme_set_progress_cb (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_progress_cb_t @var{progfunc}}, @w{void *@var{hook_value}})
The function @code{gpgme_set_progress_cb} sets the function that is used when progress information about a cryptographic operation is available. The function @var{progfunc} needs to implemented by the user, and whenever it is called, it is called with its first argument being @var{hook_value}. By default, no progress callback function is set.

Setting a callback function allows an interactive program to display progress information about a long operation to the user.

The user can disable the use of a progress callback function by calling @code{gpgme_set_progress_cb} with @var{progfunc} being

@code{NULL}.
@end deftypefun

@deftypefun void
gpgme_get_progress_cb (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_progress_cb_t *@var{progfunc}},
@w{void **@var{hook_value}})
The function @code{gpgme_get_progress_cb} returns the function that is
used to inform the user about the progress made in @var{*progfunc},
and the first argument for this function in @var{*hook_value}. If no
progress callback is set, or @var{ctx} is not a valid pointer,
@code{NULL} is returned in both variables.

@var{progfunc} or @var{hook_value} can be @code{NULL}. In this case,
the corresponding value will not be returned.
@end deftypefun

@node Status Message Callback
@subsection Status Message Callback
@cindex callback, status message
@cindex status message callback

@deftp {Data type} {gpgme_error_t (*gpgme_status_cb_t)(void *@var{hook}, const char *@var{keyword}, const
char *@var{args})}
@tindex gpgme_status_cb_t
The @code{gpgme_status_cb_t} type is the type of function usable as
a status message callback function.

The argument @var{keyword} is the name
of the status message while the
@var{args} argument contains any arguments for the status message.

If an error occurs, return the corresponding @code{gpgme_error_t}
value. Otherwise, return @code{0}.
@end deftp

@deftypefun void gpgme_set_status_cb (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_status_cb_t
@var{statusfunc}}, @w{void *@var{hook_value}})
@since{1.6.0}

The function @code{gpgme_set_status_cb} sets the function that is used when a
status message is received from gpg to @var{statusfunc}. The function
@var{statusfunc} needs to be implemented by the user, and whenever it is
called, it is called with its first argument being @var{hook_value}. By
default, no status message callback function is set.

The user can disable the use of a status message callback function by calling
@code{gpgme_set_status_cb} with @var{statusfunc} being @code{NULL}.

@end deftypefun

@deftypefun void gpgme_get_status_cb (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_status_cb_t *@var{statusfunc}}, @w{void **@var{hook_value}})
@since{1.6.0}

The
 function @code{gpgme_get_status_cb} returns the function that is used to process status messages from gpg in @var{*statusfunc}, and the first argument for this function in @var{*hook_value}. If no status message callback is set, or @var{ctx} is not a valid pointer, @code{NULL} is returned in both variables.
@end deftypefun

@node Context Flags
@subsection Context Flags
@cindex flags, of a context

@deftypefun {gpgme_error_t} gpgme_set_ctx_flag @
        (@w{gpgme_ctx_t @var{ctx}}, @
        @w{const char *@var{name}}, @
        @w{const char *@var{value}})

@since{1.7.0}

Some minor properties of the context can be controlled with flags set by this function. The properties are identified by the following values for @var{name}:

@table @code
@item "redraw"
This flag is normally not changed by the caller because GPGME sets and clears it automatically: The flag is cleared before an operation and set if an operation noticed that the engine has launched
 a Pinentry.
A Curses based application may use this information to redraw the screen; for example:

@example
  err = gpgme_op_keylist_start (ctx, "foo@@example.org", 0);
  while (!err)
    @{
      err = gpgme_op_keylist_next (ctx, &key);
      if (err)
        break;
      show_key (key);
      gpgme_key_release (key);
    @}

```
  if ((s = gpgme_get_ctx_flag (ctx, "redraw")) && *s)
    redraw_screen ();
  gpgme_release (ctx);
@end example
```

@item "full-status"
Using a @var{value} of "1" the status callback set by
gpgme_set_status_cb returns all status lines with the exception of
PROGRESS lines. With the default of "0" the status callback is only
called in certain situations.

@item "raw-description"
Setting the @var{value} to "1" returns human readable strings in a raw
format. For example the non breaking space characters ("~") will not
be removed from the @code{description} field of the
@code{gpgme_tofu_info_t} object.

@item "export-session-key"
Using a @var{value}
 of "1" specifies that the context should try to
export the symmetric session key when decrypting data. By default, or
when using an empty string or "0" for @var{value}, session keys are
not exported.

@item "override-session-key"
The string given in @var{value} is passed to the GnuPG engine to override
the session key for decryption. The format of that session key is
specific to GnuPG and can be retrieved during a decrypt operation when
the context flag "export-session-key" is enabled. Please be aware that
using this feature with GnuPG < 2.1.16 will leak the session key on
many platforms via ps(1).

@item "auto-key-retrieve"
Setting the @var{value} to "1" asks the backend to automatically
retrieve a key for signature verification if possible. Note that this
option makes a "web bug" like behavior possible. Keyserver or Web Key
Directory operators can see which keys you request, so by sending you
a message signed by a brand new key (which you naturally will not have
on your
 local keyring), the operator can tell both your IP address and
the time when you verified the signature.

@item "auto-key-import"
Setting the @var{value} to "1" forces the GPG backend to automatically
import a missing key for signature verification from the signature.

@item "include-key-block"

Setting the @var{value} to "1" forces the GPG backend to embed the
signing key as well as an encryption subkey into the the signature.

@item "request-origin"
The string given in @var{value} is passed to the GnuPG engines to
request restrictions based on the origin of the request. Valid values
are documented in the GnuPG manual and the gpg man page under the
option @option{--request-origin}. Requires at least GnuPG 2.2.6 to have an
effect.

@item "no-symkey-cache"
For OpenPGP disable the passphrase cache used for symmetrical en- and
decryption. This cache is based on the message specific salt value.
Requires at least GnuPG 2.2.7 to have an effect.

@item "ignore-mdc-error"
This flag passes
 the option @option{--ignore-mdc-error} to gpg. This
can be used to force decryption of a message which failed due to a
missing integrity check. This flag must be used with great caution
and only if it is a known non-corrupted old message and the decryption
result of the former try had the decryption result flag
@code{legacy_cipher_nomdc} set. For failsafe reasons this flag is
reset after each operation.

@item "auto-key-locate"
The string given in @var{value} is passed to gpg. This can be used
to change the behavior of a @code{GPGME_KEYLIST_MODE_LOCATE} keylisting.
Valid values are documented in the GnuPG manual and the gpg man page under
the option @option{--auto-key-locate}.
Requires at least GnuPG 2.1.18.

Note: Keys retrieved through @code{auto-key-locate} are automatically
imported in the keyring.

@item trust-model
@since{1.11.2}

Change the trust-model for all GnuPG engine operations. An empty
string sets the trust-model back to the users default. If the
trust-model is not
 supported by GnuPG the behavior is undefined
and will likely cause all operations to fail. Example: "tofu+pgp".

This options should be used carefully with a strict version
requirement. In some versions of GnuPG setting the
trust-model changes the default trust-model for future operations.
A change in the trust-model also can have unintended side effects, like

rebuilding the trust-db.

@item "extended-edit"
This flag passes the option @option{--expert} to gpg key edit. This
can be used to get additional callbacks in @code{gpgme_op_edit}.

@end table

This function returns @code{0} on success.
@end deftypefun

@deftypefun {const char *} gpgme_get_ctx_flag @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{const char *@var{name}})

@since{1.8.0}

The value of flags settable by @code{gpgme_set_ctx_flag} can be
retrieved by this function. If @var{name} is unknown the function
returns @code{NULL}. For boolean flags an empty string is returned
for False and the string "1" is
returned for True; either atoi(3) or a
test for an empty string can be used to get the boolean value.

@end deftypefun

@node Locale
@subsection Locale
@cindex locale, default
@cindex locale, of a context

A locale setting can be associated with a context. This locale is
passed to the crypto engine, and used for applications like the PIN
entry, which is displayed to the user when entering a passphrase is
required.

The default locale is used to initialize the locale setting of all
contexts created afterwards.

@deftypefun gpgme_error_t gpgme_set_locale (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{category}},
@w{const char *@var{value}})
@since{0.4.3}

The function @code{gpgme_set_locale} sets the locale of the context
@var{ctx}, or the default locale if @var{ctx} is a null pointer.

The locale settings that should be changed are specified by
@var{category}. Supported categories are @code{LC_CTYPE},
@code{LC_MESSAGES}, and @code{LC_ALL}, which is a wildcard you can use
if you want to change
 all the categories at once.

The value to be used for the locale setting is @var{value}, which will
be copied to @acronym{GPGME}'s internal data structures. @var{value}
can be a null pointer, which disables setting the locale, and will
make PIN entry and other applications use their default setting, which
is usually not what you want.

Note that the settings are only used if the application runs on a text
terminal, and that the settings should fit the configuration of the
output terminal. Normally, it is sufficient to initialize the default
value at startup.

The function returns an error if not enough memory is available.
@end deftypefun

@node Additional Logs
@subsection Additional Logs
@cindex auditlog, of the engine
@cindex auditlog

Additional logs can be associated with a context. These logs are
engine specific and can be be obtained with @code{gpgme_op_getauditlog}.

@deftypefun gpgme_error_t gpgme_op_getauditlog @
        (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{output}},
 @
        @w{unsigned int @var{flags}})
@since{1.1.1}

The function @code{gpgme_op_getauditlog} is used to obtain additional
logs as specified by @var{flags} into the @var{output} data. If

The function returns the error code @code{GPG_ERR_NO_ERROR} if a
log could be queried from the engine, and @code{GPG_ERR_NOT_IMPLEMENTED}
if the log specified in @var{flags} is not available for this engine.
If no log is available @code{GPG_ERR_NO_DATA} is returned.

The value in @var{flags} is a bitwise-or combination of one or
multiple of the following bit values:

@table @code
@item GPGME_AUDITLOG_DIAG

@since{1.11.2}

Obtain diagnostic output which would be written to @code{stderr} in
interactive use of the engine. This can be used to provide additional
diagnostic information in case of errors in other operations.

Note: If log-file has been set in the configuration the log will
be empty and @code{GPG_ERR_NO_DATA} will be returned.

Implemented for: @code{GPGME_PROTOCOL_OpenPGP}

@item
 GPGME_AUDITLOG_DEFAULT
@since{1.11.2}

This flag has the value 0 for compatibility reasons. Obtains additional
information from the engine by issuing the @code{GETAUDITLOG} command.
For @code{GPGME_PROTOCOL_CMS} this provides additional information about
the X509 certificate chain.

Implemented for: @code{GPGME_PROTOCOL_CMS}

@item GPGME_AUDITLOG_HTML
@since{1.1.1}

Same as @code{GPGME_AUDITLOG_DEFAULT} but in HTML.

Implemented for: @code{GPGME_PROTOCOL_CMS}
@end table
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_getauditlog_start @
      (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{output}}, @
      @w{unsigned int @var{flags}})
@since{1.1.1}

This is the asynchronous variant of @code{gpgme_op_getauditlog}.
@end deftypefun

@node Key Management
@section Key Management
@cindex key management

Some of the cryptographic operations require that recipients or
signers are specified. This is always done by specifying the
respective keys that should be used
 for the operation. The following
section describes how such keys can be selected and manipulated.

@menu
* Key objects:: Description of the key structures.
* Listing Keys:: Browsing the list of available keys.
* Information About Keys:: Requesting detailed information about keys.
* Manipulating Keys:: Operations on keys.
* Generating Keys:: Creating new key pairs.
* Signing Keys:: Adding key signatures to public keys.
* Exporting Keys:: Retrieving key data from the key ring.
* Importing Keys:: Adding keys to the key ring.
* Deleting Keys:: Removing keys from the key ring.
* Changing Passphrases:: Change the passphrase of a key.
* Changing TOFU Data:: Changing data pertaining to TOFU.
* Advanced Key Editing:: Advanced key edit operation.
@end menu

@node Key objects
@subsection Key objects

The keys are represented in GPGME by
structures which may only be read
by the application but never be allocated or changed. They are valid
as long as the key object itself is valid.

@deftp {Data type} gpgme_key_t

The @code{gpgme_key_t} type is a pointer to a key object. It has the
following members:

@table @code
@item gpgme_keylist_mode_t keylist_mode
@since{0.9.0}

The keylist mode that was active when the key was retrieved.

@item unsigned int revoked : 1
This is true if the key is revoked.

@item unsigned int expired : 1
This is true if the key is expired.

@item unsigned int disabled : 1
This is true if the key is disabled.

@item unsigned int invalid : 1
This is true if the key is invalid. This might have several reasons,
for a example for the S/MIME backend, it will be set during key

listings if the key could not be validated due to missing
certificates or unmatched policies.

@item unsigned int can_encrypt : 1
This is true if the key (ie one of its subkeys) can be used for
encryption.

@item unsigned int can_sign
: 1
This is true if the key (ie one of its subkeys) can be used to create
data signatures.

@item unsigned int can_certify : 1
This is true if the key (ie one of its subkeys) can be used to create
key certificates.

@item unsigned int can_authenticate : 1
@since{0.4.5}

This is true if the key (ie one of its subkeys) can be used for
authentication.

@item unsigned int is_qualified : 1
@since{1.1.0}

This is true if the key can be used for qualified signatures according
to local government regulations.

@item unsigned int secret : 1
This is true if the key is a secret key. Note, that this will always
be true even if the corresponding subkey flag may be false
(offline/stub keys). This is only set if a listing of secret keys has
been requested or if @code{GPGME_KEYLIST_MODE_WITH_SECRET} is active.

@item unsigned int origin : 5
@since{1.8.0}

Reserved for the origin of this key.

@item gpgme_protocol_t protocol
This is the protocol supported by this key.

@item char *issuer_serial
If
@code{protocol} is @code{GPGME_PROTOCOL_CMS}, then this is the
issuer serial.

@item char *issuer_name

If @code{protocol} is @code{GPGME_PROTOCOL_CMS}, then this is the
issuer name.

@item char *chain_id
If @code{protocol} is @code{GPGME_PROTOCOL_CMS}, then this is the
chain ID, which can be used to built the certificate chain.

@item gpgme_validity_t owner_trust
If @code{protocol} is @code{GPGME_PROTOCOL_OpenPGP}, then this is the
owner trust.

@item gpgme_subkey_t subkeys
This is a linked list with the subkeys of the key. The first subkey
in the list is the primary key and usually available.

@item gpgme_user_id_t uids
This is a linked list with the user IDs of the key. The first user ID
in the list is the main (or primary) user ID.

@item char *fpr
@since{1.7.0}

This field gives the fingerprint of the primary key. Note that
this is a copy of the fingerprint of the first subkey. For an
incomplete key (for example from a verification result) a subkey may
be missing but this field
 may be set nevertheless.

@item unsigned long last_update
@since{1.8.0}

Reserved for the time of the last update of this key.

@end table
@end deftp

@deftp {Data type} gpgme_subkey_t
@since{1.5.0}

The @code{gpgme_subkey_t} type is a pointer to a subkey structure.
Subkeys are one component of a @code{gpgme_key_t} object. In fact,
subkeys are those parts that contains the real information about the
individual cryptographic keys that belong to the same key object. One
@code{gpgme_key_t} can contain several subkeys. The first subkey in
the linked list is also called the primary key.

The subkey structure has the following members:

@table @code
@item gpgme_subkey_t next
This is a pointer to the next subkey structure in the linked list, or
@code{NULL} if this is the last element.

@item unsigned int revoked : 1
This is true if the subkey is revoked.

@item unsigned int expired : 1
This is true if the subkey is expired.

@item unsigned int disabled : 1
This is true if the subkey
is disabled.

@item unsigned int invalid : 1
This is true if the subkey is invalid.

@item unsigned int can_encrypt : 1
This is true if the subkey can be used for encryption.

@item unsigned int can_sign : 1
This is true if the subkey can be used to create data signatures.

@item unsigned int can_certify : 1
This is true if the subkey can be used to create key certificates.

@item unsigned int can_authenticate : 1
@since{0.4.5}

This is true if the subkey can be used for authentication.

@item unsigned int is_qualified : 1
@since{1.1.0}

This is true if the subkey can be used for qualified signatures
according to local government regulations.

@item unsigned int is_de_vs : 1
@since{1.8.0}

This is true if the subkey complies with the rules for classified
information in Germany at the restricted level (VS-NfD). This are
currently RSA keys of at least 2048 bits or ECDH/ECDSA keys using a
Brainpool curve.

@item unsigned int secret : 1

This is true if the subkey is a secret key. Note that
 it will be
false if the key is actually a stub key; i.e. a secret key operation
is currently not possible (offline-key). This is only set if a
listing of secret keys has been requested or if
@code{GPGME_KEYLIST_MODE_WITH_SECRET} is active.

@item gpgme_pubkey_algo_t pubkey_algo
This is the public key algorithm supported by this subkey.

@item unsigned int length
This is the length of the subkey (in bits).

@item char *keyid
This is the key ID of the subkey in hexadecimal digits.

@item char *fpr
This is the fingerprint of the subkey in hexadecimal digits, if
available.

@item char *keygrip
@since{1.7.0}

The keygrip of the subkey in hex digit form or @code{NULL} if not
available.

@item long int timestamp
This is the creation timestamp of the subkey. This is -1 if the
timestamp is invalid, and 0 if it is not available.

@item long int expires
This is the expiration timestamp of the subkey, or 0 if the subkey
does not expire.

@item unsigned int is_cardkey : 1
@since{1.2.0}

True if
 the secret key is stored on a smart card.

@item char *card_number
@since{1.2.0}

The serial number of a smart card holding this key or @code{NULL}.

@item char *curve
For ECC algorithms the name of the curve.

@end table
@end deftp

@deftp {Data type} gpgme_user_id_t

A user ID is a component of a @code{gpgme_key_t} object. One key can
have many user IDs. The first one in the list is the main (or
primary) user ID.

The user ID structure has the following members.

@table @code
@item gpgme_user_id_t next
This is a pointer to the next user ID structure in the linked list, or
@code{NULL} if this is the last element.

@item unsigned int revoked : 1
This is true if the user ID is revoked.

@item unsigned int invalid : 1
This is true if the user ID is invalid.

@item gpgme_validity_t validity
This specifies the validity of the user ID.

@item char *uid
This is the user ID string.

@item char *name
This is the name component of @code{uid}, if available.

@item char *comment
This is the comment
component of @code{uid}, if available.

@item char *email
This is the email component of @code{uid}, if available.

@item char *address;
The mail address (addr-spec from RFC-5322) of the user ID string.
This is general the same as the @code{email} part of this structure
but might be slightly different. If no mail address is available
@code{NULL} is stored.

@item gpgme_tofu_info_t tofu
@since{1.7.0}

If not @code{NULL} information from the TOFU database pertaining to

this user id.

@item gpgme_key_sig_t signatures
This is a linked list with the signatures on this user ID.

@item unsigned int origin : 5
@since{1.8.0}

Reserved for the origin of this user ID.

@item unsigned long last_update
@since{1.8.0}

Reserved for the time of the last update of this user ID.

@item char *uidhash;
A string used by gpg to identify a user ID. This string can be used
at certain prompts of @code{gpgme_op_edit} to select a user ID. Users
must be prepared to see a @code{NULL} value here. The format
 of the
value is not specified and may depend on the GPGME or GnuPG version.

@end table
@end deftp

@deftp {Data type} gpgme_tofu_info_t

@since{1.7.0}

The @code{gpgme_tofu_info_t} type is a pointer to a tofu info
structure. Tofu info structures are one component of a
@code{gpgme_user_id_t} object, and provide information from the TOFU
database pertaining to the user ID.

The tofu info structure has the following members:

@table @code
@item gpgme_key_sig_t next
This is a pointer to the next tofu info structure in the linked
list, or @code{NULL} if this is the last element.

@item unsigned int validity : 3
This is the TOFU validity. It can have the following values:

@table @code
@item 0
The value @code{0} indicates a conflict.

@item 1
The value @code{1} indicates a key without history.

@item 2
The value @code{2} indicates a key with too little history.

@item 3
The value @code{3} indicates a key with enough history for basic trust.

@item 4
The value @code{4} indicates a key
with a lot of history.

@end table

@item unsigned int policy : 4
This is the TOFU policy, see @code{gpgme_tofu_policy_t}.

@item unsigned short signcount
This is the number of signatures seen for this binding (or
@code{USHRT_MAX} if there are more than that).

@item unsigned short encrcount
This is the number of encryptions done with this binding (or
@code{USHRT_MAX} if there are more than that).

@item unsigned long signfirst
Number of seconds since Epoch when the first signature was seen with
this binding.

@item unsigned long signlast
Number of seconds since Epoch when the last signature was seen with
this binding.

@item unsigned long encrfirst
Number of seconds since Epoch when the first encryption was done with
this binding.

@item unsigned long encrlast
Number of seconds since Epoch when the last encryption was done with
this binding.

@item char *description
A human-readable string summarizing the TOFU data (or NULL).

@end table
@end deftp

@deftp {Data type} gpgme_key_sig_t

The
@code{gpgme_key_sig_t} type is a pointer to a key signature structure.
Key signatures are one component of a @code{gpgme_key_t} object, and
validate user IDs on the key in the OpenPGP protocol.

The signatures on a key are only available if the key was retrieved
via a listing operation with the @code{GPGME_KEYLIST_MODE_SIGS} mode
enabled, because it can be expensive to retrieve all signatures of a
key.

The signature notations on a key signature are only available if the
key was retrieved via a listing operation with the
@code{GPGME_KEYLIST_MODE_SIG_NOTATIONS} mode enabled, because it can
be expensive to retrieve all signature notations.

The key signature structure has the following members:

@table @code
@item gpgme_key_sig_t next
This is a pointer to the next key signature structure in the linked
list, or @code{NULL} if this is the last element.

@item unsigned int revoked : 1
This is true if the key signature is a revocation signature.

@item unsigned int expired : 1
This is
true if the key signature is expired.

@item unsigned int invalid : 1
This is true if the key signature is invalid.

@item unsigned int exportable : 1
This is true if the key signature is exportable.

@item gpgme_pubkey_algo_t pubkey_algo
This is the public key algorithm used to create the signature.

@item char *keyid
This is the key ID of the key (in hexadecimal digits) used to create
the signature.

@item long int timestamp
This is the creation timestamp of the key signature. This is -1 if

the timestamp is invalid, and 0 if it is not available.

@item long int expires
This is the expiration timestamp of the key signature, or 0 if the key
signature does not expire.

@item gpgme_error_t status
This is the status of the signature and has the same meaning as the
member of the same name in a @code{gpgme_signature_t} object.

@item unsigned int sig_class
This specifies the signature class of the key signature. The meaning
is specific to the crypto engine.

@item char *uid
This is the main
 user ID of the key used to create the signature.

@item char *name
This is the name component of @code{uid}, if available.

@item char *comment
This is the comment component of @code{uid}, if available.

@item char *email
This is the email component of @code{uid}, if available.

@item gpgme_sig_notation_t notations
This is a linked list with the notation data and policy URLs.
@end table
@end deftp

@node Listing Keys
@subsection Listing Keys
@cindex listing keys
@cindex key listing
@cindex key listing, start
@cindex key ring, list
@cindex key ring, search

@deftypefun gpgme_error_t gpgme_op_keylist_start (@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{pattern}}, @w{int @var{secret_only}})

The function @code{gpgme_op_keylist_start} initiates a key listing
operation inside the context @var{ctx}. It sets everything up so that
subsequent invocations of @code{gpgme_op_keylist_next} return the keys

in the list.

If @var{pattern} is @code{NULL}, all available keys are returned.
Otherwise,
@var{pattern} contains an engine specific expression that
is used to limit the list to all keys matching the pattern. Note that
the total length of the pattern is restricted to an engine-specific
maximum (a couple of hundred characters are usually accepted). The
pattern should be used to restrict the search to a certain common name
or user, not to list many specific keys at once by listing their
fingerprints or key IDs.

If @var{secret_only} is not @code{0}, the list is restricted to secret
keys only.

The context will be busy until either all keys are received (and
@code{gpgme_op_keylist_next} returns @code{GPG_ERR_EOF}), or
@code{gpgme_op_keylist_end} is called to finish the operation.

The function returns the error code @code{GPG_ERR_INV_VALUE} if
@var{ctx} is not a valid pointer, and passes through any errors that
are reported by the crypto engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_keylist_ext_start (@w{gpgme_ctx_t @var{ctx}}, @w{const char
*@var{pattern}[]}, @w{int @var{secret_only}}, @w{int @var{reserved}})

The function @code{gpgme_op_keylist_ext_start} initiates an extended
key listing operation inside the context @var{ctx}. It sets
everything up so that subsequent invocations of
@code{gpgme_op_keylist_next} return the keys in the list.

If @var{pattern} or @var{*pattern} is @code{NULL}, all available keys
are returned. Otherwise, @var{pattern} is a @code{NULL} terminated
array of strings that are used to limit the list to all keys matching
at least one of the patterns verbatim. Note that the total length of
all patterns is restricted to an engine-specific maximum (the exact
limit also depends on the number of patterns and amount of quoting
required, but a couple of hundred characters are usually accepted).
Patterns should be used to restrict the search to a certain common
name or user, not to list many specific keys at once by listing their
fingerprints or key IDs.

If @var{secret_only} is not @code{0}, the list
is restricted to secret
keys only.

The value of @var{reserved} must be @code{0}.

The context will be busy until either all keys are received (and
@code{gpgme_op_keylist_next} returns @code{GPG_ERR_EOF}), or
@code{gpgme_op_keylist_end} is called to finish the operation.

The function returns the error code @code{GPG_ERR_INV_VALUE} if
@var{ctx} is not a valid pointer, and passes through any errors that
are reported by the crypto engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_keylist_from_data_start @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{gpgme_data_t @var{data}}, @
@w{int @var{reserved}})

@since{1.8.0}

The function @code{gpgme_op_keylist_from_data_start} initiates a key
listing operation inside the context @var{ctx}. In contrast to the
other key listing operation the keys are read from the supplied
@var{data} and not from the local key database. The keys are also not
imported into the local key database. The function
sets everything up
so that subsequent invocations of @code{gpgme_op_keylist_next} return
the keys from @var{data}.

The value of @var{reserved} must be @code{0}.

This function requires at least GnuPG version 2.1.14 and currently
works only with OpenPGP keys.

The context will be busy until either all keys are received (and
@code{gpgme_op_keylist_next} returns @code{GPG_ERR_EOF}), or
@code{gpgme_op_keylist_end} is called to finish the operation.
While the context is busy @var{data} may not be released.

The function returns the error code @code{GPG_ERR_INV_VALUE} if
@var{ctx} is not a valid pointer, and passes through any errors that
are reported by the crypto engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_keylist_next (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t
*@var{r_key}})

The function @code{gpgme_op_keylist_next} returns the next key in the
list created by a previous @code{gpgme_op_keylist_start} operation in
the context @var{ctx}. The key will have

one reference for the user.
@xref{Manipulating Keys}.

This is the only way to get at @code{gpgme_key_t} objects in
@acronym{GPGME}.

If the last key in the list has already been returned,
@code{gpgme_op_keylist_next} returns @code{GPG_ERR_EOF}.

The function returns the error code @code{GPG_ERR_INV_VALUE} if
@var{ctx} or @var{r_key} is not a valid pointer, and
@code{GPG_ERR_ENOMEM} if there is not enough memory for the operation.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_keylist_end (@w{gpgme_ctx_t @var{ctx}})

The function @code{gpgme_op_keylist_end} ends a pending key list
operation in the context @var{ctx}.

After the operation completed successfully, the result of the key
listing operation can be retrieved with
@code{gpgme_op_keylist_result}.

The function returns the error code @code{GPG_ERR_INV_VALUE} if
@var{ctx} is not a valid pointer, and @code{GPG_ERR_ENOMEM} if at some
time during the operation there was not enough memory available.
@end deftypefun

The following
example illustrates how all keys containing a certain
string (@code{g10code}) can be listed with their key ID and the name
and email address of the main user ID:

@example
gpgme_ctx_t ctx;
gpgme_key_t key;
gpgme_error_t err = gpgme_new (&ctx);

if (!err)
 @{
  err = gpgme_op_keylist_start (ctx, "g10code", 0);
  while (!err)
    @{
      err = gpgme_op_keylist_next (ctx, &key);
      if (err)
        break;
      printf ("%s:", key->subkeys->keyid);
      if (key->uids && key->uids->name)

```
        printf (" %s", key->uids->name);
      if (key->uids && key->uids->email)
        printf (" <%s>", key->uids->email);
      putchar ('\n');
      gpgme_key_release (key);
    @}
  gpgme_release (ctx);
 @}
if (gpg_err_code (err) != GPG_ERR_EOF)
 @{
  fprintf (stderr, "can not list keys: %s\n", gpgme_strerror (err));
  exit (1);
 @}
@end example

@deftp {Data type} {gpgme_keylist_result_t}
This is a pointer to a structure used to store the result of a
@code{gpgme_op_keylist_*}
 operation.  After successfully ending a key
listing operation, you can retrieve the pointer to the result with
@code{gpgme_op_keylist_result}.  The structure contains the following
member:

@table @code
@item unsigned int truncated : 1
This is true if the crypto backend had to truncate the result, and
less than the desired keys could be listed.
@end table
@end deftp

@deftypefun gpgme_keylist_result_t gpgme_op_keylist_result (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_op_keylist_result} returns a
@code{gpgme_keylist_result_t} pointer to a structure holding the
result of a @code{gpgme_op_keylist_*} operation.  The pointer is only
valid if the last operation on the context was a key listing
operation, and if this operation finished successfully.  The returned
pointer is only valid until the next operation is started on the
context.
@end deftypefun

In a simple program, for which a blocking operation is acceptable, the
following function can be used to retrieve
 a single key.

@deftypefun gpgme_error_t gpgme_get_key (@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{fpr}},
@w{gpgme_key_t *@var{r_key}}, @w{int @var{secret}})
The function @code{gpgme_get_key} gets the key with the fingerprint
(or key ID) @var{fpr} from the crypto backend and return it in
```

@var{r_key}. If @var{secret} is true, get the secret key. The
currently active keylist mode is used to retrieve the key. The key
will have one reference for the user.

If the key is not found in the keyring, @code{gpgme_get_key} returns
the error code @code{GPG_ERR_EOF} and *@var{r_key} will be set to
@code{NULL}.

The function returns the error code @code{GPG_ERR_INV_VALUE} if
@var{ctx} or @var{r_key} is not a valid pointer or @var{fpr} is not a
fingerprint or key ID, @code{GPG_ERR_AMBIGUOUS_NAME} if the key ID was
not a unique specifier for a key, and @code{GPG_ERR_ENOMEM} if at some
time during the operation there was not enough memory available.
@end deftypefun

@node Information About Keys
@subsection
 Information About Keys
@cindex key, information about
@cindex key, attributes
@cindex attributes, of a key

Please see the beginning of this section for more information about
@code{gpgme_key_t} objects.

@deftp {Data type} gpgme_validity_t
The @code{gpgme_validity_t} type is used to specify the validity of a user ID
in a key. The following validities are defined:

@table @code
@item GPGME_VALIDITY_UNKNOWN
The user ID is of unknown validity. The string representation of this
validity is ``?''.

@item GPGME_VALIDITY_UNDEFINED
The validity of the user ID is undefined. The string representation of this
validity is ``q''.

@item GPGME_VALIDITY_NEVER
The user ID is never valid. The string representation of this
validity is ``n''.

@item GPGME_VALIDITY_MARGINAL
The user ID is marginally valid. The string representation of this
validity is ``m''.

@item GPGME_VALIDITY_FULL

The user ID is fully valid. The string representation of this
validity is ``f''.

@item GPGME_VALIDITY_ULTIMATE
The
 user ID is ultimately valid. The string representation of this
validity is ``u''.
@end table
@end deftp

@node Manipulating Keys
@subsection Manipulating Keys
@cindex key, manipulation

@deftypefun void gpgme_key_ref (@w{gpgme_key_t @var{key}})
The function @code{gpgme_key_ref} acquires an additional reference for
the key @var{key}.
@end deftypefun

@deftypefun void gpgme_key_unref (@w{gpgme_key_t @var{key}})
The function @code{gpgme_key_unref} releases a reference for the key
@var{key}. If this was the last reference, the key will be destroyed
and all resources associated to it will be released.
@end deftypefun

@c
@c gpgme_op_setexpire
@c
@deftypefun gpgme_error_t gpgme_op_setexpire @
    (@w{gpgme_ctx_t @var{ctx}}, @
     @w{gpgme_key_t @var{key}}, @
     @w{unsigned long @var{expires}}, @
     @w{const char *@var{subfprs}}, @
     @w{unsigned int @var{reserved}});

@since{1.14.1}

The function @code{gpgme_op_setexpire} sets the expiration time of
the
 key @var{key} or of the specified subkeys.
This function requires at least version 2.1.22 of GnuPG.

@var{key} specifies the key to operate on.

@var{expires} specifies the expiration time in seconds from now.

To be similar to other usages where expiration times are provided
in unsigned long this is similar to the key creation date
and so it is in seconds from NOW.

The common case is to use 0 to not set an expiration time.
Note that this parameter takes an unsigned long value and not
a @code{time_t} to avoid problems on systems which use a signed
32 bit @code{time_t}. Note further that the OpenPGP protocol
uses 32 bit values for timestamps and thus can
only encode dates up to the year 2106.

@var{subfprs} selects the subkey(s) for which the expiration time
should be set. If @var{subfprs} is set to @code{NULL}, then the
expiration time of the primary key is set. If @var{subfprs} is
an asterisk (@code{*}), then the expiration times of all non-revoked
and not yet expired subkeys are set.
 To select more than one subkey
put all subkey fingerprints into one string separated by linefeeds
characters (@code{\n}).

@var{reserved} is reserved for later use and must be @code{0}.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_setexpire_start @
    (@w{gpgme_ctx_t @var{ctx}}, @
     @w{gpgme_key_t @var{key}}, @
     @w{unsigned long @var{expires}}, @
     @w{const char *@var{subfprs}}, @
     @w{unsigned int @var{flags}});

@since{1.14.1}

The function @code{gpgme_op_setexpire_start} initiates a
@code{gpgme_op_setexpire} operation; see there for details. It must
be completed by calling @code{gpgme_wait} on the context.
@xref{Waiting For Completion}.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_revuid_start @
    (@w{gpgme_ctx_t @var{ctx}}, @
     @w{gpgme_key_t @var{key}}, @
     @w{const char *@var{userid}}, @
     @w{unsigned int @var{flags}});

@since{1.14.1}

The function @code{gpgme_op_setexpire_start} initiates a
@code{gpgme_op_setexpire}
 operation; see there for details. It must
be completed by calling @code{gpgme_wait} on the context.
@xref{Waiting For Completion}.

@end deftypefun

@node Generating Keys
@subsection Generating Keys
@cindex key, creation
@cindex key ring, add

GPGME provides a set of functions to create public key pairs. Most of
these functions require the use of GnuPG 2.1 and later; for older
GnuPG versions the @code{gpgme_op_genkey} function can be used.
Existing code which wants to update to the new functions or new code
which shall supports older GnuPG versions may try the new functions
first and provide a fallback to the old function if the error code
@code{GPG_ERR_NOT_SUPPORTED} is received.

@c
@c gpgme_op_createkey
@c
@deftypefun gpgme_error_t gpgme_op_createkey @
    (@w{gpgme_ctx_t @var{ctx}}, @
     @w{const char *@var{userid}}, @
     @w{const char *@var{algo}}, @
     @w{unsigned long @var{reserved}}, @
     @w{unsigned long @var{expires}}, @
     @w{gpgme_key_t @var{extrakey}},
 @
     @w{unsigned int @var{flags}});

@since{1.7.0}

The function @code{gpgme_op_createkey} generates a new key for the
procotol active in the context @var{ctx}. As of now this function
does only work for OpenPGP and requires at least version 2.1.13 of
GnuPG.

@var{userid} is commonly the mail address associated with the key.
GPGME does not require a specific syntax but if more than a mail
address is given, RFC-822 style format is suggested. The value is
expected to be in UTF-8 encoding (i.e. no IDN encoding for mail

addresses). This is a required parameter.

@var{algo} specifies the algorithm for the new key (actually a keypair
of public and private key). For a list of supported algorithms, see
the GnuPG manual. If @var{algo} is @code{NULL} or the string
"default", the key is generated using the default algorithm of the
engine. If the string "future-default" is used the engine may use an
algorithm which is planned to be the default in a future release of
the engine;
however existing implementation of the protocol may not be
able to already handle such future algorithms. For the OpenPGP
protocol, the specification of a default algorithm, without requesting
a non-default usage via @var{flags}, triggers the creation of a
primary key plus a secondary key (subkey).

@var{reserved} must be set to zero.

@var{expires} specifies the expiration time in seconds. If you supply
0, a reasonable expiration time is chosen. Use the flag
@code{GPGME_CREATE_NOEXPIRE} to create keys that do not expire. Note
that this parameter takes an unsigned long value and not a
@code{time_t} to avoid problems on systems which use a signed 32 bit
@code{time_t}. Note further that the OpenPGP protocol uses 32 bit
values for timestamps and thus can only encode dates up to the year
2106.

@var{extrakey} is currently not used and must be set to @code{NULL}.
A future version of GPGME may use this parameter to create X.509 keys.

@var{flags} can be set to the bit-wise OR of the following
flags:

@table @code
@item GPGME_CREATE_SIGN
@itemx GPGME_CREATE_ENCR
@itemx GPGME_CREATE_CERT
@itemx GPGME_CREATE_AUTH
@since{1.7.0}

Do not create the key with the default capabilities (key usage) of the
requested algorithm but use those explicitly given by these flags:
``signing", ``encryption", ``certification", or ``authentication".
The allowed combinations depend on the algorithm.

If any of these flags are set and a default algorithm has been
selected only one key is created in the case of the OpenPGP
protocol.

@item GPGME_CREATE_NOPASSWD
@since{1.7.0}

Request generation of the key without password protection.

@item GPGME_CREATE_SELFSIGNED
@since{1.7.0}

For an X.509 key do not create a CSR but a self-signed certificate.
This has not yet been implemented.

@item GPGME_CREATE_NOSTORE
@since{1.7.0}

Do not store the created key in the local key database.
This has not yet been implemented.

@item GPGME_CREATE_WANTPUB
@itemx GPGME_CREATE_WANTSEC
@since{1.7.0}

Return
 the public or secret key as part of the result structure.
This has not yet been implemented.

@item GPGME_CREATE_FORCE
@since{1.7.0}

The engine does not allow the creation of a key with a user ID
already existing in the local key database. This flag can be used to
override this check.

@item GPGME_CREATE_NOEXPIRE
@since{1.9.0}

Request generation of keys that do not expire.

@end table

After the operation completed successfully, information about the
created key can be retrieved with @code{gpgme_op_genkey_result}.

The function returns zero on success, @code{GPG_ERR_NOT_SUPPORTED} if
the engine does not support the command, or a bunch of other error
codes.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_createkey_start @
    (@w{gpgme_ctx_t @var{ctx}}, @
     @w{const char *@var{userid}}, @
     @w{const char *@var{algo}}, @
     @w{unsigned long @var{reserved}}, @
     @w{unsigned long @var{expires}}, @
     @w{gpgme_key_t @var{extrakey}}, @
     @w{unsigned int
 @var{flags}});

@since{1.7.0}

The function @code{gpgme_op_createkey_start} initiates a
@code{gpgme_op_createkey} operation; see there for details. It must
be completed by calling @code{gpgme_wait} on the context.
@xref{Waiting For Completion}.

@end deftypefun

@c
@c gpgme_op_createsubkey
@c
@deftypefun gpgme_error_t gpgme_op_createsubkey @
    (@w{gpgme_ctx_t @var{ctx}}, @
     @w{gpgme_key_t @var{key}}, @
     @w{const char *@var{algo}}, @
     @w{unsigned long @var{reserved}}, @
     @w{unsigned long @var{expires}}, @
     @w{unsigned int @var{flags}});

@since{1.7.0}

The function @code{gpgme_op_createsubkey} creates and adds a new
subkey to the primary OpenPGP key given by @var{KEY}. The only
allowed protocol in @var{ctx} is @code{GPGME_PROTOCOL_OPENPGP}.
Subkeys (aka secondary keys) are a concept in the OpenPGP protocol to
bind several keys to a primary key. As of now this function requires
at least version 2.1.13 of GnuPG.

@var{key} specifies the key to operate
 on.

@var{algo} specifies the algorithm for the new subkey. For a list of
supported algorithms, see the GnuPG manual. If @var{algo} is
@code{NULL} or the string "default", the subkey is generated using the
default algorithm for an encryption subkey of the engine. If the
string "future-default" is used the engine may use an encryption

algorithm which is planned to be the default in a future release of
the engine; however existing implementation of the protocol may not be
able to already handle such future algorithms.

@var{reserved} must be set to zero.

@var{expires} specifies the expiration time in seconds. If you supply
0, a reasonable expiration time is chosen. Use the flag
@code{GPGME_CREATE_NOEXPIRE} to create keys that do not expire. Note
that this parameter takes an unsigned long value and not a
@code{time_t} to avoid problems on systems which use a signed 32 bit
@code{time_t}. Note further that the OpenPGP protocol uses 32 bit
values for timestamps and thus can only encode
 dates up to the year
2106.

@var{flags} takes the same values as described above for
@code{gpgme_op_createkey}.

After the operation completed successfully, information about the
created key can be retrieved with @code{gpgme_op_genkey_result}.

The function returns zero on success, @code{GPG_ERR_NOT_SUPPORTED} if
the engine does not support the command, or a bunch of other error
codes.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_createsubkey_start @
    (@w{gpgme_ctx_t @var{ctx}}, @
     @w{gpgme_key_t @var{key}}, @
     @w{const char *@var{algo}}, @
     @w{unsigned long @var{reserved}}, @
     @w{unsigned long @var{expires}}, @
     @w{unsigned int @var{flags}});

@since{1.7.0}

The function @code{gpgme_op_createsubkey_start} initiates a
@code{gpgme_op_createsubkey} operation; see there for details. It must
be completed by calling @code{gpgme_wait} on the context.
@xref{Waiting For Completion}.

@end deftypefun

@c

```
@c  gpgme_op_adduid
@c
@deftypefun gpgme_error_t
 gpgme_op_adduid @
    (@w{gpgme_ctx_t @var{ctx}}, @
     @w{gpgme_key_t @var{key}}, @
     @w{const char *@var{userid}}, @
     @w{unsigned int @var{flags}});

@since{1.7.0}

The function @code{gpgme_op_adduid} adds a new user ID to the OpenPGP
key given by @var{KEY}.  Adding additional user IDs after key creation
is a feature of the OpenPGP protocol and thus the protocol for the
context @var{ctx} must be set to OpenPGP.  As of now this function
requires at least version 2.1.13 of GnuPG.

@var{key} specifies the key to operate on.

@var{userid} is the user ID to add to the key.  A user ID is commonly
the mail address to be associated with the key.  GPGME does not
require a specific syntax but if more than a mail address is given,
RFC-822 style format is suggested.  The value is expected to be in
UTF-8 encoding (i.e. no IDN encoding for mail addresses).  This is a
required parameter.

@var{flags} are currently not used and must be set to zero.

The function returns zero
 on success, @code{GPG_ERR_NOT_SUPPORTED} if
the engine does not support the command, or a bunch of other error
codes.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_adduid_start @
    (@w{gpgme_ctx_t @var{ctx}}, @
     @w{gpgme_key_t @var{key}}, @
     @w{const char *@var{userid}}, @
     @w{unsigned int @var{flags}});

@since{1.7.0}

The function @code{gpgme_op_adduid_start} initiates a
@code{gpgme_op_adduid} operation; see there for details.  It must
be completed by calling @code{gpgme_wait} on the context.
@xref{Waiting For Completion}.
```

```
@end deftypefun


@c
@c  gpgme_op_revuid
@c
@deftypefun gpgme_error_t gpgme_op_revuid @
    (@w{gpgme_ctx_t @var{ctx}}, @
     @w{gpgme_key_t @var{key}}, @
     @w{const char *@var{userid}}, @
     @w{unsigned int @var{flags}});

@since{1.7.0}

The function @code{gpgme_op_revuid} revokes a user ID from the OpenPGP
key given by @var{KEY}.  Revoking user IDs after key creation is a
feature of the OpenPGP protocol and thus the protocol
 for the context
@var{ctx} must be set to OpenPGP.  As of now this function requires at
least version 2.1.13 of GnuPG.

@var{key} specifies the key to operate on.

@var{userid} is the user ID to be revoked from the key.  The user ID
must be given verbatim because the engine does an exact and case
sensitive match.  Thus the @code{uid} field from the user ID object
(@code{gpgme_user_id_t}) is to be used.  This is a required parameter.

@var{flags} are currently not used and must be set to zero.

Note that the engine won't allow to revoke the last valid user ID.  To
change a user ID is better to first add the new user ID, then revoke
the old one, and finally publish the key.

The function returns zero on success, @code{GPG_ERR_NOT_SUPPORTED} if
the engine does not support the command, or a bunch of other error
codes.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_revuid_start @
    (@w{gpgme_ctx_t @var{ctx}}, @
     @w{gpgme_key_t @var{key}}, @
     @w{const char *@var{userid}},
 @
     @w{unsigned int @var{flags}});

@since{1.7.0}
```

The function @code{gpgme_op_revuid_start} initiates a
@code{gpgme_op_revuid} operation; see there for details. It must
be completed by calling @code{gpgme_wait} on the context.
@xref{Waiting For Completion}.

@end deftypefun

@c
@c gpgme_op_set_uid_flag
@c
@deftypefun gpgme_error_t gpgme_op_set_ui_flag @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{gpgme_key_t @var{key}}, @
@w{const char *@var{userid}}, @
@w{cons char * @var{name}}, @
@w{cons char * @var{value}});

@since{1.8.0}

The function @code{gpgme_op_set_uid_flag} is used to set flags on a
user ID from the OpenPGP key given by @var{KEY}. Setting flags on
user IDs after key creation is a feature of the OpenPGP protocol and
thus the protocol for the context @var{ctx} must be set to OpenPGP.

@var{key} specifies the key to operate on. This parameters is required.

@var{userid} is the user ID of the key to be manipulated. This user ID
must
be given verbatim because the engine does an exact and case
sensitive match. Thus the @code{uid} field from the user ID object
(@code{gpgme_user_id_t}) is to be used. This is a required parameter.

@var{name} names the flag which is to be changed. The only currently
supported flag is:

@table @code
@item primary
This sets the primary key flag on the given user ID. All other
primary key flag on other user IDs are removed. @var{value} must be
given as NULL. For technical reasons this functions bumps the
creation timestamp of all affected self-signatures up by one second.
At least GnuPG version 2.1.20 is required.

@end table

The function returns zero on success, @code{GPG_ERR_NOT_SUPPORTED} if

the engine does not support the command, or a bunch of other error codes.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_set_uid_flag_start @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{gpgme_key_t @var{key}}, @
@w{const char *@var{userid}}, @
@w{cons char * @var{name}},
@
@w{cons char * @var{value}});

@since{1.8.0}

The function @code{gpgme_op_set_uid_flag_start} initiates a @code{gpgme_op_set_uid_flag} operation; see there for details. It must be completed by calling @code{gpgme_wait} on the context. @xref{Waiting For Completion}.

@end deftypefun

@c
@c gpgme_op_genkey
@c
@deftypefun gpgme_error_t gpgme_op_genkey @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{const char *@var{parms}}, @
@w{gpgme_data_t @var{public}}, @
@w{gpgme_data_t @var{secret}})

The function @code{gpgme_op_genkey} generates a new key pair in the context @var{ctx}. The meaning of @var{public} and @var{secret} depends on the crypto backend.

GPG does not support @var{public} and @var{secret}, they should be @code{NULL}. GnuPG will generate a key pair and add it to the standard key ring. The fingerprint of the generated key is available with @code{gpgme_op_genkey_result}.

GpgSM requires @var{public} to be a writable data object. GpgSM will generate
a secret key (which will be stored by @command{gpg-agent}, and return a certificate request in @var{public}, which then needs to be signed by the certification authority and imported before it can be used. GpgSM does not make the fingerprint available.

The argument @var{parms} specifies parameters for the key in an string

that looks something like XML. The details about the format of @var{parms} are specific to the crypto engine used by @var{ctx}. The first line of the parameters must be @code{<GnupgKeyParams format="internal">} and the last line must be @code{</GnupgKeyParams>}. Every line in between the first and last lines is treated as a Header: Value pair. In particular, no XML escaping is necessary if you need to include the characters @code{<}, @code{>}, or @code{&}.

Here is an example for GnuPG as the crypto engine (all parameters of OpenPGP key generation are documented in the GPG manual):

@example
<GnupgKeyParms format="internal">
Key-Type: default
Subkey-Type: default
Name-Real:
Joe Tester
Name-Comment: with stupid passphrase
Name-Email: joe@@foo.bar
Expire-Date: 0
Passphrase: abc
</GnupgKeyParms>
@end example

Here is an example for GpgSM as the crypto engine (all parameters of OpenPGP key generation are documented in the GPGSM manual):

@example
<GnupgKeyParms format="internal">
Key-Type: RSA
Key-Length: 1024
Name-DN: C=de,O=g10 code,OU=Testlab,CN=Joe 2 Tester
Name-Email: joe@@foo.bar
</GnupgKeyParms>
@end example

Strings should be given in UTF-8 encoding. The only format supported for now is ``internal''. The content of the @code{GnupgKeyParms} container is passed verbatim to the crypto backend. Control statements are not allowed.

After the operation completed successfully, the result can be retrieved with @code{gpgme_op_genkey_result}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the operation could be started successfully, @code{GPG_ERR_INV_VALUE} if @var{parms} is not a well-formed string (e.g. does not have the

expected
tag-like headers and footers), @code{GPG_ERR_NOT_SUPPORTED}
if @var{public} or @var{secret} is not valid, and
@code{GPG_ERR_GENERAL} if no key was created by the backend.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_genkey_start (@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{parms}}, @w{gpgme_data_t @var{public}}, @w{gpgme_data_t @var{secret}})

The function @code{gpgme_op_genkey_start} initiates a
@code{gpgme_op_genkey} operation. It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation could be started successfully, @code{GPG_ERR_INV_VALUE} if
@var{parms} is not a valid XML string, and
@code{GPG_ERR_NOT_SUPPORTED} if @var{public} or @var{secret} is not
@code{NULL}.
@end deftypefun

@c
@c gpgme_op_genkey_result
@c
@deftp {Data type} {gpgme_genkey_result_t}

This is a pointer to a structure used to store the result of a
@code{gpgme_op_genkey} operation.
After successfully generating a
key, you can retrieve the pointer to the result with
@code{gpgme_op_genkey_result}. The structure contains the following
members:

@table @code
@item unsigned int primary : 1
This flag is set to 1 if a primary key was created and to 0
if not.

@item unsigned int sub : 1
This flag is set to 1 if a subkey was created and to 0 if not.

@item unsigned int uid : 1
This flag is set to 1 if a user ID was created and to 0 if not.

@item char *fpr
This is the fingerprint of the key that was created. If both a
primary and a subkey were generated, the fingerprint of the primary
key will be returned. If the crypto engine does not provide the

fingerprint, @code{fpr} will be a null pointer.

@item gpgme_data_t pubkey
@since{1.7.0}

This will eventually be used to return the public key. It is
currently not used.

@item gpgme_data_t seckey
@since{1.7.0}

This will eventually be used to return the secret key. It is
currently not used.

@end table
@end deftp

@deftypefun
 gpgme_genkey_result_t gpgme_op_genkey_result (@w{gpgme_ctx_t @var{ctx}})

The function @code{gpgme_op_genkey_result} returns a
@code{gpgme_genkey_result_t} pointer to a structure holding the result of
a @code{gpgme_op_genkey} operation. The pointer is only valid if the
last operation on the context was a @code{gpgme_op_genkey} or
@code{gpgme_op_genkey_start} operation, and if this operation finished
successfully. The returned pointer is only valid until the next
operation is started on the context.

@end deftypefun

@c
@c SIGNING KEYS
@c
@node Signing Keys
@subsection Signing Keys
@cindex key, signing

Key signatures are a unique concept of the OpenPGP protocol. They can
be used to certify the validity of a key and are used to create the
Web-of-Trust (WoT). Instead of using the @code{gpgme_op_interact}
function along with a finite state machine, GPGME provides a
convenient function to create key signatures when using modern GnuPG
versions.

@c
@c gpgme_op_keysign

```
@c
@deftypefun
 gpgme_error_t gpgme_op_keysign @
    (@w{gpgme_ctx_t @var{ctx}}, @
     @w{gpgme_key_t @var{key}}, @
     @w{const char *@var{userid}}, @
     @w{unsigned long @var{expires}}, @
     @w{unsigned int @var{flags}});

@since{1.7.0}

The function @code{gpgme_op_keysign} adds a new key signature to the
public key @var{KEY}.   This function requires at least version 2.1.12 of
GnuPG.

@var{CTX} is the usual context which describes the protocol to use
(which must be OpenPGP) and has also the list of signer keys to be
used for the signature.  The common case is to use the default key for
signing other keys.  If another key or more than one key shall be used
for a key signature, @code{gpgme_signers_add} can be used.
@xref{Selecting Signers}.

@var{key} specifies the key to operate on.

@var{userid} selects the user ID or user IDs to be signed.  If
@var{userid} is set to @code{NULL} all valid user IDs are signed.  The
user ID must be given verbatim because the engine does an exact
 and
case sensitive match.  Thus the @code{uid} field from the user ID
object (@code{gpgme_user_id_t}) is to be used.  To select more than
one user ID put them all into one string separated by linefeeds
characters (@code{\n}) and set the flag @code{GPGME_KEYSIGN_LFSEP}.

@var{expires} specifies the expiration time of the new signature in
seconds.  The common case is to use 0 to not set an expiration date.
However, if the configuration of the engine defines a default
expiration for key signatures, that is still used unless the flag
@code{GPGME_KEYSIGN_NOEXPIRE} is used.  Note that this parameter takes
an unsigned long value and not a @code{time_t} to avoid problems on
systems which use a signed 32 bit @code{time_t}.  Note further that
the OpenPGP protocol uses 32 bit values for timestamps and thus can
only encode dates up to the year 2106.

@var{flags} can be set to the bit-wise OR of the following flags:

@table @code
@item GPGME_KEYSIGN_LOCAL
@since{1.7.0}
```

Instead of creating an exportable
key signature, create a key
signature which is is marked as non-exportable.

@item GPGME_KEYSIGN_LFSEP
@since{1.7.0}

Although linefeeds are uncommon in user IDs this flag is required to
explicitly declare that @var{userid} may contain several linefeed
separated user IDs.

@item GPGME_KEYSIGN_NOEXPIRE
Force the creation of a key signature without an expiration date. This
overrides @var{expire} and any local configuration of the engine.

@end table

The function returns zero on success, @code{GPG_ERR_NOT_SUPPORTED} if
the engine does not support the command, or a bunch of other error
codes.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_keysign_start @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{gpgme_key_t @var{key}}, @
@w{const char *@var{userid}}, @
@w{unsigned long @var{expires}}, @
@w{unsigned int @var{flags}});

@since{1.7.0}

The function @code{gpgme_op_keysign_start} initiates a
@code{gpgme_op_keysign} operation; see there for details. It must
be
completed by calling @code{gpgme_wait} on the context.
@xref{Waiting For Completion}.

@end deftypefun

@c
@c gpgme_op_revsig
@c
@deftypefun gpgme_error_t gpgme_op_revsig @
(@w{gpgme_ctx_t @var{ctx}}, @

@w{gpgme_key_t @var{key}}, @
@w{gpgme_key_t @var{signing_key}}, @
@w{const char *@var{userid}}, @
@w{unsigned int @var{flags}});

@since{1.14.1}

The function @code{gpgme_op_revsig} revokes key signatures of the public key @var{key} made with the key @var{signing_key}. This function requires at least version 2.2.24 of GnuPG.

@var{key} specifies the key to operate on.

@var{signing_key} specifies the key whose signatures shall be revoked.

@var{userid} selects the user ID or user IDs whose signatures shall be revoked. If @var{userid} is set to @code{NULL} the signatures on all user IDs are revoked. The user ID must be given verbatim because the engine does an exact and case sensitive match. Thus the @code{uid} field from the user ID object (@code{gpgme_user_id_t}) is to be used. To select more than one user ID put them all into one string separated by linefeeds characters (@code{\n}) and set the flag @code{GPGME_REVSIG_LFSEP}.

@var{flags} can be set to the bit-wise OR of the following flags:

@table @code
@item GPGME_REVSIG_LFSEP
@since{1.14.1}

Although linefeeds are uncommon in user IDs this flag is required to explicitly declare that @var{userid} may contain several linefeed separated user IDs.

@end table

The function returns zero on success, @code{GPG_ERR_NOT_SUPPORTED} if the engine does not support the command, or a bunch of other error codes.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_revsig_start @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{gpgme_key_t @var{key}}, @
@w{gpgme_key_t @var{signing_key}}, @

@w{const char *@var{userid}}, @
@w{unsigned int @var{flags}});

@since{1.14.1}

The function @code{gpgme_op_revsig_start} initiates a
@code{gpgme_op_revsig} operation; see there
for details. It must
be completed by calling @code{gpgme_wait} on the context.
@xref{Waiting For Completion}.

@end deftypefun

@c
@c EXPORTING KEYS
@c
@node Exporting Keys
@subsection Exporting Keys
@cindex key, export
@cindex key ring, export from

Exporting keys means the same as running @command{gpg} with the command
@option{--export}. However, a mode flag can be used to change the way
the export works. The available mode flags are described below, they
may be or-ed together.

@table @code

@item GPGME_EXPORT_MODE_EXTERN
If this bit is set, the output is send directly to the default
keyserver. This is currently only allowed for OpenPGP keys. It is good
practise to not send more than a few dozens key to a keyserver at one
time. Using this flag requires that the @var{keydata} argument of the
export function is set to @code{NULL}.

@item GPGME_EXPORT_MODE_MINIMAL
@since{1.3.1}

If this bit is set, the smallest possible key is exported. For OpenPGP
keys it removes all signatures
except for the latest self-signatures.
For X.509 keys it has no effect.

@item GPGME_EXPORT_MODE_SSH
@since{1.4.0}

If this bit is set, the latest authentication key of the requested

OpenPGP key is exported in the OpenSSH public key format. This
accepts just a single key; to force the export of a specific subkey
a fingerprint pattern with an appended exclamation mark may be used.

@item GPGME_EXPORT_MODE_SECRET
@since{1.6.0}

Instead of exporting the public key, the secret key is exported. This
may not be combined with @code{GPGME_EXPORT_MODE_EXTERN}. For X.509
the export format is PKCS#8.

@item GPGME_EXPORT_MODE_RAW
@since{1.6.0}

If this flag is used with @code{GPGME_EXPORT_MODE_SECRET} for an X.509
key the export format will be changed to PKCS#1. This flag may not be
used with OpenPGP.

@item GPGME_EXPORT_MODE_PKCS12
@since{1.6.0}

If this flag is used with @code{GPGME_EXPORT_MODE_SECRET} for an X.509
key the export format will be changed to PKCS#12 which also includes
the
 certificate. This flag may not be used with OpenPGP.

@item GPGME_EXPORT_MODE_NOUID
@since{1.12.0 - experimental}
Do not export user ids. Works only with certain gpg version.

@end table

@deftypefun gpgme_error_t gpgme_op_export (@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{pattern}},
@w{gpgme_export_mode_t @var{mode}}, @w{gpgme_data_t @var{keydata}})
The function @code{gpgme_op_export} extracts public keys and returns
them in the data buffer @var{keydata}. The output format of the key
data returned is determined by the @acronym{ASCII} armor attribute set
for the context @var{ctx}, or, if that is not set, by the encoding
specified for @var{keydata}.

If @var{pattern} is @code{NULL}, all available keys are returned.
Otherwise, @var{pattern} contains an engine specific expression that
is used to limit the list to all keys matching the pattern.

@var{mode} is usually 0; other values are described above.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation
 completed successfully, @code{GPG_ERR_INV_VALUE} if
@var{keydata} is not a valid empty data buffer, and passes through any
errors that are reported by the crypto engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_export_start (@w{gpgme_ctx_t @var{ctx}}, @w{const char
*@var{pattern}}, @w{gpgme_export_mode_t @var{mode}}, @w{gpgme_data_t @var{keydata}})
The function @code{gpgme_op_export_start} initiates a
@code{gpgme_op_export} operation. It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation could be started successfully, and @code{GPG_ERR_INV_VALUE}
if @var{keydata} is not a valid empty data buffer.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_export_ext (@w{gpgme_ctx_t @var{ctx}}, @w{const char
*@var{pattern}[]}, @w{gpgme_export_mode_t @var{mode}}, @w{gpgme_data_t @var{keydata}})
The function @code{gpgme_op_export} extracts public
 keys and returns
them in the data buffer @var{keydata}. The output format of the key
data returned is determined by the @acronym{ASCII} armor attribute set
for the context @var{ctx}, or, if that is not set, by the encoding
specified for @var{keydata}.

If @var{pattern} or @var{*pattern} is @code{NULL}, all available keys
are returned. Otherwise, @var{pattern} is a @code{NULL} terminated
array of strings that are used to limit the list to all keys matching
at least one of the patterns verbatim.

@var{mode} is usually 0; other values are described above.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation completed successfully, @code{GPG_ERR_INV_VALUE} if
@var{keydata} is not a valid empty data buffer, and passes through any
errors that are reported by the crypto engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_export_ext_start (@w{gpgme_ctx_t @var{ctx}}, @w{const char
*@var{pattern}[]}, @w{gpgme_export_mode_t @var{mode}}, @w{gpgme_data_t
 @var{keydata}})
The function @code{gpgme_op_export_ext_start} initiates a
@code{gpgme_op_export_ext} operation. It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation could be started successfully, and @code{GPG_ERR_INV_VALUE}
if @var{keydata} is not a valid empty data buffer.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_export_keys (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t keys[]},
@w{gpgme_export_mode_t @var{mode}}, @w{gpgme_data_t @var{keydata}})
@since{1.2.0}

The function @code{gpgme_op_export_keys} extracts public keys and returns
them in the data buffer @var{keydata}. The output format of the key
data returned is determined by the @acronym{ASCII} armor attribute set
for the context @var{ctx}, or, if that is not set, by the encoding
specified for @var{keydata}.

The keys to export are taken form the @code{NULL} terminated array
@var{keys}. Only
 keys of the currently selected protocol of
@var{ctx} which do have a fingerprint set are considered for export.
Other keys specified by the @var{keys} are ignored. In particular
OpenPGP keys retrieved via an external key listing are not included.

@var{mode} is usually 0; other values are described above.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation completed successfully, @code{GPG_ERR_INV_VALUE} if
@var{keydata} is not a valid empty data buffer, @code{GPG_ERR_NO_DATA}
if no useful keys are in @var{keys} and passes through any errors that
are reported by the crypto engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_export_keys_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t
@var{keys}[]}, @w{gpgme_export_mode_t @var{mode}}, @w{gpgme_data_t @var{keydata}})
@since{1.2.0}

The function @code{gpgme_op_export_keys_start} initiates a
@code{gpgme_op_export_ext} operation. It can be completed by calling
@code{gpgme_wait} on the
 context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation could be started successfully, and @code{GPG_ERR_INV_VALUE}
if @var{keydata} is not a valid empty data buffer, @code{GPG_ERR_NO_DATA}
if no useful keys are in @var{keys} and passes through any errors that
are reported by the crypto engine support routines.
@end deftypefun

@node Importing Keys
@subsection Importing Keys
@cindex key, import
@cindex key ring, import to

Importing keys means the same as running @command{gpg} with the command
@option{--import}.

@deftypefun gpgme_error_t gpgme_op_import (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t
@var{keydata}})
The function @code{gpgme_op_import} adds the keys in the data buffer
@var{keydata} to the key ring of the crypto engine used by @var{ctx}.
The format of @var{keydata} can be @acronym{ASCII} armored, for example,
but the details are specific to the crypto engine.

After the operation completed successfully, the result
 can be
retrieved with @code{gpgme_op_import_result}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
import was completed successfully, @code{GPG_ERR_INV_VALUE} if
@var{keydata} if @var{ctx} or @var{keydata} is not a valid pointer,
and @code{GPG_ERR_NO_DATA} if @var{keydata} is an empty data buffer.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_import_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t
@var{keydata}})
The function @code{gpgme_op_import_start} initiates a
@code{gpgme_op_import} operation. It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
import could be started successfully, @code{GPG_ERR_INV_VALUE} if
@var{ctx} or @var{keydata} is not a valid pointer, and
@code{GPG_ERR_NO_DATA} if @var{keydata} is an empty data buffer.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_import_keys (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t
*@var{keys}})
@since{1.2.0}

The
 function @code{gpgme_op_import_keys} adds the keys described by
the @code{NULL} terminated array @var{keys} to the key ring of the
crypto engine used by @var{ctx}. It is used to actually import and
make keys permanent which have been retrieved from an external source

(i.e. using @code{GPGME_KEYLIST_MODE_EXTERN}) earlier. The external keylisting must have been made with the same context configuration (in particular the same home directory). @footnote{Thus it is a replacement for the usual workaround of exporting and then importing a key to make an X.509 key permanent.} Note that for OpenPGP this may require another access to the keyserver over the network.

Only keys of the currently selected protocol of @var{ctx} are considered for import. Other keys specified by the @var{keys} are ignored. As of now all considered keys must have been retrieved using the same method, i.e. the used key listing mode must be identical.

After the operation completed successfully,
the result can be
retrieved with @code{gpgme_op_import_result}.

To move keys from one home directory to another, export and import the keydata using @code{gpgme_op_export} and @code{gpgme_op_import}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the import was completed successfully, @code{GPG_ERR_INV_VALUE} if @var{ctx} is not a valid pointer, @code{GPG_ERR_CONFLICT} if the key listing mode does not match, and @code{GPG_ERR_NO_DATA} if no keys are considered for export.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_import_keys_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t *@var{keys}})
@since{1.2.0}

The function @code{gpgme_op_import_keys_start} initiates a @code{gpgme_op_import_keys} operation. It can be completed by calling @code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the import was completed successfully, @code{GPG_ERR_INV_VALUE} if @var{keydata} if @var{ctx}
or @var{keydata} is not a valid pointer,
@code{GPG_ERR_CONFLICT} if the key listing mode does not match, and @code{GPG_ERR_NO_DATA} if no keys are considered for export.
@end deftypefun

@deftp {Data type} {gpgme_import_status_t}
This is a pointer to a structure used to store a part of the result of a @code{gpgme_op_import} operation. For each considered key one status is added that contains information about the result of the import. The structure contains the following members:

@table @code
@item gpgme_import_status_t next
This is a pointer to the next status structure in the linked list, or
@code{NULL} if this is the last element.

@item char *fpr
This is the fingerprint of the key that was considered.

@item gpgme_error_t result
If the import was not successful, this is the error value that caused
the import to fail. Otherwise the error code is
@code{GPG_ERR_NO_ERROR}.

@item unsigned int status
This is a bit-wise OR of the following flags that give more
information about what
 part of the key was imported. If the key was
already known, this might be 0.

@table @code
@item GPGME_IMPORT_NEW
The key was new.

@item GPGME_IMPORT_UID
The key contained new user IDs.

@item GPGME_IMPORT_SIG
The key contained new signatures.

@item GPGME_IMPORT_SUBKEY
The key contained new sub keys.

@item GPGME_IMPORT_SECRET
The key contained a secret key.
@end table
@end table
@end deftp

@deftp {Data type} {gpgme_import_result_t}
This is a pointer to a structure used to store the result of a
@code{gpgme_op_import} operation. After a successful import
operation, you can retrieve the pointer to the result with
@code{gpgme_op_import_result}. The structure contains the following
members:

@table @code
@item int considered
The total number of considered keys.

@item int no_user_id
The number of keys without user ID.

@item int imported
The total number of imported keys.

@item int imported_rsa
The number of imported RSA keys.

@item int unchanged
The number of unchanged keys.

@item
int new_user_ids
The number of new user IDs.

@item int new_sub_keys
The number of new sub keys.

@item int new_signatures
The number of new signatures.

@item int new_revocations
The number of new revocations.

@item int secret_read
The total number of secret keys read.

@item int secret_imported
The number of imported secret keys.

@item int secret_unchanged
The number of unchanged secret keys.

@item int not_imported
The number of keys not imported.

@item gpgme_import_status_t imports
A list of gpgme_import_status_t objects which contain more information about the keys for which an import was attempted.

@item int skipped_v3_keys
For security reasons modern versions of GnuPG do not anymore support v3 keys (created with PGP 2.x) and ignores them on import. This counter provides the number of such skipped v3 keys.

@end table

@end deftp

@deftypefun gpgme_import_result_t gpgme_op_import_result (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_op_import_result} returns a
@code{gpgme_import_result_t}
 pointer to a structure holding the result
of a @code{gpgme_op_import} operation. The pointer is only valid if
the last operation on the context was a @code{gpgme_op_import} or
@code{gpgme_op_import_start} operation, and if this operation finished
successfully. The returned pointer is only valid until the next
operation is started on the context.
@end deftypefun

@node Deleting Keys
@subsection Deleting Keys
@cindex key, delete
@cindex key ring, delete from

@deftypefun gpgme_error_t gpgme_op_delete_ext (@w{gpgme_ctx_t @var{ctx}}, @w{const gpgme_key_t
@var{key}}, @w{unsigned int @var{flags}})
@since{1.9.1}

The function @code{gpgme_op_delete_ext} deletes the key @var{key} from
the key ring of the crypto engine used by @var{ctx}.

@var{flags} can be set to the bit-wise OR of the following flags:

@table @code
@item GPGME_DELETE_ALLOW_SECRET
@since{1.9.1}

If not set, only public keys are deleted. If set, secret keys are
deleted as well, if that is supported.

@item
 GPGME_DELETE_FORCE
@since{1.9.1}

If set, the user is not asked to confirm the deletion.
@end table

The function returns the error code @code{GPG_ERR_NO_ERROR} if the key
was deleted successfully, @code{GPG_ERR_INV_VALUE} if @var{ctx} or
@var{key} is not a valid pointer, @code{GPG_ERR_NO_PUBKEY} if
@var{key} could not be found in the keyring,
@code{GPG_ERR_AMBIGUOUS_NAME} if the key was not specified
unambiguously, and @code{GPG_ERR_CONFLICT} if the secret key for
@var{key} is available, but @var{allow_secret} is zero.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_delete_ext_start (@w{gpgme_ctx_t @var{ctx}}, @w{const gpgme_key_t @var{key}}, @w{unsigned int @var{flags}})
@since{1.9.1}

The function @code{gpgme_op_delete_ext_start} initiates a
@code{gpgme_op_delete} operation. It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation was started successfully,
and @code{GPG_ERR_INV_VALUE} if
@var{ctx} or @var{key} is not a valid pointer.
@end deftypefun

The following functions allow only to use one particular flag.

@deftypefun gpgme_error_t gpgme_op_delete (@w{gpgme_ctx_t @var{ctx}}, @w{const gpgme_key_t @var{key}}, @w{int @var{allow_secret}})
Similar to @code{gpgme_op_delete_ext}, but only the flag
@code{GPGME_DELETE_ALLOW_SECRET} can be provided.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_delete_start (@w{gpgme_ctx_t @var{ctx}}, @w{const gpgme_key_t @var{key}}, @w{int @var{allow_secret}})
Similar to @code{gpgme_op_delete_ext_start}, but only the flag
@code{GPGME_DELETE_ALLOW_SECRET} can be provided.
@end deftypefun

@node Changing Passphrases
@subsection Changing Passphrases
@cindex passphrase, change

@deftypefun gpgme_error_t gpgme_op_passwd @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{const gpgme_key_t @var{key}}, @
@w{unsigned int @var{flags}})

@since{1.3.0}

The function @code{gpgme_op_passwd}
changes the passphrase of the
private key associated with @var{key}. The only allowed value for
@var{flags} is @code{0}. The backend engine will usually popup a window
to ask for the old and the new passphrase. Thus this function is not
useful in a server application (where passphrases are not required

anyway).

Note that old @code{gpg} engines (before version 2.0.15) do not support
this command and will silently ignore it.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_passwd_start @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{const gpgme_key_t @var{key}}, @
@w{unsigned int @var{flags}})

@since{1.3.0}

The function @code{gpgme_op_passwd_start} initiates a
@code{gpgme_op_passwd} operation. It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns @code{0} if the operation was started successfully,
and an error code if one of the arguments is not valid or the
oepration
could not be started.
@end deftypefun

@c
@c CHANGING TOFU DATA
@c
@node Changing TOFU Data
@subsection Changing TOFU Data
@cindex validity, TOFU

The OpenPGP engine features a Trust-On-First-Use (TOFU) key validation
model. For resolving conflicts it is necessary to declare the policy
for a key. See the GnuPG manual for details on the TOFU
implementation.

@deftp {Data type} {enum gpgme_tofu_policy_t}
@since{1.7.0}

@tindex gpgme_tofu_policy_t
The @code{gpgme_tofu_policy_t} type specifies the set of possible
policy values that are supported by @acronym{GPGME}:

@table @code
@item GPGME_TOFU_POLICY_AUTO
Set the policy to ``auto".
@item GPGME_TOFU_POLICY_GOOD
Set the policy to ``good".

@item GPGME_TOFU_POLICY_BAD
Set the policy to ``bad''.
@item GPGME_TOFU_POLICY_ASK
Set the policy to ``ask''.
@item GPGME_TOFU_POLICY_UNKNOWN
Set the policy to ``unknown''.
@end table

@end deftp

To change the policy for a key the following functions can be used:

@deftypefun gpgme_error_t
gpgme_op_tofu_policy @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{const gpgme_key_t @var{key}}, @
@w{gpgme_tofu_policy_t @var{policy}})

@since{1.7.0}

The function @code{gpgme_op_tofu_policy} changes the TOFU policy of
@var{key}. The valid values for @var{policy} are listed above. As of
now this function does only work for OpenPGP and requires at least
version 2.1.10 of GnuPG.

The function returns zero on success, @code{GPG_ERR_NOT_SUPPORTED} if
the engine does not support the command, or a bunch of other error
codes.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_tofu_policy_start @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{const gpgme_key_t @var{key}}, @
@w{gpgme_tofu_policy_t @var{policy}})

@since{1.7.0}

The function @code{gpgme_op_tofu_policy_start} initiates a
@code{gpgme_op_tofu_policy} operation. It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The
function returns @code{0} if the operation was started successfully,
and an error code if one of the arguments is not valid or the oepration
could not be started.

@end deftypefun

@node Advanced Key Editing
@subsection Advanced Key Editing
@cindex key, edit

@deftp {Data type} {gpgme_error_t (*gpgme_interact_cb_t) @
  (@w{void *@var{handle}}, @
   @w{const char *@var{status}}, @
   @w{const char *@var{args}}, @
   @w{int @var{fd}})}

@since{1.7.0}

@tindex gpgme_interact_cb_t
The @code{gpgme_interact_cb_t} type is the type of functions which
@acronym{GPGME} calls if it a key interact operation is on-going. The
status keyword @var{status} and the argument line @var{args} are
passed through by @acronym{GPGME} from the crypto engine. An empty
string represents EOF. The file descriptor @var{fd} is -1 for normal
status messages. If @var{status} indicates a command rather than a
status message, the response to the command should be written to
@var{fd}. The @var{handle} is
 provided by the user at start of
operation.

The function should return @code{GPG_ERR_FALSE} if it did not handle
the status code, @code{0} for success, or any other error value.
@end deftp

@deftypefun gpgme_error_t gpgme_op_interact (@w{gpgme_ctx_t @var{ctx}}, @
  @w{gpgme_key_t @var{key}}, @
  @w{unsigned int @var{flags}}, @
  @w{gpgme_interact_cb_t @var{fnc}}, @
  @w{void *@var{handle}}, @
  @w{gpgme_data_t @var{out}})

@since{1.7.0}

The function @code{gpgme_op_interact} processes the key @var{KEY}
interactively, using the interact callback function @var{FNC} with the
handle @var{HANDLE}. The callback is invoked for every status and
command request from the crypto engine. The output of the crypto
engine is written to the data object @var{out}.

Note that the protocol between the callback function and the crypto
engine is specific to the crypto engine and no further support in
implementing this protocol correctly is provided by @acronym{GPGME}.

@var{flags} modifies the behaviour
of the function; the only defined
bit value is:

@table @code
@item GPGME_INTERACT_CARD
@since{1.7.0}

This is used for smartcard based keys and uses gpgs
@code{--card-edit} command.

@end table

The function returns @code{0} if the edit operation completes
successfully, @code{GPG_ERR_INV_VALUE} if @var{ctx} or @var{key} is
not a valid pointer, and any error returned by the crypto engine or
the edit callback handler.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_interact_start (@w{gpgme_ctx_t @var{ctx}}, @
  @w{gpgme_key_t @var{key}}, @
  @w{unsigned int @var{flags}}, @
  @w{gpgme_interact_cb_t @var{fnc}}, @
  @w{void *@var{handle}}, @
  @w{gpgme_data_t @var{out}})

@since{1.7.0}

The function @code{gpgme_op_interact_start} initiates a
@code{gpgme_op_interact} operation. It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns @code{0} if the operation was started
successfully, and @code{GPG_ERR_INV_VALUE}
if @var{ctx} or @var{key}
is not a valid pointer.
@end deftypefun

@node Crypto Operations
@section Crypto Operations
@cindex cryptographic operation

Sometimes, the result of a crypto operation returns a list of invalid
keys encountered in processing the request. The following structure
is used to hold information about such a key.

@deftp {Data type} {gpgme_invalid_key_t}
This is a pointer to a structure used to store a part of the result of
a crypto operation which takes user IDs as one input parameter. The
structure contains the following members:

@table @code
@item gpgme_invalid_key_t next
This is a pointer to the next invalid key structure in the linked
list, or @code{NULL} if this is the last element.

@item char *fpr
The fingerprint or key ID of the invalid key encountered.

@item gpgme_error_t reason
An error code describing the reason why the key was found invalid.
@end table
@end deftp

@menu
* Decrypt:: Decrypting a ciphertext.
* Verify::
Verifying a signature.
* Decrypt and Verify:: Decrypting a signed ciphertext.
* Sign:: Creating a signature.
* Encrypt:: Encrypting a plaintext.
@end menu

@node Decrypt
@subsection Decrypt
@cindex decryption
@cindex cryptographic operation, decryption

@deftypefun gpgme_error_t gpgme_op_decrypt (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t
@var{cipher}}, @w{gpgme_data_t @var{plain}})
The function @code{gpgme_op_decrypt} decrypts the ciphertext in the
data object @var{cipher} and stores it into the data object
@var{plain}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
ciphertext could be decrypted successfully, @code{GPG_ERR_INV_VALUE}
if @var{ctx}, @var{cipher} or @var{plain} is not a valid pointer,
@code{GPG_ERR_NO_DATA} if @var{cipher} does not contain any data to
decrypt, @code{GPG_ERR_DECRYPT_FAILED} if @var{cipher} is not a valid
cipher text, @code{GPG_ERR_BAD_PASSPHRASE} if the passphrase

for the
secret key could not be retrieved, and passes through some errors that
are reported by the crypto engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_decrypt_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{cipher}}, @w{gpgme_data_t @var{plain}})
The function @code{gpgme_op_decrypt_start} initiates a
@code{gpgme_op_decrypt} operation. It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation could be started successfully, and @code{GPG_ERR_INV_VALUE}
if @var{cipher} or @var{plain} is not a valid pointer.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_decrypt_ext (@
    @w{gpgme_ctx_t @var{ctx}}, @
    @w{gpgme_decrypt_flags_t @var{flags}}, @
    @w{gpgme_data_t @var{cipher}}, @
    @w{gpgme_data_t @var{plain}})

@since{1.8.0}

The function @code{gpgme_op_decrypt_ext} is the same as
@code{gpgme_op_decrypt}
but has an additional argument
@var{flags}. If @var{flags} is 0 both function behave identically.

The value in @var{flags} is a bitwise-or combination of one or
multiple of the following bit values:

@table @code
@item GPGME_DECRYPT_VERIFY
@since{1.8.0}

The @code{GPGME_DECRYPT_VERIFY} symbol specifies that this function
shall exactly act as @code{gpgme_op_decrypt_verify}.

@item GPGME_DECRYPT_UNWRAP
@since{1.8.0}

The @code{GPGME_DECRYPT_UNWRAP} symbol specifies that the output shall
be an OpenPGP message with only the encryption layer removed. This
requires GnuPG 2.1.12 and works only for OpenPGP. This is the
counterpart to @code{GPGME_ENCRYPT_WRAP}.

@end table

The function returns the error codes as described for
@code{gpgme_op_decrypt}.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_decrypt_ext_start (@
    @w{gpgme_ctx_t @var{ctx}}, @
    @w{gpgme_decrypt_flags_t @var{flags}}, @
    @w{gpgme_data_t @var{cipher}}, @

 @w{gpgme_data_t @var{plain}})

@since{1.8.0}

The function @code{gpgme_op_decrypt_ext_start} initiates a
@code{gpgme_op_decrypt_ext} operation. It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation could be started successfully, and @code{GPG_ERR_INV_VALUE}
if @var{cipher} or @var{plain} is not a valid pointer.
@end deftypefun

@deftp {Data type} {gpgme_recipient_t}
@since{1.1.0}

This is a pointer to a structure used to store information about the
recipient of an encrypted text which is decrypted in a
@code{gpgme_op_decrypt} operation. This information (except for the
status field) is even available before the operation finished
successfully, for example in a passphrase callback. The structure
contains the following members:

@table @code
@item gpgme_recipient_t next
This is a pointer to the next recipient structure in the linked list,
or @code{NULL} if this is
 the last element.

@item gpgme_pubkey_algo_t
The public key algorithm used in the encryption.

@item char *keyid
This is the key ID of the key (in hexadecimal digits) used as
recipient.

@item gpgme_error_t status
This is an error number with the error code GPG_ERR_NO_SECKEY if the
secret key for this recipient is not available, and 0 otherwise.
@end table
@end deftp

@deftp {Data type} {gpgme_decrypt_result_t}
This is a pointer to a structure used to store the result of a
@code{gpgme_op_decrypt} operation. After successfully decrypting
data, you can retrieve the pointer to the result with
@code{gpgme_op_decrypt_result}. As with all result structures, it
this structure shall be considered read-only and an application must
not allocate such a strucure on its own. The structure contains the
following members:

@table @code
@item char *unsupported_algorithm
If an unsupported algorithm was encountered, this string describes the
algorithm that is not supported.

@item unsigned int wrong_key_usage
: 1
@since{0.9.0}
This is true if the key was not used according to its policy.

@item unsigned int legacy_cipher_nomdc : 1
@since{1.11.2}
The message was made by a legacy algorithm without any integrity
protection. This might be an old but legitimate message.

@item unsigned int is_mime : 1;
@since{1.11.0}
The message claims that the content is a MIME object.

@item unsigned int is_de_vs : 1;
@since{1.10.0}
The message was encrypted in a VS-NfD compliant way. This is a
specification in Germany for a restricted communication level.

@item gpgme_recipient_t recipients
@since{1.1.0}

This is a linked list of recipients to which this message was encrypted.

@item char *file_name
This is the filename of the original plaintext message file if it is
known, otherwise this is a null pointer.

@item char *session_key
@since{1.8.0}

A textual representation (nul-terminated string) of the session key
used in symmetric encryption of the message, if the context has been
set to export session
keys (see @code{gpgme_set_ctx_flag,
"export-session-key"}), and a session key was available for the most
recent decryption operation. Otherwise, this is a null pointer.

You must not try to access this member of the struct unless
@code{gpgme_set_ctx_flag (ctx, "export-session-key")} returns success
or @code{gpgme_get_ctx_flag (ctx, "export-session-key")} returns true
(non-empty string).

@item char *symkey_algo
@since{1.11.0}

A string with the symmetric encryption algorithm and mode using the
format "<algo>.<mode>". Note that the deprecated non-MDC encryption mode of
OpenPGP is given as "PGPCFB".

@end table
@end deftp

@deftypefun gpgme_decrypt_result_t gpgme_op_decrypt_result (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_op_decrypt_result} returns a
@code{gpgme_decrypt_result_t} pointer to a structure holding the
result of a @code{gpgme_op_decrypt} operation. The pointer is only
valid if the last operation on the context was a
@code{gpgme_op_decrypt} or @code{gpgme_op_decrypt_start}
operation.
If the operation failed this might be a @code{NULL} pointer. The
returned pointer is only valid until the next operation is started on
the context.
@end deftypefun

@node Verify
@subsection Verify
@cindex verification
@cindex signature, verification
@cindex cryptographic operation, verification
@cindex cryptographic operation, signature check
@cindex signature notation data
@cindex notation data

@deftypefun gpgme_error_t gpgme_op_verify (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{sig}},

@w{gpgme_data_t @var{signed_text}}, @w{gpgme_data_t @var{plain}})
The function @code{gpgme_op_verify} verifies that the signature in the
data object @var{sig} is a valid signature. If @var{sig} is a
detached signature, then the signed text should be provided in
@var{signed_text} and @var{plain} should be a null pointer.
Otherwise, if @var{sig} is a normal (or cleartext) signature,
@var{signed_text} should be a null pointer and @var{plain} should be a
writable data object
 that will contain the plaintext after successful
verification.

The results of the individual signature verifications can be retrieved
with @code{gpgme_op_verify_result}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation could be completed successfully, @code{GPG_ERR_INV_VALUE} if
@var{ctx}, @var{sig} or @var{plain} is not a valid pointer,
@code{GPG_ERR_NO_DATA} if @var{sig} does not contain any data to
verify, and passes through any errors that are reported by the crypto
engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_verify_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t
@var{sig}}, @w{gpgme_data_t @var{signed_text}}, @w{gpgme_data_t @var{plain}})
The function @code{gpgme_op_verify_start} initiates a
@code{gpgme_op_verify} operation. It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation could be started
 successfully, @code{GPG_ERR_INV_VALUE} if
@var{ctx}, @var{sig} or @var{plain} is not a valid pointer, and
@code{GPG_ERR_NO_DATA} if @var{sig} or @var{plain} does not contain
any data to verify.
@end deftypefun

@deftp {Data type} {gpgme_sig_notation_t}
This is a pointer to a structure used to store a part of the result of
a @code{gpgme_op_verify} operation. The structure contains the
following members:

@table @code
@item gpgme_sig_notation_t next
This is a pointer to the next new signature notation structure in the
linked list, or @code{NULL} if this is the last element.

@item char *name
The name of the notation field. If this is @code{NULL}, then the

member @code{value} will contain a policy URL.

@item int name_len
The length of the @code{name} field. For strings the length is
counted without the trailing binary zero.

@item char *value
The value of the notation field. If @code{name} is @code{NULL}, then
this is a policy URL.

@item int value_len
The length of the @code{value}
 field. For strings the length is
counted without the trailing binary zero.

@item gpgme_sig_notation_flags_t flags
The accumulated flags field. This field contains the flags associated
with the notation data in an accumulated form which can be used as an
argument to the function @code{gpgme_sig_notation_add}. The value
@code{flags} is a bitwise-or combination of one or multiple of the
following bit values:

@table @code
@item GPGME_SIG_NOTATION_HUMAN_READABLE
@since{1.1.0}

The @code{GPGME_SIG_NOTATION_HUMAN_READABLE} symbol specifies that the
notation data is in human readable form

@item GPGME_SIG_NOTATION_CRITICAL
@since{1.1.0}

The @code{GPGME_SIG_NOTATION_CRITICAL} symbol specifies that the
notation data is critical.

@end table

@item unsigned int human_readable : 1
This is true if the @code{GPGME_SIG_NOTATION_HUMAN_READABLE} flag is
set and false otherwise. This flag is only valid for notation data,
not for policy URLs.

@item unsigned int critical : 1
This is true if the
 @code{GPGME_SIG_NOTATION_CRITICAL} flag is set and
false otherwise. This flag is valid for notation data and policy URLs.

@end table

@end deftp

@deftp {Data type} {gpgme_signature_t}
This is a pointer to a structure used to store a part of the result of a @code{gpgme_op_verify} operation. The structure contains the following members:

@table @code
@item gpgme_signature_t next
This is a pointer to the next new signature structure in the linked list, or @code{NULL} if this is the last element.

@item gpgme_sigsum_t summary
This is a bit vector giving a summary of the signature status. It provides an easy interface to a defined semantic of the signature status. Checking just one bit is sufficient to see whether a signature is valid without any restrictions. This means that you can check for GPGME_SIGSUM_VALID like this:

@example
if ((sig.summary & GPGME_SIGSUM_VALID))
@{
  ..do stuff if valid..
@}
else
@{
  ..do stuff if not fully valid..
@}
@end example

The defined bits are:
 @table @code
@item GPGME_SIGSUM_VALID
The signature is fully valid.

@item GPGME_SIGSUM_GREEN
The signature is good but one might want to display some extra information. Check the other bits.

@item GPGME_SIGSUM_RED
The signature is bad. It might be useful to check other bits and display more information, i.e. a revoked certificate might not render a signature invalid when the message was received prior to the cause for the revocation.

@item GPGME_SIGSUM_KEY_REVOKED
The key or at least one certificate has been revoked.

@item GPGME_SIGSUM_KEY_EXPIRED
The key or one of the certificates has expired. It is probably a good
idea to display the date of the expiration.

@item GPGME_SIGSUM_SIG_EXPIRED
The signature has expired.

@item GPGME_SIGSUM_KEY_MISSING
Can't verify due to a missing key or certificate.

@item GPGME_SIGSUM_CRL_MISSING
The CRL (or an equivalent mechanism) is not available.

@item GPGME_SIGSUM_CRL_TOO_OLD
Available CRL is too
old.

@item GPGME_SIGSUM_BAD_POLICY
A policy requirement was not met.

@item GPGME_SIGSUM_SYS_ERROR
A system error occurred.

@item GPGME_SIGSUM_TOFU_CONFLICT
A TOFU conflict was detected.
@end table

@item char *fpr
This is the fingerprint or key ID of the signature.

@item gpgme_error_t status
This is the status of the signature. In particular, the following
status codes are of interest:

@table @code
@item GPG_ERR_NO_ERROR
This status indicates that the signature could be verified or that
there is no signature. For the combined result this status
means that all signatures could be verified.

Note: This does not mean that a valid signature could be found. Check
the @code{summary} field for that.

For example a @code{gpgme_op_decrypt_verify} returns a verification
result with GPG_ERR_NO_ERROR for encrypted but unsigned data.

@item GPG_ERR_SIG_EXPIRED
This status indicates that the signature is valid but expired. For

the combined result this
status means that all signatures are valid
and expired.

@item GPG_ERR_KEY_EXPIRED
This status indicates that the signature is valid but the key used to
verify the signature has expired. For the combined result this status
means that all signatures are valid and all keys are expired.

@item GPG_ERR_CERT_REVOKED
This status indicates that the signature is valid but the key used
to verify the signature has been revoked. For the combined result
this status means that all signatures are valid and all keys are
revoked.

@item GPG_ERR_BAD_SIGNATURE
This status indicates that the signature is invalid. For the combined
result this status means that all signatures are invalid.

@item GPG_ERR_NO_PUBKEY
This status indicates that the signature could not be verified due to
a missing key. For the combined result this status means that all
signatures could not be checked due to missing keys.

@item GPG_ERR_GENERAL
This status indicates that there was some other
error which prevented
the signature verification.
@end table

@item gpgme_sig_notation_t notations
This is a linked list with the notation data and policy URLs.

@item unsigned long timestamp
The creation timestamp of this signature.

@item unsigned long exp_timestamp
The expiration timestamp of this signature, or 0 if the signature does
not expire.

@item unsigned int wrong_key_usage : 1
This is true if the key was not used according to its policy.

@item unsigned int pka_trust : 2
This is set to the trust information gained by means of the PKA system.
Values are:
@table @code
@item 0

No PKA information available or verification not possible.
@item 1
PKA verification failed.
@item 2
PKA verification succeeded.
@item 3
Reserved for future use.
@end table
Depending on the configuration of the engine, this metric may also be
reflected by the validity of the signature.

@item unsigned int chain_model : 1
@since{1.1.6}

This is true if the
validity of the signature has been checked using the
chain model. In the chain model the time the signature has been created
must be within the validity period of the certificate and the time the
certificate itself has been created must be within the validity period
of the issuing certificate. In contrast the default validation model
checks the validity of signature as well at the entire certificate chain
at the current time.

@item gpgme_validity_t validity
The validity of the signature.

@item gpgme_error_t validity_reason
If a signature is not valid, this provides a reason why.

@item gpgme_pubkey_algo_t
The public key algorithm used to create this signature.

@item gpgme_hash_algo_t
The hash algorithm used to create this signature.

@item char *pka_address
The mailbox from the PKA information or @code{NULL}.

@item gpgme_key_t key
@since{1.7.0}

An object describing the key used to create the signature. This key
object may be incomplete in that it only conveys information
availabale
directly with a signature. It may also be @code{NULL} if
such information is not readily available.

@end table
@end deftp

@deftp {Data type} {gpgme_verify_result_t}
This is a pointer to a structure used to store the result of a
@code{gpgme_op_verify} operation. After verifying a signature, you
can retrieve the pointer to the result with
@code{gpgme_op_verify_result}. If the operation failed this might be
a @code{NULL} pointer. The structure contains the following member:

@table @code
@item gpgme_signature_t signatures
A linked list with information about all signatures for which a
verification was attempted.

@item char *file_name
This is the filename of the original plaintext message file if it is
known, otherwise this is a null pointer. Warning: The filename is
not covered by the signature.

@item unsigned int is_mime : 1;
@since{1.11.0}

The message claims that the content is a MIME object. Warning: This
flag is not covered by the signature.

@end table
@end deftp

@deftypefun
 gpgme_verify_result_t gpgme_op_verify_result (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_op_verify_result} returns a
@code{gpgme_verify_result_t} pointer to a structure holding the result
of a @code{gpgme_op_verify} operation. The pointer is only valid if
the last operation on the context was a @code{gpgme_op_verify},
@code{gpgme_op_verify_start}, @code{gpgme_op_decrypt_verify} or
@code{gpgme_op_decrypt_verify_start} operation, and if this operation
finished successfully (for @code{gpgme_op_decrypt_verify} and
@code{gpgme_op_decrypt_verify_start}, the error code
@code{GPG_ERR_NO_DATA} counts as successful in this context). The
returned pointer is only valid until the next operation is started on
the context.
@end deftypefun

@node Decrypt and Verify
@subsection Decrypt and Verify
@cindex decryption and verification

@cindex verification and decryption
@cindex signature check
@cindex cryptographic operation, decryption and verification

@deftypefun gpgme_error_t gpgme_op_decrypt_verify
(@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{cipher}}, @w{gpgme_data_t @var{plain}})
The function @code{gpgme_op_decrypt_verify} decrypts the ciphertext in
the data object @var{cipher} and stores it into the data object
@var{plain}. If @var{cipher} contains signatures, they will be
verified.

After the operation completed, @code{gpgme_op_decrypt_result} and
@code{gpgme_op_verify_result} can be used to retrieve more information
about the signatures.

If the error code @code{GPG_ERR_NO_DATA} is returned, @var{cipher}
does not contain any data to decrypt. However, it might still be
signed. The information about detected signatures is available with
@code{gpgme_op_verify_result} in this case.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
ciphertext could be decrypted successfully, @code{GPG_ERR_INV_VALUE}
if @var{ctx}, @var{cipher} or @var{plain} is not a valid pointer,
@code{GPG_ERR_NO_DATA} if @var{cipher} does not contain any data to
decrypt,
@code{GPG_ERR_DECRYPT_FAILED} if @var{cipher} is not a valid
cipher text, @code{GPG_ERR_BAD_PASSPHRASE} if the passphrase for the
secret key could not be retrieved, and passes through any errors that
are reported by the crypto engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_decrypt_verify_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t
@var{cipher}}, @w{gpgme_data_t @var{plain}})
The function @code{gpgme_op_decrypt_verify_start} initiates a
@code{gpgme_op_decrypt_verify} operation. It can be completed by
calling @code{gpgme_wait} on the context. @xref{Waiting For
Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation could be started successfully, @code{GPG_ERR_INV_VALUE} if
@var{ctx}, @var{cipher}, @var{plain} or @var{r_stat} is not a valid
pointer, and @code{GPG_ERR_NO_DATA} if @var{cipher} does not contain
any data to decrypt.
@end deftypefun

When processing mails it is sometimes useful to extract the actual
mail

address (the ``addr-spec'') from a string. GPGME provides this
helper function which uses the same semantics as the internal
functions in GPGME and GnuPG:

@deftypefun @w{char *} gpgme_addrspec_from_uid (@w{const char *@var{uid}})

@since{1.7.1}

Return the mail address (called ``addr-spec'' in RFC-5322) from the
string @var{uid} which is assumed to be a user id (called ``address''
in RFC-5322). All plain ASCII characters (i.e. those with bit 7
cleared) in the result are converted to lowercase. Caller must free
the result using @code{gpgme_free}. Returns @code{NULL} if no valid
address was found (in which case @code{ERRNO} is set to @code{EINVAL})
or for other errors.

@end deftypefun

@node Sign
@subsection Sign
@cindex signature, creation
@cindex sign
@cindex cryptographic operation, signing

A signature can contain signatures by one or more keys. The set of
keys used to create a signatures is contained in a context, and is
applied to all following signing operations in
 this context (until the
set is changed).

@menu
* Selecting Signers::   How to choose the keys to sign with.
* Creating a Signature::   How to create a signature.
* Signature Notation Data::   How to add notation data to a signature.
@end menu

@node Selecting Signers
@subsubsection Selecting Signers
@cindex signature, selecting signers
@cindex signers, selecting

The key or the keys used to create a signature are stored in the
context. The following functions can be used to manipulate this list.
If no signer has been set into the context a default key is used for
signing.

@deftypefun void gpgme_signers_clear (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_signers_clear} releases a reference for each
key on the signers list and removes the list of signers from the
context @var{ctx}.

Every context starts with an empty list.
@end deftypefun

@deftypefun gpgme_error_t gpgme_signers_add (@w{gpgme_ctx_t @var{ctx}}, @w{const gpgme_key_t @var{key}})
The function
 @code{gpgme_signers_add} adds the key @var{key} to the
list of signers in the context @var{ctx}.

Calling this function acquires an additional reference for the key.
@end deftypefun

@deftypefun @w{unsigned int} gpgme_signers_count (@w{const gpgme_ctx_t @var{ctx}})
@since{1.4.3}

The function @code{gpgme_signers_count} returns the number of signer keys in
the context @var{ctx}.
@end deftypefun

@deftypefun gpgme_key_t gpgme_signers_enum (@w{const gpgme_ctx_t @var{ctx}}, @w{int @var{seq}})
The function @code{gpgme_signers_enum} returns the @var{seq}th key in
the list of signers in the context @var{ctx}. An additional reference
is acquired for the user.

If @var{seq} is out of range, @code{NULL} is returned.
@end deftypefun

@node Creating a Signature
@subsubsection Creating a Signature

@deftp {Data type} {enum gpgme_sig_mode_t}
@tindex gpgme_sig_mode_t
The @code{gpgme_sig_mode_t} type is used to specify the desired type of a
signature. The following modes are available:

@table @code
@item
 GPGME_SIG_MODE_NORMAL
A normal signature is made, the output includes the plaintext and the
signature.

@item GPGME_SIG_MODE_DETACH

A detached signature is made.

@item GPGME_SIG_MODE_CLEAR
A clear text signature is made. The @acronym{ASCII} armor and text
mode settings of the context are ignored.
@end table
@end deftp

@deftypefun gpgme_error_t gpgme_op_sign (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t @var{plain}},
@w{gpgme_data_t @var{sig}}, @w{gpgme_sig_mode_t @var{mode}})
The function @code{gpgme_op_sign} creates a signature for the text in
the data object @var{plain} and returns it in the data object
@var{sig}. The type of the signature created is determined by the
@acronym{ASCII} armor (or, if that is not set, by the encoding
specified for @var{sig}), the text mode attributes set for the context
@var{ctx} and the requested signature mode @var{mode}.

After the operation completed successfully, the result can be
retrieved with @code{gpgme_op_sign_result}.

If an S/MIME
 signed message is created using the CMS crypto engine,
the number of certificates to include in the message can be specified
with @code{gpgme_set_include_certs}. @xref{Included Certificates}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
signature could be created successfully, @code{GPG_ERR_INV_VALUE} if
@var{ctx}, @var{plain} or @var{sig} is not a valid pointer,
@code{GPG_ERR_NO_DATA} if the signature could not be created,
@code{GPG_ERR_BAD_PASSPHRASE} if the passphrase for the secret key
could not be retrieved, @code{GPG_ERR_UNUSABLE_SECKEY} if there are
invalid signers, and passes through any errors that are reported by the
crypto engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_sign_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t
@var{plain}}, @w{gpgme_data_t @var{sig}}, @w{gpgme_sig_mode_t @var{mode}})
The function @code{gpgme_op_sign_start} initiates a
@code{gpgme_op_sign} operation. It can be completed by calling
@code{gpgme_wait}
 on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the operation could be
started successfully, and @code{GPG_ERR_INV_VALUE} if @var{ctx},
@var{plain} or @var{sig} is not a valid pointer.
@end deftypefun

@deftp {Data type} {gpgme_new_signature_t}

This is a pointer to a structure used to store a part of the result of
a @code{gpgme_op_sign} operation. The structure contains the
following members:

@table @code
@item gpgme_new_signature_t next
This is a pointer to the next new signature structure in the linked
list, or @code{NULL} if this is the last element.

@item gpgme_sig_mode_t type
The type of this signature.

@item gpgme_pubkey_algo_t pubkey_algo
The public key algorithm used to create this signature.

@item gpgme_hash_algo_t hash_algo
The hash algorithm used to create this signature.

@item unsigned int sig_class
The signature class of this signature.

@item long int timestamp
The creation timestamp of this signature.

@item
 char *fpr
The fingerprint of the key which was used to create this signature.
@end table
@end deftp

@deftp {Data type} {gpgme_sign_result_t}
This is a pointer to a structure used to store the result of a
@code{gpgme_op_sign} operation. After successfully generating a
signature, you can retrieve the pointer to the result with
@code{gpgme_op_sign_result}. The structure contains the following
members:

@table @code
@item gpgme_invalid_key_t invalid_signers
A linked list with information about all invalid keys for which a
signature could not be created.

@item gpgme_new_signature_t signatures
A linked list with information about all signatures created.
@end table
@end deftp

@deftypefun gpgme_sign_result_t gpgme_op_sign_result (@w{gpgme_ctx_t @var{ctx}})

The function @code{gpgme_op_sign_result} returns a
@code{gpgme_sign_result_t} pointer to a structure holding the result
of a @code{gpgme_op_sign} operation. The pointer is only valid if the
last operation on the context was
 a @code{gpgme_op_sign},
@code{gpgme_op_sign_start}, @code{gpgme_op_encrypt_sign} or
@code{gpgme_op_encrypt_sign_start} operation. If that operation
failed, the function might return a @code{NULL} pointer. The returned
pointer is only valid until the next operation is started on the
context.
@end deftypefun

@node Signature Notation Data
@subsubsection Signature Notation Data
@cindex notation data
@cindex signature notation data
@cindex policy URL

Using the following functions, you can attach arbitrary notation data
to a signature. This information is then available to the user when
the signature is verified.

@deftypefun void gpgme_sig_notation_clear (@w{gpgme_ctx_t @var{ctx}})
@since{1.1.0}

The function @code{gpgme_sig_notation_clear} removes the notation data
from the context @var{ctx}. Subsequent signing operations from this
context will not include any notation data.

Every context starts with an empty notation data list.
@end deftypefun

@deftypefun gpgme_error_t gpgme_sig_notation_add
 (@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{name}}, @w{const char *@var{value}},
@w{gpgme_sig_notation_flags_t @var{flags}})
@since{1.1.0}

The function @code{gpgme_sig_notation_add} adds the notation data with
the name @var{name} and the value @var{value} to the context
@var{ctx}.

Subsequent signing operations will include this notation data, as well
as any other notation data that was added since the creation of the
context or the last @code{gpgme_sig_notation_clear} operation.

The arguments @var{name} and @var{value} must be @code{NUL}-terminated
strings in human-readable form. The flag

@code{GPGME_SIG_NOTATION_HUMAN_READABLE} is implied
(non-human-readable notation data is currently not supported). The
strings must be in UTF-8 encoding.

If @var{name} is @code{NULL}, then @var{value} should be a policy URL.

The function @code{gpgme_sig_notation_add} returns the error code
@code{GPG_ERR_NO_ERROR} if the notation data could be added
successfully, @code{GPG_ERR_INV_VALUE}
if @var{ctx} is not a valid
pointer, or if @var{name}, @var{value} and @var{flags} are an invalid
combination. The function also passes through any errors that are
reported by the crypto engine support routines.
@end deftypefun

@deftypefun gpgme_sig_notation_t gpgme_sig_notation_get (@w{const gpgme_ctx_t @var{ctx}})
@since{1.1.0}

The function @code{gpgme_sig_notation_get} returns the linked list of
notation data structures that are contained in the context @var{ctx}.

If @var{ctx} is not a valid pointer, or there is no notation data
added for this context, @code{NULL} is returned.
@end deftypefun

@node Encrypt
@subsection Encrypt
@cindex encryption
@cindex cryptographic operation, encryption

One plaintext can be encrypted for several recipients at the same
time. The list of recipients is created independently of any context,
and then passed to the encryption operation.

@menu
* Encrypting a Plaintext:: How to encrypt a plaintext.
@end menu

@node Encrypting a
Plaintext
@subsubsection Encrypting a Plaintext

@deftypefun gpgme_error_t gpgme_op_encrypt (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t
@var{recp}[]}, @w{gpgme_encrypt_flags_t @var{flags}}, @w{gpgme_data_t @var{plain}}, @w{gpgme_data_t
@var{cipher}})
The function @code{gpgme_op_encrypt} encrypts the plaintext in the

data object @var{plain} for the recipients @var{recp} and stores the
ciphertext in the data object @var{cipher}. The type of the
ciphertext created is determined by the @acronym{ASCII} armor (or, if
that is not set, by the encoding specified for @var{cipher}) and the
text mode attributes set for the context @var{ctx}.

@var{recp} must be a @code{NULL}-terminated array of keys. The user
must keep references for all keys during the whole duration of the
call (but see @code{gpgme_op_encrypt_start} for the requirements with
the asynchronous variant).

The value in @var{flags} is a bitwise-or combination of one or
multiple of the following bit values:

@table @code
@item GPGME_ENCRYPT_ALWAYS_TRUST
The
 @code{GPGME_ENCRYPT_ALWAYS_TRUST} symbol specifies that all the
recipients in @var{recp} should be trusted, even if the keys do not
have a high enough validity in the keyring. This flag should be used
with care; in general it is not a good idea to use any untrusted keys.

@item GPGME_ENCRYPT_NO_ENCRYPT_TO
@since{1.2.0}

The @code{GPGME_ENCRYPT_NO_ENCRYPT_TO} symbol specifies that no
default or hidden default recipients as configured in the crypto
backend should be included. This can be useful for managing different
user profiles.

@item GPGME_ENCRYPT_NO_COMPRESS
@since{1.5.0}

The @code{GPGME_ENCRYPT_NO_COMPRESS} symbol specifies that the
plaintext shall not be compressed before it is encrypted. This is
in some cases useful if the length of the encrypted message
may reveal information about the plaintext.

@item GPGME_ENCRYPT_PREPARE
@itemx GPGME_ENCRYPT_EXPECT_SIGN
The @code{GPGME_ENCRYPT_PREPARE} symbol is used with the UI Server
protocol to prepare an encryption
 (i.e. sending the
@code{PREP_ENCRYPT} command). With the
@code{GPGME_ENCRYPT_EXPECT_SIGN} symbol the UI Server is advised to
also expect a sign command.

@item GPGME_ENCRYPT_SYMMETRIC

@since{1.7.0}

The @code{GPGME_ENCRYPT_SYMMETRIC} symbol specifies that the
output should be additionally encrypted symmetrically even
if recipients are provided. This feature is only supported
for the OpenPGP crypto engine.

@item GPGME_ENCRYPT_THROW_KEYIDS
@since{1.8.0}

The @code{GPGME_ENCRYPT_THROW_KEYIDS} symbols requests that the
identifiers for the decrption keys are not included in the ciphertext.
On the receiving side, the use of this flag may slow down the
decryption process because all available secret keys must be tried.
This flag is only honored for OpenPGP encryption.

@item GPGME_ENCRYPT_WRAP
@since{1.8.0}

The @code{GPGME_ENCRYPT_WRAP} symbol specifies that the input is an
OpenPGP message and not a plain data. This is the counterpart to
@code{GPGME_DECRYPT_UNWRAP}.

@item GPGME_ENCRYPT_WANT_ADDRESS
@since{1.11.0}

The
 @code{GPGME_ENCRYPT_WANT_ADDRESS} symbol requests that all
supplied keys or key specifications include a syntactically valid mail
address. If this is not the case the operation is not even tried and
the error code @code{GPG_ERR_INV_USER_ID} is returned. Only the
address part of the key specification is conveyed to the backend. As
of now the key must be specified using the @var{recpstring} argument
of the extended encrypt functions. This feature is currently only
supported for the OpenPGP crypto engine.

@end table

If @code{GPG_ERR_UNUSABLE_PUBKEY} is returned, some recipients in
@var{recp} are invalid, but not all. In this case the plaintext might
be encrypted for all valid recipients and returned in @var{cipher} (if
this happens depends on the crypto engine). More information about
the invalid recipients is available with
@code{gpgme_op_encrypt_result}.

If @var{recp} is @code{NULL}, symmetric rather than public key
encryption is performed.

Symmetrically encrypted cipher text can be
deciphered with @code{gpgme_op_decrypt}. Note that in this case the
crypto backend needs to retrieve a passphrase from the user.
Symmetric encryption is currently only supported for the OpenPGP
crypto backend.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
ciphertext could be created successfully, @code{GPG_ERR_INV_VALUE} if
@var{ctx}, @var{recp}, @var{plain} or @var{cipher} is not a valid
pointer, @code{GPG_ERR_UNUSABLE_PUBKEY} if @var{recp} contains some
invalid recipients, @code{GPG_ERR_BAD_PASSPHRASE} if the passphrase
for the symmetric key could not be retrieved, and passes through any
errors that are reported by the crypto engine support routines.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_encrypt_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t
@var{recp}[]}, @w{gpgme_encrypt_flags_t @var{flags}}, @w{gpgme_data_t @var{plain}}, @w{gpgme_data_t
@var{cipher}})
The function @code{gpgme_op_encrypt_start} initiates
a
@code{gpgme_op_encrypt} operation. It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

References to the keys only need to be held for the duration of this
call. The user can release its references to the keys after this
function returns, even if the operation is not yet finished.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation could be started successfully, @code{GPG_ERR_INV_VALUE} if
@var{ctx}, @var{rset}, @var{plain} or @var{cipher} is not a valid
pointer, and @code{GPG_ERR_UNUSABLE_PUBKEY} if @var{rset} does not
contain any valid recipients.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_encrypt_ext @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{gpgme_key_t @var{recp}[]}, @
@w{const char *@var{recpstring}}, @
@w{gpgme_encrypt_flags_t @var{flags}}, @
@w{gpgme_data_t @var{plain}}, @w{gpgme_data_t @var{cipher}})

@since{1.11.0}

This is an extended
version of @code{gpgme_op_encrypt} with
@var{recpstring} as additional parameter. If @var{recp} is NULL and
@var{recpstring} is not NULL, the latter is expected to be a linefeed
delimited string with the set of key specifications. In contrast to

@var{recp} the keys are given directly as strings and there is no need
to first create key objects. Leading and trailing white space is
remove from each line in @var{recpstring}. The keys are then passed
verbatim to the backend engine.

For the OpenPGP backend several special keywords are supported to
modify the operation. These keywords are given instead of a key
specification. The currently supported keywords are:

@table @code
@item --hidden
@itemx --no-hidden
These keywords toggle between normal and hidden recipients for all
following key specifications. When a hidden recipient is requested
the gpg option @option{-R} (or @option{-F} in file mode) is used
instead of @option{-r} (@option{-f} in file mode).

@item --file
@itemx
 --no-file
These keywords toggle between regular and file mode for all following
key specification. In file mode the option @option{-f} or @option{-F}
is passed to gpg. At least GnuPG version 2.1.14 is required to handle
these options. The @code{GPGME_ENCRYPT_WANT_ADDRESS} flag is ignored
in file mode.

@item --
This keyword disables all keyword detection up to the end of the
string. All keywords are treated as verbatim arguments.

@end table

To create a @var{recpstring} it is often useful to employ a strconcat
style function. For example this function creates a string to encrypt
to two keys:

@example
char *
xbuild_recpstring (const char *key1, const char *key2)
@{
 char *result = gpgrt_strconcat ("--\n", key1, "\n", key2, NULL);
 if (!result)
   @{ perror ("strconcat failed"); exit (2); @}
 return result;
@}
@end example

Note the use of the double dash here; unless you want to specify a

keyword, it is a good idea to avoid any possible trouble with key specifications starting
 with a double dash. The used strconcat
function is available in Libgpg-error 1.28 and later; Libgpg-error (aka Gpgrt) is a dependency of GPGME. The number of arguments to @code{gpgrt_strconcat} is limited to 47 but that should always be sufficient. In case a larger and non-fixed number of keys are to be supplied the following code can be used:

```
@example
char *
xbuild_long_recpstring (void)
@{
 gpgrt_stream_t memfp;
 const char *s;
 void *result;

 memfp = gpgrt_fopenmem (0, "w+b");
 if (!memfp)
   @{ perror ("fopenmem failed"); exit (2); @}
 gpgrt_fputs ("--", memfp);
 while ((s = get_next_keyspec ()))
   @{
     gpgrt_fputc ('\n', memfp);
     gpgrt_fputs (s, memfp);
   @}
 gpgrt_fputc (0, memfp);
 if (gpgrt_ferror (memfp))
   @{ perror ("writing to memstream failed"); exit (2); @}
 if (gpgrt_fclose_snatch (memfp, &result, NULL))
   @{ perror ("fclose_snatch failed"); exit (2); @}
 return result;
@}
@end example
```

In this example @code{get_next_keyspec} is expected
 to return the next
key to be added to the string. Please take care: Encrypting to a large number of recipients is often questionable due to security reasons and also for the technicality that all keys are currently passed on the command line to @command{gpg} which has as a platform specific length limitation.
@end deftypefun

```
@deftypefun gpgme_error_t gpgme_op_encrypt_ext_start @
        (@w{gpgme_ctx_t @var{ctx}}, @
         @w{gpgme_key_t @var{recp}[]}, @
```

@w{const char *@var{recpstring}}, @
@w{gpgme_encrypt_flags_t @var{flags}}, @
@w{gpgme_data_t @var{plain}}, @w{gpgme_data_t @var{cipher}})

@since{1.11.0}

This is an extended version of @code{gpgme_op_encrypt_start} with
@var{recpstring} as additional parameter. If @var{recp} is NULL and
@var{recpstring} is not NULL, the latter is expected to be a linefeed
delimited string with the set of key specifications. In contrast to
@var{recp} the keys are given directly as strings and there
is no need
to first create key objects. The keys are passed verbatim to the
backend engine.

@end deftypefun

@deftp {Data type} {gpgme_encrypt_result_t}
This is a pointer to a structure used to store the result of a
@code{gpgme_op_encrypt} operation. After successfully encrypting
data, you can retrieve the pointer to the result with
@code{gpgme_op_encrypt_result}. The structure contains the following
members:

@table @code
@item gpgme_invalid_key_t invalid_recipients
A linked list with information about all invalid keys for which
the data could not be encrypted.
@end table
@end deftp

@deftypefun gpgme_encrypt_result_t gpgme_op_encrypt_result (@w{gpgme_ctx_t @var{ctx}})
The function @code{gpgme_op_encrypt_result} returns a
@code{gpgme_encrypt_result_t} pointer to a structure holding the
result of a @code{gpgme_op_encrypt} operation. The pointer is only
valid if the last operation on the context was a
@code{gpgme_op_encrypt}, @code{gpgme_op_encrypt_start},
@code{gpgme_op_sign} or
@code{gpgme_op_sign_start} operation. If this
operation failed, this might be a @code{NULL} pointer. The returned
pointer is only valid until the next operation is started on the
context.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_encrypt_sign (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t
@var{recp}[]}, @w{gpgme_encrypt_flags_t @var{flags}}, @w{gpgme_data_t @var{plain}}, @w{gpgme_data_t
@var{cipher}})

The function @code{gpgme_op_encrypt_sign} does a combined encrypt and sign operation. It is used like @code{gpgme_op_encrypt}, but the ciphertext also contains signatures for the signers listed in @var{ctx}.

The combined encrypt and sign operation is currently only available for the OpenPGP crypto engine.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_encrypt_sign_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t @var{recp}[]}, @w{gpgme_encrypt_flags_t @var{flags}}, @w{gpgme_data_t @var{plain}}, @w{gpgme_data_t @var{cipher}})
The function @code{gpgme_op_encrypt_sign_start} initiates a @code{gpgme_op_encrypt_sign} operation. It can be completed by calling @code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the operation could be started successfully, and @code{GPG_ERR_INV_VALUE} if @var{ctx}, @var{rset}, @var{plain} or @var{cipher} is not a valid pointer.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_encrypt_sign_ext @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{gpgme_key_t @var{recp}[]}, @
@w{const char *@var{recpstring}}, @
@w{gpgme_encrypt_flags_t @var{flags}}, @
@w{gpgme_data_t @var{plain}}, @w{gpgme_data_t @var{cipher}})

@since{1.11.0}

This is an extended version of @code{gpgme_op_encrypt_sign} with @var{recpstring} as additional parameter. If @var{recp} is NULL and @var{recpstring} is not NULL, the latter is expected to be a linefeed delimited string with the set of key specifications. In contrast to @var{recp} the keys are given directly as strings and there is no need to first create the key objects. The keys are passed verbatim to the backend engine.

@end deftypefun

@deftypefun gpgme_error_t gpgme_op_encrypt_sign_ext_start @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{gpgme_key_t @var{recp}[]}, @
@w{const char *@var{recpstring}}, @

@w{gpgme_encrypt_flags_t @var{flags}}, @
@w{gpgme_data_t @var{plain}}, @w{gpgme_data_t @var{cipher}})

@since{1.11.0}

This is an extended version of @code{gpgme_op_encrypt_sign_start} with
@var{recpstring} as additional parameter. If @var{recp} is NULL and
@var{recpstring} is not NULL, the latter is expected to be a linefeed
delimited string with the set of key specifications. In contrast to
@var{recp} the keys are given directly as strings and there is no need
to first create the key objects. The keys are passed verbatim to the
backend engine.

@end deftypefun

@node Miscellaneous
@section Miscellaneous
operations

Here are some support functions which are sometimes useful.

@menu
* Running other Programs:: Running other Programs
* Using the Assuan protocol:: Using the Assuan protocol
* Checking for updates:: How to check for software updates
@end menu

@node Running other Programs
@subsection Running other Programs

GPGME features an internal subsystem to run the actual backend
engines. Along with data abstraction object this subsystem can be
used to run arbitrary simple programs which even need not be related
to cryptographic features. It may for example be used to run tools
which are part of the GnuPG system but are not directly accessible
with the GPGME API.

@deftypefun gpgme_error_t gpgme_op_spawn @
(@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{file}}, @
@w{const char *@var{argv}[]}, @w{gpgme_data_t @var{datain}}, @
@w{gpgme_data_t @var{dataout}}, @w{gpgme_data_t @var{dataerr}}, @
@w{unsigned int @var{flags}})

@since{1.5.0}

The
function @code{gpgme_op_spawn} runs the program @var{file} with
the arguments taken from the NULL terminated array @var{argv}. If no
arguments are required @var{argv} may be given as @code{NULL}. In the
latter case or if @code{argv[0]} is the empty string, GPGME uses the
basename of @var{file} for @code{argv[0]}. The file descriptors
@code{stdin}, @code{stdout}, and @code{stderr} are connected to the
data objects @var{datain}, @var{dataout}, and @var{dataerr}. If NULL
is passed for one of these data objects the corresponding file
descriptor is connected to @file{/dev/null}.

The value in @var{flags} is a bitwise-or combination of one or
multiple of the following bit values:

@table @code
@item GPGME_SPAWN_DETACHED
@since{1.5.0}

Under Windows this flag inhibits the allocation of a new console for
the program. This is useful for a GUI application which needs to call
a command line helper tool.

@item GPGME_SPAWN_ALLOW_SET_FG
@since{1.5.0}

Under Windows
this flag allows the called program to put itself into
the foreground.
@end table
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_spawn_start @
(@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{file}}, @
@w{const char *@var{argv}[]}, @w{gpgme_data_t @var{datain}}, @
@w{gpgme_data_t @var{dataout}}, @w{gpgme_data_t @var{dataerr}}, @
@w{unsigned int @var{flags}})

@since{1.5.0}

This is the asynchronous variant of @code{gpgme_op_spawn}.
@end deftypefun

@node Using the Assuan protocol
@subsection Using the Assuan protocol

The Assuan protocol can be used to talk to arbitrary Assuan servers.
By default it is connected to the GnuPG agent, but it may be connected

to arbitrary servers by using @code{gpgme_ctx_set_engine_info},
passing the location of the servers socket as @var{file_name}
argument, and an empty string as @var{home_dir} argument.

The Assuan protocol functions use three kinds of callbacks to transfer
data:

@deftp {Data type}
{gpgme_error_t (*gpgme_assuan_data_cb_t) @
(@w{void *@var{opaque}}, @w{const void *@var{data}}, @
@w{size_t @var{datalen}})}

@since{1.2.0}

This callback receives any data sent by the server. @var{opaque} is
the pointer passed to @code{gpgme_op_assuan_transact_start},
@var{data} of length @var{datalen} refers to the data sent.
@end deftp

@deftp {Data type} {gpgme_error_t (*gpgme_assuan_inquire_cb_t) @
(@w{void *@var{opaque}}, @w{const char *@var{name}}, @
@w{const char *@var{args}}, @w{gpgme_data_t *@var{r_data}})}

@since{1.2.0}

This callback is used to provide additional data to the Assuan server.
@var{opaque} is the pointer passed to
@code{gpgme_op_assuan_transact_start}, @var{name} and @var{args}
specify what kind of data the server requested, and @var{r_data} is
used to return the actual data.

Note: Returning data is currently not implemented in @acronym{GPGME}.
@end deftp

@deftp {Data type} {gpgme_error_t (*gpgme_assuan_status_cb_t) @

(@w{void *@var{opaque}}, @w{const char *@var{status}}, @
@w{const char *@var{args}})}

@since{1.2.0}

This callback receives any status lines sent by the server.
@var{opaque} is the pointer passed to
@code{gpgme_op_assuan_transact_start}, @var{status} and @var{args}
denote the status update sent.
@end deftp

@deftypefun gpgme_error_t gpgme_op_assuan_transact_start @

(@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{command}}, @
 @w{gpgme_assuan_data_cb_t @var{data_cb}}, @
 @w{void * @var{data_cb_value}}, @
 @w{gpgme_assuan_inquire_cb_t @var{inquire_cb}}, @
 @w{void * @var{inquire_cb_value}}, @
 @w{gpgme_assuan_status_cb_t @var{status_cb}}, @
 @w{void * @var{status_cb_value}})

@since{1.2.0}

Send the Assuan @var{command} and return results via the callbacks.
Any callback may be @code{NULL}. The result of the operation may be
retrieved using @code{gpgme_wait_ext}.

Asynchronous variant.
@end deftypefun

@deftypefun
 gpgme_error_t gpgme_op_assuan_transact_ext @
(@w{gpgme_ctx_t @var{ctx}}, @w{const char *@var{command}}, @
 @w{gpgme_assuan_data_cb_t @var{data_cb}}, @
 @w{void * @var{data_cb_value}}, @
 @w{gpgme_assuan_inquire_cb_t @var{inquire_cb}}, @
 @w{void * @var{inquire_cb_value}}, @
 @w{gpgme_assuan_status_cb_t @var{status_cb}}, @
 @w{void * @var{status_cb_value}}, @
 @w{gpgme_error_t *@var{op_err}})

Send the Assuan @var{command} and return results via the callbacks.
The result of the operation is returned in @var{op_err}.

Synchronous variant.
@end deftypefun

@node Checking for updates
@subsection How to check for software updates

The GnuPG Project operates a server to query the current versions of
software packages related to GnuPG. GPGME can be used to
access this online database and check whether a new version of a
software package is available.

@deftp {Data type} {gpgme_query_swdb_result_t}
@since{1.8.0}

This

is a pointer to a structure used to store the result of a
@code{gpgme_op_query_swdb} operation. After success full call to that
function, you can retrieve the pointer to the result with
@code{gpgme_op_query_swdb_result}. The structure contains the
following member:

@table @code
@item name
This is the name of the package.

@item iversion
The currently installed version or an empty string. This value is
either a copy of the argument given to @code{gpgme_op_query_swdb} or
the version of the installed software as figured out by GPGME or GnuPG.

@item created
This gives the date the file with the list of version numbers has
originally be created by the GnuPG project.

@item retrieved
This gives the date the file was downloaded.

@item warning
If this flag is set either an error has occurred or some of the
information in this structure are not properly set. For example if
the version number of the installed software could not be figured out,
the
@code{update} flag may not reflect a required update status.

@item update
If this flag is set an update of the software is available.

@item urgent
If this flag is set an available update is important.

@item noinfo
If this flag is set, no valid information could be retrieved.

@item unknown
If this flag is set the given @code{name} is not known.

@item tooold
If this flag is set the available information is not fresh enough.

@item error
If this flag is set some other error has occurred.

@item version

The version string of the latest released version.

@item reldate
The release date of the latest released version.

@end table
@end deftp

@deftypefun gpgme_error_t gpgme_op_query_swdb @
(@w{gpgme_ctx_t @var{ctx}}, @
@w{const char *@var{name}}, @
@w{const char *@var{iversion}}, @
@w{gpgme_data_t @var{reserved}})

@since{1.8.0}

Query the software version database for software package @var{name}
and check against the installed
version given by @var{iversion}. If
@var{iversion} is given as @code{NULL} a check is only done if GPGME
can figure out the version by itself (for example when using
"gpgme" or "gnupg"). If @code{NULL} is used for @var{name} the
current gpgme version is checked. @var{reserved} must be set to 0.

@end deftypefun

@deftypefun gpgme_query_swdb_result_t gpgme_op_query_swdb_result @
(@w{gpgme_ctx_t @var{ctx}})

@since{1.8.0}

The function @code{gpgme_op_query_swdb_result} returns a
@code{gpgme_query_swdb_result_t} pointer to a structure holding the
result of a @code{gpgme_op_query_swdb} operation. The pointer is only
valid if the last operation on the context was a successful call to
@code{gpgme_op_query_swdb}. If that call failed, the result might
be a @code{NULL} pointer. The returned pointer is only valid until
the next operation is started on the context @var{ctx}.
@end deftypefun

@noindent
Here is an example on how to check whether GnuPG is current:

@example
#include
<gpgme.h>

int

```
main (void)
@{
 gpg_error_t err;
 gpgme_ctx_t ctx;
 gpgme_query_swdb_result_t result;

 gpgme_check_version (NULL);
 err = gpgme_new (&ctx);
 if (err)
   fprintf (stderr, "error creating context: %s\n", gpg_strerror (err));
 else
   @{
     gpgme_set_protocol (ctx, GPGME_PROTOCOL_GPGCONF);

     err = gpgme_op_query_swdb (ctx, "gnupg", NULL, 0);
     if (err)
       fprintf (stderr, "error querying swdb: %s\n", gpg_strerror (err));
     else
       @{
         result = gpgme_op_query_swdb_result (ctx);
         if (!result)
           fprintf (stderr, "error querying swdb\n");
         if (!result->warning && !result->update)
           printf ("GnuPG version %s is current\n",
                   result->iversion);
         else if (!result->warning && result->update)
           printf ("GnuPG version %s can be updated to %s\n",
                   result->iversion, result->version);
         else
           fprintf (stderr, "error finding the
 update status\n");
       @}
     gpgme_release (ctx);
   @}
 return 0;
@}
@end example


@node Run Control
@section Run Control
@cindex run control
@cindex cryptographic operation, running

@acronym{GPGME} supports running operations synchronously and
asynchronously.  You can use asynchronous operation to set up a
context up to initiating the desired operation, but delay performing
it to a later point.
```

Furthermore, you can use an external event loop to control exactly
when @acronym{GPGME} runs. This ensures that @acronym{GPGME} only
runs when necessary and also prevents it from blocking for a long
time.

@menu
* Waiting For Completion::   Waiting until an operation is completed.
* Using External Event Loops::   Advanced control over what happens when.
* Cancellation::   How to end pending operations prematurely.
@end menu

@node Waiting For Completion
@subsection Waiting For Completion
@cindex cryptographic operation, wait for
@cindex wait for completion

@deftypefun
 gpgme_ctx_t gpgme_wait (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_error_t *@var{status}}, @w{int
@var{hang}})
The function @code{gpgme_wait} continues the pending operation within
the context @var{ctx}. In particular, it ensures the data exchange
between @acronym{GPGME} and the crypto backend and watches over the
run time status of the backend process.

If @var{hang} is true, the function does not return until the
operation is completed or cancelled. Otherwise the function will not
block for a long time.

The error status of the finished operation is returned in @var{status}
if @code{gpgme_wait} does not return @code{NULL}.

The @var{ctx} argument can be @code{NULL}. In that case,
@code{gpgme_wait} waits for any context to complete its operation.

@code{gpgme_wait} can be used only in conjunction with any context
that has a pending operation initiated with one of the
@code{gpgme_op_*_start} functions except @code{gpgme_op_keylist_start}
and @code{gpgme_op_trustlist_start} (for
 which you should use the
corresponding @code{gpgme_op_*_next} functions). If @var{ctx} is
@code{NULL}, all of such contexts are waited upon and possibly
returned. Synchronous operations running in parallel, as well as key
and trust item list operations, do not affect @code{gpgme_wait}.

In a multi-threaded environment, only one thread should ever call
@code{gpgme_wait} at any time, regardless of whether @var{ctx} is specified

or not. This means that all calls to this function should be fully
synchronized by locking primitives. It is safe to start asynchronous
operations while a thread is running in @code{gpgme_wait}.

The function returns the @var{ctx} of the context which has finished
the operation. If @var{hang} is false, and the timeout expires,
@code{NULL} is returned and @code{*status} will be set to 0. If an
error occurs, @code{NULL} is returned and the error is returned in
@code{*status}.
@end deftypefun

@node Using External Event Loops
@subsection Using External Event
 Loops
@cindex event loop, external

@acronym{GPGME} hides the complexity of the communication between the
library and the crypto engine. The price of this convenience is that
the calling thread can block arbitrary long waiting for the data
returned by the crypto engine. In single-threaded programs, in
particular if they are interactive, this is an unwanted side-effect.
OTOH, if @code{gpgme_wait} is used without the @var{hang} option being
enabled, it might be called unnecessarily often, wasting CPU time that
could be used otherwise.

The I/O callback interface described in this section lets the user
take control over what happens when. @acronym{GPGME} will provide the
user with the file descriptors that should be monitored, and the
callback functions that should be invoked when a file descriptor is
ready for reading or writing. It is then the user's responsibility to
decide when to check the file descriptors and when to invoke the
callback functions. Usually this is done in an event
 loop, that also
checks for events in other parts of the program. If the callback
functions are only called when the file descriptors are ready,
@acronym{GPGME} will never block. This gives the user more control
over the program flow, and allows to perform other tasks when
@acronym{GPGME} would block otherwise.

By using this advanced mechanism, @acronym{GPGME} can be integrated
smoothly into GUI toolkits like GTK+ even for single-threaded
programs.

@menu
* I/O Callback Interface::   How I/O callbacks are registered.
* Registering I/O Callbacks::   How to use I/O callbacks for a context.
* I/O Callback Example::   An example how to use I/O callbacks.

* I/O Callback Example GTK+:: How to use @acronym{GPGME} with GTK+.
* I/O Callback Example GDK:: How to use @acronym{GPGME} with GDK.
* I/O Callback Example Qt:: How to use @acronym{GPGME} with Qt.
@end menu

@node I/O Callback Interface
@subsubsection I/O Callback Interface

@deftp {Data type} {gpgme_error_t
(*gpgme_io_cb_t) (@w{void *@var{data}}, @w{int @var{fd}})}
@tindex gpgme_io_cb_t
The @code{gpgme_io_cb_t} type is the type of functions which
@acronym{GPGME} wants to register as I/O callback handlers using the
@code{gpgme_register_io_cb_t} functions provided by the user.

@var{data} and @var{fd} are provided by @acronym{GPGME} when the I/O
callback handler is registered, and should be passed through to the
handler when it is invoked by the user because it noticed activity on
the file descriptor @var{fd}.

The callback handler always returns @code{0}, but you should consider
the return value to be reserved for later use.
@end deftp

@deftp {Data type} {gpgme_error_t (*gpgme_register_io_cb_t) (@w{void *@var{data}}, @w{int @var{fd}},
@w{int @var{dir}}, @w{gpgme_io_cb_t @var{fnc}}, @w{void *@var{fnc_data}}, @w{void **@var{tag}})}
@tindex gpgme_register_io_cb_t
The @code{gpgme_register_io_cb_t} type is the type of functions which can
be called by @acronym{GPGME} to register an I/O callback
function
@var{fnc} for the file descriptor @var{fd} with the user.
@var{fnc_data} should be passed as the first argument to @var{fnc}
when the handler is invoked (the second argument should be @var{fd}).
If @var{dir} is 0, @var{fnc} should be called by the user when
@var{fd} is ready for writing. If @var{dir} is 1, @var{fnc} should be
called when @var{fd} is ready for reading.

@var{data} was provided by the user when registering the
@code{gpgme_register_io_cb_t} function with @acronym{GPGME} and will always
be passed as the first argument when registering a callback function.
For example, the user can use this to determine the event loop to
which the file descriptor should be added.

@acronym{GPGME} will call this function when a crypto operation is
initiated in a context for which the user has registered I/O callback
handler functions with @code{gpgme_set_io_cbs}. It can also call this
function when it is in an I/O callback handler for a file descriptor

associated to this context.

The
 user should return a unique handle in @var{tag} identifying this
I/O callback registration, which will be passed to the
@code{gpgme_register_io_cb_t} function without interpretation when the file
descriptor should not be monitored anymore.
@end deftp

@deftp {Data type} {void (*gpgme_remove_io_cb_t) (@w{void *@var{tag}})}
The @code{gpgme_remove_io_cb_t} type is the type of functions which can be
called by @acronym{GPGME} to remove an I/O callback handler that was
registered before. @var{tag} is the handle that was returned by the
@code{gpgme_register_io_cb_t} for this I/O callback.

@acronym{GPGME} can call this function when a crypto operation is in
an I/O callback. It will also call this function when the context is
destroyed while an operation is pending.
@end deftp

@deftp {Data type} {enum gpgme_event_io_t}
@tindex gpgme_event_io_t
The @code{gpgme_event_io_t} type specifies the type of an event that is
reported to the user by @acronym{GPGME} as a consequence of an I/O
operation.
 The following events are defined:

@table @code
@item GPGME_EVENT_START
The operation is fully initialized now, and you can start to run the
registered I/O callback handlers now. Note that registered I/O
callback handlers must not be run before this event is signalled.
@var{type_data} is @code{NULL} and reserved for later use.

@item GPGME_EVENT_DONE
The operation is finished, the last I/O callback for this operation
was removed. The accompanying @var{type_data} points to a
@code{struct gpgme_io_event_done_data} variable that contains the
status of the operation that finished. This event is signalled after
the last I/O callback has been removed.

@item GPGME_EVENT_NEXT_KEY
In a @code{gpgme_op_keylist_start} operation, the next key was
received from the crypto engine. The accompanying @var{type_data} is
a @code{gpgme_key_t} variable that contains the key with one reference
for the user.

@end table

@end deftp

@deftp {Data type} {void (*gpgme_event_io_cb_t) (@w{void *@var{data}},
 @w{gpgme_event_io_t @var{type}}, @w{void *@var{type_data}})}
The @code{gpgme_event_io_cb_t} type is the type of functions which can be
called by @acronym{GPGME} to signal an event for an operation running
in a context which has I/O callback functions registered by the user.

@var{data} was provided by the user when registering the
@code{gpgme_event_io_cb_t} function with @acronym{GPGME} and will always be
passed as the first argument when registering a callback function.
For example, the user can use this to determine the context in which
this event has occurred.

@var{type} will specify the type of event that has occurred.
@var{type_data} specifies the event further, as described in the above
list of possible @code{gpgme_event_io_t} types.

@acronym{GPGME} can call this function in an I/O callback handler.
@end deftp

@node Registering I/O Callbacks
@subsubsection Registering I/O Callbacks

@deftp {Data type} {struct gpgme_io_cbs}
@tindex gpgme_event_io_t
This structure
 is used to store the I/O callback interface functions
described in the previous section. It has the following members:

@table @code
@item gpgme_register_io_cb_t add
This is the function called by @acronym{GPGME} to register an I/O
callback handler. It must be specified.

@item void *add_priv
This is passed as the first argument to the @code{add} function when
it is called by @acronym{GPGME}. For example, it can be used to
determine the event loop to which the file descriptor should be added.

@item gpgme_remove_io_cb_t remove
This is the function called by @acronym{GPGME} to remove an I/O
callback handler. It must be specified.

@item gpgme_event_io_cb_t event
This is the function called by @acronym{GPGME} to signal an event for
an operation. It must be specified, because at least the start event

must be processed.

@item void *event_priv
This is passed as the first argument to the @code{event} function when
it is called by @acronym{GPGME}. For example, it can be used to
determine
 the context in which the event has occurred.
@end table
@end deftp

@deftypefun void gpgme_set_io_cbs (@w{gpgme_ctx_t @var{ctx}}, @w{struct gpgme_io_cbs *@var{io_cbs}})
The function @code{gpgme_set_io_cbs} enables the I/O callback
interface for the context @var{ctx}. The I/O callback functions are
specified by @var{io_cbs}.

If @var{io_cbs}->@code{add} is @code{NULL}, the I/O callback interface
is disabled for the context, and normal operation is restored.
@end deftypefun

@deftypefun void gpgme_get_io_cbs (@w{gpgme_ctx_t @var{ctx}}, @w{struct gpgme_io_cbs *@var{io_cbs}})
The function @code{gpgme_get_io_cbs} returns the I/O callback
functions set with @code{gpgme_set_io_cbs} in @var{io_cbs}.
@end deftypefun

@node I/O Callback Example
@subsubsection I/O Callback Example

To actually use an external event loop, you have to implement the I/O
callback functions that are used by @acronym{GPGME} to register and
unregister file descriptors. Furthermore, you have to actually
monitor these
 file descriptors for activity and call the appropriate
I/O callbacks.

The following example illustrates how to do that. The example uses
locking to show in which way the callbacks and the event loop can
run concurrently. For the event loop, we use a fixed array. For a
real-world implementation, you should use a dynamically sized
structure because the number of file descriptors needed for a crypto
operation in @acronym{GPGME} is not predictable.

@example
#include <assert.h>
#include <errno.h>
#include <stdlib.h>
#include <pthread.h>
#include <sys/types.h>

```
#include <gpgme.h>

/* The following structure holds the result of a crypto operation.  */
struct op_result
@{
 int done;
 gpgme_error_t err;
@};

/* The following structure holds the data associated with one I/O
callback.  */
struct one_fd
@{
 int fd;
 int dir;
 gpgme_io_cb_t fnc;
 void *fnc_data;
 void *loop;
@};

struct event_loop
@{
 pthread_mutex_t lock;
#define MAX_FDS 32
 /* Unused slots are marked with FD being
 -1.  */
 struct one_fd fds[MAX_FDS];
@};
@end example
```

The following functions implement the I/O callback interface.

```
@example
gpgme_error_t
add_io_cb (void *data, int fd, int dir, gpgme_io_cb_t fnc, void *fnc_data,
    void **r_tag)
@{
 struct event_loop *loop = data;
 struct one_fd *fds = loop->fds;
 int i;

 pthread_mutex_lock (&loop->lock);
 for (i = 0; i < MAX_FDS; i++)
   @{
     if (fds[i].fd == -1)
 @{
   fds[i].fd = fd;
   fds[i].dir = dir;
```

```
  fds[i].fnc = fnc;
  fds[i].fnc_data = fnc_data;
  fds[i].loop = loop;
  break;
 @}
  @}
 pthread_mutex_unlock (&loop->lock);
 if (i == MAX_FDS)
  return gpg_error (GPG_ERR_GENERAL);
 *r_tag = &fds[i];
 return 0;
@}

void
remove_io_cb (void *tag)
@{
 struct one_fd *fd = tag;
 struct event_loop *loop = fd->loop;

 pthread_mutex_lock (&loop->lock);
 fd->fd = -1;
 pthread_mutex_unlock (&loop->lock);
@}

void
event_io_cb (void *data, gpgme_event_io_t type, void *type_data)
@{
 struct op_result *result = data;

 /* We
 don't support list operations here.  */
 if (type == GPGME_EVENT_DONE)
  @{
    result->done = 1;
    result->err = *type_data;
  @}
@}
@end example
```

The final missing piece is the event loop, which will be presented next. We only support waiting for the success of a single operation.

```
@example
int
do_select (struct event_loop *loop)
@{
 fd_set rfds;
 fd_set wfds;
```

```
int i, n;
int any = 0;
struct timeval tv;
struct one_fd *fdlist = loop->fds;

pthread_mutex_lock (&loop->lock);
FD_ZERO (&rfds);
FD_ZERO (&wfds);
for (i = 0; i < MAX_FDS; i++)
  if (fdlist[i].fd != -1)
    FD_SET (fdlist[i].fd, fdlist[i].dir ? &rfds : &wfds);
pthread_mutex_unlock (&loop->lock);

tv.tv_sec = 0;
tv.tv_usec = 1000;

do
  @{
    n = select (FD_SETSIZE, &rfds, &wfds, NULL, &tv);
  @}
while (n < 0 && errno == EINTR);

if (n < 0)
  return n; /* Error or timeout.  */

pthread_mutex_lock (&loop->lock);
for (i = 0; i < MAX_FDS && n; i++)
  @{
    if (fdlist[i].fd
!= -1)
@{
  if (FD_ISSET (fdlist[i].fd, fdlist[i].dir ? &rfds : &wfds))
    @{
      assert (n);
      n--;
      any = 1;
          /* The I/O callback handler can register/remove callbacks,
             so we have to unlock the file descriptor list.  */
          pthread_mutex_unlock (&loop->lock);
      (*fdlist[i].fnc) (fdlist[i].fnc_data, fdlist[i].fd);
          pthread_mutex_lock (&loop->lock);
    @}
@}
  @}
pthread_mutex_unlock (&loop->lock);
return any;
@}
```

```
void
wait_for_op (struct event_loop *loop, struct op_result *result)
@{
 int ret;

 do
   @{
     ret = do_select (loop);
   @}
 while (ret >= 0 && !result->done);
@}
@end example
```

The main function shows how to put it all together.

```
@example
int
main (int argc, char *argv[])
@{
 struct event_loop loop;
 struct op_result result;
 gpgme_ctx_t ctx;
 gpgme_error_t err;
 gpgme_data_t sig, text;
 int i;
 pthread_mutexattr_t attr;
 struct gpgme_io_cbs io_cbs =
 @{
   add_io_cb,
    &loop,
   remove_io_cb,
   event_io_cb,
   &result
 @};

 init_gpgme ();

 /* Initialize the loop structure.  */

 /* The mutex must be recursive, since remove_io_cb (which acquires a
    lock) can be called while holding a lock acquired in do_select.  */
 pthread_mutexattr_init (&attr);
 pthread_mutexattr_settype (&attr, PTHREAD_MUTEX_RECURSIVE);
 pthread_mutex_init (&loop.lock, &attr);
 pthread_mutexattr_destroy (&attr);

 for (i = 0; i < MAX_FDS; i++)
   loop.fds[i].fd = -1;
```

```
/* Initialize the result structure.  */
result.done = 0;

err = gpgme_data_new_from_file (&sig, "signature", 1);
if (!err)
  err = gpgme_data_new_from_file (&text, "text", 1);
if (!err)
  err = gpgme_new (&ctx);
if (!err)
  @{
     gpgme_set_io_cbs (ctx, &io_cbs);
     err = gpgme_op_verify_start (ctx, sig, text, NULL);
  @}
if (err)
  @{
    fprintf (stderr, "gpgme error: %s: %s\n",
             gpgme_strsource (err), gpgme_strerror (err));
    exit (1);

  @}

wait_for_op (&loop, &result);
if (!result.done)
  @{
    fprintf (stderr, "select error\n");
    exit (1);
  @}
if (!result.err)
  @{
    fprintf (stderr, "verification failed: %s: %s\n",
             gpgme_strsource (result.err), gpgme_strerror (result.err));
    exit (1);
  @}
/* Evaluate verify result.  */
@dots{}
return 0;
@}
@end example


@node I/O Callback Example GTK+
@subsubsection I/O Callback Example GTK+
@cindex GTK+, using @acronym{GPGME} with

The I/O callback interface can be used to integrate @acronym{GPGME}
with the GTK+ event loop.  The following code snippets shows how this
can be done using the appropriate register and remove I/O callback
```

functions. In this example, the private data of the register I/O
callback function is unused. The event notifications is missing
because it does not require any GTK+ specific setup.

```
@example
#include <gtk/gtk.h>

struct my_gpgme_io_cb
@{
 gpgme_io_cb_t fnc;
 void *fnc_data;
 guint input_handler_id
@};

void
my_gpgme_io_cb
 (gpointer data, gint source, GdkInputCondition condition)
@{
 struct my_gpgme_io_cb *iocb = data;
 (*(iocb->fnc)) (iocb->data, source);
@}

void
my_gpgme_remove_io_cb (void *data)
@{
 struct my_gpgme_io_cb *iocb = data;
 gtk_input_remove (data->input_handler_id);
@}

void
my_gpgme_register_io_callback (void *data, int fd, int dir, gpgme_io_cb_t fnc,
                               void *fnc_data, void **tag)
@{
 struct my_gpgme_io_cb *iocb = g_malloc (sizeof (struct my_gpgme_io_cb));
 iocb->fnc = fnc;
 iocb->data = fnc_data;
 iocb->input_handler_id = gtk_input_add_full (fd, dir
                                              ? GDK_INPUT_READ
                                              : GDK_INPUT_WRITE,
                                             my_gpgme_io_callback,
                                             0, iocb, NULL);
 *tag = iocb;
 return 0;
@}
@end example


@node I/O Callback Example GDK
```

@subsubsection I/O Callback Example
 GDK
@cindex GDK, using @acronym{GPGME} with

The I/O callback interface can also be used to integrate
@acronym{GPGME} with the GDK event loop. The following code snippets
shows how this can be done using the appropriate register and remove
I/O callback functions. In this example, the private data of the
register I/O callback function is unused. The event notifications is
missing because it does not require any GDK specific setup.

It is very similar to the GTK+ example in the previous section.

@example
#include <gdk/gdk.h>

struct my_gpgme_io_cb
@{
 gpgme_io_cb_t fnc;
 void *fnc_data;
 gint tag;
@};

void
my_gpgme_io_cb (gpointer data, gint source, GdkInputCondition condition)
@{
 struct my_gpgme_io_cb *iocb = data;
 (*(iocb->fnc)) (iocb->data, source);
@}

void
my_gpgme_remove_io_cb (void *data)
@{
 struct my_gpgme_io_cb *iocb = data;
 gdk_input_remove (data->tag);
@}

void
my_gpgme_register_io_callback (void *data, int fd, int dir, gpgme_io_cb_t fnc,

               void *fnc_data, void **tag)
@{
 struct my_gpgme_io_cb *iocb = g_malloc (sizeof (struct my_gpgme_io_cb));
 iocb->fnc = fnc;
 iocb->data = fnc_data;
 iocb->tag = gtk_input_add_full (fd, dir ? GDK_INPUT_READ : GDK_INPUT_WRITE,
                                 my_gpgme_io_callback, iocb, NULL);
 *tag = iocb;

```
 return 0;
@}
@end example


@node I/O Callback Example Qt
@subsubsection I/O Callback Example Qt
@cindex Qt, using @acronym{GPGME} with

The I/O callback interface can also be used to integrate
@acronym{GPGME} with the Qt event loop.  The following code snippets
show how this can be done using the appropriate register and remove
I/O callback functions.  In this example, the private data of the
register I/O callback function is unused.  The event notifications is
missing because it does not require any Qt specific setup.

@example
#include <qsocketnotifier.h>
#include <qapplication.h>

struct IOCB @{
 IOCB( GpgmeIOCb f, void * d, QSocketNotifier * n )
   : func(
 f ), data( d ), notifier( n ) @{@}
 GpgmeIOCb func;
 void * data;
 QSocketNotifier * notifier;
@}

class MyApp : public QApplication @{

 // ...

 static void registerGpgmeIOCallback( void * data, int fd, int dir,
                                      GpgmeIOCb func, void * func_data,
                                      void ** tag ) @{
   QSocketNotifier * n =
     new QSocketNotifier( fd, dir ? QSocketNotifier::Read
                                  : QSocketNotifier::Write );
   connect( n, SIGNAL(activated(int)),
            qApp, SLOT(slotGpgmeIOCallback(int)) );
   qApp->mIOCBs.push_back( IOCB( func, func_data, n ) );
   *tag = (void*)n;
 @}

 static void removeGpgmeIOCallback( void * tag ) @{
   if ( !tag ) return;
   QSocketNotifier * n = static_cast<QSocketNotifier*>( tag );
```

```
  for ( QValueList<IOCB>::iterator it = qApp->mIOCBs.begin() ;
        it != qApp->mIOCBs.end() ; ++it )
    if ( it->notifier == n ) @{
      delete it->notifier;
      qApp->mIOCBs.erase(
 it );
      return;
    @}
 @}

public slots:
 void slotGpgmeIOCallback( int fd ) @{
  for ( QValueList<IOCB>::const_iterator it = mIOCBs.begin() ;
        it != mIOCBs.end() ; ++it )
    if ( it->notifier && it->notifier->socket() == fd )
      (*(it->func)) ( it->func_data, fd );
 @}

 // ...

private:
 QValueList<IOCB> mIOCBs;
 // ...
@};
@end example


@node Cancellation
@subsection Cancellation
@cindex cryptographic operation, aborting
@cindex cryptographic operation, cancelling
@cindex aborting operations
@cindex cancelling operations

Sometimes you do not want to wait for an operation to finish.
@acronym{GPGME} provides two different functions to achieve that.  The
function @code{gpgme_cancel} takes effect immediately.  When it
returns, the operation is effectively canceled.  However, it has some
limitations and can not be used with synchronous operations.  In
contrast, the function @code{gpgme_cancel_async} can be used with any
context and from
 any thread, but it is not guaranteed to take effect
immediately.  Instead, cancellation occurs at the next possible time
(typically the next time I/O occurs in the target context).

@deftypefun gpgme_ctx_t gpgme_cancel (@w{gpgme_ctx_t @var{ctx}})
@since{0.4.5}
```

The function @code{gpgme_cancel} attempts to cancel a pending
operation in the context @var{ctx}. This only works if you use the
global event loop or your own event loop.

If you use the global event loop, you must not call @code{gpgme_wait}
during cancellation. After successful
cancellation, you can call @code{gpgme_wait} (optionally waiting on
@var{ctx}), and the context @var{ctx} will appear as if it had
finished with the error code @code{GPG_ERR_CANCEL}.

If you use an external event loop, you must ensure that no I/O
callbacks are invoked for this context (for example by halting the
event loop). On successful cancellation, all registered I/O callbacks
for this context will be unregistered, and a @code{GPGME_EVENT_DONE}
event
 with the error code @code{GPG_ERR_CANCEL} will be signalled.

The function returns an error code if the cancellation failed (in this
case the state of @var{ctx} is not modified).
@end deftypefun

@deftypefun gpgme_ctx_t gpgme_cancel_async (@w{gpgme_ctx_t @var{ctx}})
@since{1.1.7}

The function @code{gpgme_cancel_async} attempts to cancel a pending
operation in the context @var{ctx}. This can be called by any thread
at any time after starting an operation on the context, but will not
take effect immediately. The actual cancellation happens at the next
time GPGME processes I/O in that context.

The function returns an error code if the cancellation failed (in this
case the state of @var{ctx} is not modified).
@end deftypefun

@c **
@c ******************** Appendices **************************
@c **

@include uiserver.texi

@node Debugging
@appendix How to solve problems
@cindex
 debug
@cindex GPGME_DEBUG

Everyone knows that software often does not do what it should do and thus

there is a need to track down problems. This is in particular true
for applications using a complex library like @acronym{GPGME} and of
course also for the library itself. Here we give a few hints on how
to solve such problems.

First of all you should make sure that the keys you want to use are
installed in the GnuPG engine and are usable. Thus the first test is
to run the desired operation using @command{gpg} or @command{gpgsm} on
the command line. If you can't figure out why things don't work, you
may use @acronym{GPGME}'s built in trace feature. This feature is
either enabled using the environment variable @code{GPGME_DEBUG} or,
if this is not possible, by calling the function
@code{gpgme_set_global_flag}. The value is the trace level and
an optional file name. If no file name is given the trace output is
printed to @code{stderr}.

@noindent
For example
@smallexample
GPGME_DEBUG=9:/home/user/mygpgme.log
@end
smallexample
@noindent
(Note that under Windows you use a semicolon in place of the colon to
separate the fields.)

A trace level of 9 is pretty verbose and thus you may want to start
off with a lower level. The exact definition of the trace levels and
the output format may change with any release; you need to check the
source code for details. In any case the trace log should be helpful
to understand what is going going on. Warning: The trace log may
reveal sensitive details like passphrases or other data you use in
your application. If you are asked to send a log file, make sure that
you run your tests only with play data.

@node Deprecated Functions
@appendix Deprecated Functions
@cindex deprecated

For backward compatibility @acronym{GPGME} has a number of functions,
data types and constants which are deprecated and should not be used
anymore. We document here those which are really old to help
understanding old code and to allow migration
to their modern
counterparts.

@strong{Warning:} These interfaces will be removed in a future version

of @acronym{GPGME}.

@deftypefun void gpgme_key_release (@w{gpgme_key_t @var{key}})
The function @code{gpgme_key_release} is equivalent to
@code{gpgme_key_unref}.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_import_ext (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_data_t
@var{keydata}}, @w{int *@var{nr}})
@since{0.3.9}

The function @code{gpgme_op_import_ext} is equivalent to:

@example
 gpgme_error_t err = gpgme_op_import (ctx, keydata);
 if (!err)
   @{
     gpgme_import_result_t result = gpgme_op_import_result (ctx);
     *nr = result->considered;
   @}
@end example
@end deftypefun

@deftp {Data type} {gpgme_error_t (*gpgme_edit_cb_t) @
  (@w{void *@var{handle}}, @
   @w{gpgme_status_code_t @var{status}}, @
   @w{const char *@var{args}}, @
   @w{int @var{fd}})}
@tindex gpgme_edit_cb_t
The @code{gpgme_edit_cb_t} type is the type of functions which
@acronym{GPGME} calls
 if it a key edit operation is on-going. The
status code @var{status} and the argument line @var{args} are passed
through by @acronym{GPGME} from the crypto engine. The file
descriptor @var{fd} is -1 for normal status messages. If @var{status}
indicates a command rather than a status message, the response to the
command should be written to @var{fd}. The @var{handle} is provided
by the user at start of operation.

The function should return @code{GPG_ERR_FALSE} if it did not handle
the status code, @code{0} for success, or any other error value.
@end deftp

@deftypefun gpgme_error_t gpgme_op_edit (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t @var{key}},
@w{gpgme_edit_cb_t @var{fnc}}, @w{void *@var{handle}}, @w{gpgme_data_t @var{out}})
@since{0.3.9}

Note: This function is deprecated, please use
@code{gpgme_op_interact} instead.

The function @code{gpgme_op_edit} processes the key @var{KEY}
interactively, using the edit callback function @var{FNC} with the
handle @var{HANDLE}. The callback
is invoked for every status and
command request from the crypto engine. The output of the crypto
engine is written to the data object @var{out}.

Note that the protocol between the callback function and the crypto
engine is specific to the crypto engine and no further support in
implementing this protocol correctly is provided by @acronym{GPGME}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
edit operation completes successfully, @code{GPG_ERR_INV_VALUE} if
@var{ctx} or @var{key} is not a valid pointer, and any error returned
by the crypto engine or the edit callback handler.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_edit_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t
@var{key}}, @w{gpgme_edit_cb_t @var{fnc}}, @w{void *@var{handle}}, @w{gpgme_data_t @var{out}})

@since{0.3.9}

Note: This function is deprecated, please use
@code{gpgme_op_interact_start} instead.

The function @code{gpgme_op_edit_start} initiates a
@code{gpgme_op_edit} operation.
It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation was started successfully, and @code{GPG_ERR_INV_VALUE} if
@var{ctx} or @var{key} is not a valid pointer.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_card_edit (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t
@var{key}}, @w{gpgme_edit_cb_t @var{fnc}}, @w{void *@var{handle}}, @w{gpgme_data_t @var{out}})
Note: This function is deprecated, please use @code{gpgme_op_interact}
with the flag @code{GPGME_INTERACT_CARD} instead.

The function @code{gpgme_op_card_edit} is analogous to
@code{gpgme_op_edit}, but should be used to process the smart card corresponding to the key @var{key}.
@end deftypefun

@deftypefun gpgme_error_t gpgme_op_card_edit_start (@w{gpgme_ctx_t @var{ctx}}, @w{gpgme_key_t @var{key}}, @w{gpgme_edit_cb_t @var{fnc}}, @w{void *@var{handle}}, @w{gpgme_data_t @var{out}})
Note: This function is deprecated,
please use @code{gpgme_op_interact_start}
with the flag @code{GPGME_INTERACT_CARD} instead.

The function @code{gpgme_op_card_edit_start} initiates a
@code{gpgme_op_card_edit} operation. It can be completed by calling
@code{gpgme_wait} on the context. @xref{Waiting For Completion}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
operation was started successfully, and @code{GPG_ERR_INV_VALUE} if
@var{ctx} or @var{key} is not a valid pointer.
@end deftypefun

@deftypefun gpgme_error_t gpgme_data_new_with_read_cb (@w{gpgme_data_t *@var{dh}}, @w{int (*@var{readfunc})} (@w{void *@var{hook}}, @w{char *@var{buffer}}, @w{size_t @var{count}}, @w{size_t *@var{nread}}), @w{void *@var{hook_value}})
The function @code{gpgme_data_new_with_read_cb} creates a new
@code{gpgme_data_t} object and uses the callback function @var{readfunc}
to retrieve the data on demand. As the callback function can supply
the data in any way it wants, this is the most flexible data type
@acronym{GPGME}
provides. However, it can not be used to write data.

The callback function receives @var{hook_value} as its first argument
whenever it is invoked. It should return up to @var{count} bytes in
@var{buffer}, and return the number of bytes actually read in
@var{nread}. It may return @code{0} in @var{nread} if no data is
currently available. To indicate @code{EOF} the function should
return with an error code of @code{-1} and set @var{nread} to
@code{0}. The callback function may support to reset its internal
read pointer if it is invoked with @var{buffer} and @var{nread} being
@code{NULL} and @var{count} being @code{0}.

The function returns the error code @code{GPG_ERR_NO_ERROR} if the
data object was successfully created, @code{GPG_ERR_INV_VALUE} if
@var{dh} or @var{readfunc} is not a valid pointer, and
@code{GPG_ERR_ENOMEM} if not enough memory is available.
@end deftypefun

@deftypefun gpgme_error_t gpgme_data_rewind (@w{gpgme_data_t @var{dh}})
The function @code{gpgme_data_rewind}
is equivalent to:

@example

```
 return (gpgme_data_seek (dh, 0, SEEK_SET) == -1)
   ? gpgme_error_from_errno (errno) : 0;
@end example
@end deftypefun


@deftp {Data type} gpgme_attr_t
The @code{gpgme_attr_t} type is used to specify a key or trust item
attribute.  The following attributes are defined:

@table @code
@item GPGME_ATTR_KEYID
This is the key ID of a sub key.  It is representable as a string.

@item GPGME_ATTR_FPR
This is the fingerprint of a sub key.  It is representable as a
string.

@item GPGME_ATTR_ALGO
This is the crypto algorithm for which the sub key can be used.  It
is representable as a string and as a number.  The numbers correspond
to the @code{enum gcry_pk_algos} values in the gcrypt library.

@item GPGME_ATTR_LEN
This is the key length of a sub key.  It is representable as a
number.

@item GPGME_ATTR_CREATED
This is the timestamp at creation time of a sub key.  It is
representable as a number.

@item GPGME_ATTR_EXPIRE
This is the expiration time of
 a sub key.  It is representable as a
number.

@item GPGME_ATTR_USERID
This is a user ID.  There can be more than one user IDs in a
@var{gpgme_key_t} object.  The first one (with index 0) is the primary
user ID.  The user ID is representable as a number.

@item GPGME_ATTR_NAME
This is the name belonging to a user ID.  It is representable as a string.

@item GPGME_ATTR_EMAIL
This is the email address belonging to a user ID.  It is representable
as a string.
```

@item GPGME_ATTR_COMMENT
This is the comment belonging to a user ID. It is representable as a
string.

@item GPGME_ATTR_VALIDITY
This is the validity belonging to a user ID. It is representable as a
string and as a number. See below for a list of available validities.

@item GPGME_ATTR_UID_REVOKED
This specifies if a user ID is revoked. It is representable as a
number, and is @code{1} if the user ID is revoked, and @code{0}
otherwise.

@item GPGME_ATTR_UID_INVALID
This specifies if a user ID is invalid. It is representable as a
number,
 and is @code{1} if the user ID is invalid, and @code{0}
otherwise.

@item GPGME_ATTR_TYPE
This returns information about the type of key. For the string function
this will eother be "PGP" or "X.509". The integer function returns 0
for PGP and 1 for X.509.

@item GPGME_ATTR_IS_SECRET
This specifies if the key is a secret key. It is representable as a
number, and is @code{1} if the key is revoked, and @code{0} otherwise.

@item GPGME_ATTR_KEY_REVOKED
This specifies if a sub key is revoked. It is representable as a
number, and is @code{1} if the key is revoked, and @code{0} otherwise.

@item GPGME_ATTR_KEY_INVALID
This specifies if a sub key is invalid. It is representable as a
number, and is @code{1} if the key is invalid, and @code{0} otherwise.

@item GPGME_ATTR_KEY_EXPIRED
This specifies if a sub key is expired. It is representable as a
number, and is @code{1} if the key is expired, and @code{0} otherwise.

@item GPGME_ATTR_KEY_DISABLED
This specifies if a sub key is disabled.
 It is representable as a
number, and is @code{1} if the key is disabled, and @code{0} otherwise.

@item GPGME_ATTR_KEY_CAPS
This is a description of the capabilities of a sub key. It is
representable as a string. The string contains the letter ``e'' if

the key can be used for encryption, ``s'' if the key can be used for signatures, and ``c'' if the key can be used for certifications.

@item GPGME_ATTR_CAN_ENCRYPT
This specifies if a sub key can be used for encryption. It is representable as a number, and is @code{1} if the sub key can be used for encryption, and @code{0} otherwise.

@item GPGME_ATTR_CAN_SIGN
This specifies if a sub key can be used to create data signatures. It is representable as a number, and is @code{1} if the sub key can be used for signatures, and @code{0} otherwise.

@item GPGME_ATTR_CAN_CERTIFY
This specifies if a sub key can be used to create key certificates. It is representable as a number, and is @code{1} if the sub key can be used for certifications,
and @code{0} otherwise.

@item GPGME_ATTR_SERIAL
The X.509 issuer serial attribute of the key. It is representable as a string.

@item GPGME_ATTR_ISSUE
The X.509 issuer name attribute of the key. It is representable as a string.

@item GPGME_ATTR_CHAINID
The X.509 chain ID can be used to build the certification chain. It is representable as a string.
@end table
@end deftp

@deftypefun {const char *} gpgme_key_get_string_attr (@w{gpgme_key_t @var{key}}, @w{gpgme_attr_t @var{what}}, @w{const void *@var{reserved}}, @w{int @var{idx}})
The function @code{gpgme_key_get_string_attr} returns the value of the string-representable attribute @var{what} of key @var{key}. If the attribute is an attribute of a sub key or an user ID, @var{idx} specifies the sub key or user ID of which the attribute value is returned. The argument @var{reserved} is reserved for later use and should be @code{NULL}.

The string returned is only valid as long as the key is valid.

The function returns @code{0}
if an attribute can't be returned as a string, @var{key} is not a valid pointer, @var{idx} out of range, or @var{reserved} not @code{NULL}.

@end deftypefun

@deftypefun {unsigned long} gpgme_key_get_ulong_attr (@w{gpgme_key_t @var{key}}, @w{gpgme_attr_t @var{what}}, @w{const void *@var{reserved}}, @w{int @var{idx}})
The function @code{gpgme_key_get_ulong_attr} returns the value of the number-representable attribute @var{what} of key @var{key}. If the attribute is an attribute of a sub key or an user ID, @var{idx} specifies the sub key or user ID of which the attribute value is returned. The argument @var{reserved} is reserved for later use and should be @code{NULL}.

The function returns @code{0} if the attribute can't be returned as a number, @var{key} is not a valid pointer, @var{idx} out of range, or @var{reserved} not @code{NULL}.
@end deftypefun

@c
@c Key Signatures
@c
The signatures on a key are only available if the key was retrieved via a listing operation with the @code{GPGME_KEYLIST_MODE_SIGS} mode enabled, because it is expensive to retrieve all signatures of a key.

So, before using the below interfaces to retrieve the signatures on a key, you have to make sure that the key was listed with signatures enabled. One convenient, but blocking, way to do this is to use the function @code{gpgme_get_key}.

@deftp {Data type} gpgme_attr_t
The @code{gpgme_attr_t} type is used to specify a key signature attribute. The following attributes are defined:

@table @code
@item GPGME_ATTR_KEYID
This is the key ID of the key which was used for the signature. It is representable as a string.

@item GPGME_ATTR_ALGO
This is the crypto algorithm used to create the signature. It is representable as a string and as a number. The numbers correspond to the @code{enum gcry_pk_algos} values in the gcrypt library.

@item GPGME_ATTR_CREATED
This is the timestamp at creation time of the signature. It is representable as a number.

@item GPGME_ATTR_EXPIRE
This is the expiration
time of the signature. It is representable as
a number.

@item GPGME_ATTR_USERID
This is the user ID associated with the signing key. The user ID is
representable as a number.

@item GPGME_ATTR_NAME
This is the name belonging to a user ID. It is representable as a string.

@item GPGME_ATTR_EMAIL
This is the email address belonging to a user ID. It is representable
as a string.

@item GPGME_ATTR_COMMENT
This is the comment belonging to a user ID. It is representable as a
string.

@item GPGME_ATTR_KEY_REVOKED
This specifies if a key signature is a revocation signature. It is
representable as a number, and is @code{1} if the key is revoked, and
@code{0} otherwise.

@c @item GPGME_ATTR_KEY_EXPIRED
@c This specifies if a key signature is expired. It is representable as
@c a number, and is @code{1} if the key is revoked, and @code{0}
@c otherwise.
@c
@item GPGME_ATTR_SIG_CLASS
This specifies the signature class of a key signature. It is
representable as a number. The meaning is specific
to the crypto
engine.

@item GPGME_ATTR_SIG_CLASS
This specifies the signature class of a key signature. It is
representable as a number. The meaning is specific to the crypto
engine.

@item GPGME_ATTR_SIG_STATUS
This is the same value as returned by @code{gpgme_get_sig_status}.
@end table
@end deftp

@deftypefun {const char *} gpgme_key_sig_get_string_attr (@w{gpgme_key_t @var{key}}, @w{int
@var{uid_idx}}, @w{gpgme_attr_t @var{what}}, @w{const void *@var{reserved}}, @w{int @var{idx}})

The function @code{gpgme_key_sig_get_string_attr} returns the value of
the string-representable attribute @var{what} of the signature
@var{idx} on the user ID @var{uid_idx} in the key @var{key}. The
argument @var{reserved} is reserved for later use and should be
@code{NULL}.

The string returned is only valid as long as the key is valid.

The function returns @code{0} if an attribute can't be returned as a
string, @var{key} is not a valid pointer, @var{uid_idx} or @var{idx}
out of range, or @var{reserved}
 not @code{NULL}.
@end deftypefun

@deftypefun {unsigned long} gpgme_key_sig_get_ulong_attr (@w{gpgme_key_t @var{key}}, @w{int
@var{uid_idx}}, @w{gpgme_attr_t @var{what}}, @w{const void *@var{reserved}}, @w{int @var{idx}})
The function @code{gpgme_key_sig_get_ulong_attr} returns the value of
the number-representable attribute @var{what} of the signature
@var{idx} on the user ID @var{uid_idx} in the key @var{key}. The
argument @var{reserved} is reserved for later use and should be
@code{NULL}.

The function returns @code{0} if an attribute can't be returned as a
string, @var{key} is not a valid pointer, @var{uid_idx} or @var{idx}
out of range, or @var{reserved} not @code{NULL}.
@end deftypefun

@deftp {Data type} {enum gpgme_sig_stat_t}
@tindex gpgme_sig_stat_t
The @code{gpgme_sig_stat_t} type holds the result of a signature check, or
the combined result of all signatures. The following results are
possible:

@table @code
@item GPGME_SIG_STAT_NONE
This status should not occur
 in normal operation.

@item GPGME_SIG_STAT_GOOD
This status indicates that the signature is valid. For the combined
result this status means that all signatures are valid.

@item GPGME_SIG_STAT_GOOD_EXP
This status indicates that the signature is valid but expired. For
the combined result this status means that all signatures are valid
and expired.

@item GPGME_SIG_STAT_GOOD_EXPKEY
This status indicates that the signature is valid but the key used to verify the signature has expired. For the combined result this status means that all signatures are valid and all keys are expired.

@item GPGME_SIG_STAT_BAD
This status indicates that the signature is invalid. For the combined result this status means that all signatures are invalid.

@item GPGME_SIG_STAT_NOKEY
This status indicates that the signature could not be verified due to a missing key. For the combined result this status means that all signatures could not be checked due to missing keys.

@item GPGME_SIG_STAT_NOSIG
This
status indicates that the signature data provided was not a real signature.

@item GPGME_SIG_STAT_ERROR
This status indicates that there was some other error which prevented the signature verification.

@item GPGME_SIG_STAT_DIFF
For the combined result this status means that at least two signatures have a different status. You can get each key's status with @code{gpgme_get_sig_status}.
@end table
@end deftp

@deftypefun {const char *} gpgme_get_sig_status (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{idx}}, @w{gpgme_sig_stat_t *@var{r_stat}}, @w{time_t *@var{r_created}})
The function @code{gpgme_get_sig_status} is equivalent to:

@example
```
gpgme_verify_result_t result;
gpgme_signature_t sig;

result = gpgme_op_verify_result (ctx);
sig = result->signatures;

while (sig && idx)
  @{
    sig = sig->next;
    idx--;
  @}
if (!sig || idx)
  return NULL;
```

```
if (r_stat)
  @{
    switch (gpg_err_code (sig->status))
@{
case GPG_ERR_NO_ERROR:
  *r_stat = GPGME_SIG_STAT_GOOD;

 break;

case GPG_ERR_BAD_SIGNATURE:
  *r_stat = GPGME_SIG_STAT_BAD;
  break;

case GPG_ERR_NO_PUBKEY:
  *r_stat = GPGME_SIG_STAT_NOKEY;
  break;

case GPG_ERR_NO_DATA:
  *r_stat = GPGME_SIG_STAT_NOSIG;
  break;

case GPG_ERR_SIG_EXPIRED:
  *r_stat = GPGME_SIG_STAT_GOOD_EXP;
  break;

case GPG_ERR_KEY_EXPIRED:
  *r_stat = GPGME_SIG_STAT_GOOD_EXPKEY;
  break;

default:
  *r_stat = GPGME_SIG_STAT_ERROR;
  break;
@}
  @}
if (r_created)
  *r_created = sig->timestamp;
return sig->fpr;
@end example
@end deftypefun

@deftypefun {const char *} gpgme_get_sig_string_attr (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{idx}},
@w{gpgme_attr_t @var{what}}, @w{int @var{whatidx}})
The function @code{gpgme_get_sig_string_attr} is equivalent to:

@example
gpgme_verify_result_t result;
gpgme_signature_t sig;
```

```
result = gpgme_op_verify_result (ctx);
sig = result->signatures;

while (sig && idx)
  @{
    sig = sig->next;
    idx--;
  @}
if (!sig || idx)
  return
NULL;

switch (what)
  @{
  case GPGME_ATTR_FPR:
    return sig->fpr;

  case GPGME_ATTR_ERRTOK:
    if (whatidx == 1)
      return sig->wrong_key_usage ? "Wrong_Key_Usage" : "";
    else
return "";
  default:
    break;
  @}

 return NULL;
@end example
@end deftypefun

@deftypefun {const char *} gpgme_get_sig_ulong_attr (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{idx}},
@w{gpgme_attr_t @var{what}}, @w{int @var{whatidx}})
The function @code{gpgme_get_sig_ulong_attr} is equivalent to:

@example
 gpgme_verify_result_t result;
 gpgme_signature_t sig;

 result = gpgme_op_verify_result (ctx);
 sig = result->signatures;

 while (sig && idx)
  @{
    sig = sig->next;
    idx--;
  @}
 if (!sig || idx)
```

```
  return 0;

switch (what)
  @{
  case GPGME_ATTR_CREATED:
    return sig->timestamp;

  case GPGME_ATTR_EXPIRE:
    return sig->exp_timestamp;

  case GPGME_ATTR_VALIDITY:
    return (unsigned long) sig->validity;

  case GPGME_ATTR_SIG_STATUS:
     switch (sig->status)
@{
case GPG_ERR_NO_ERROR:
  return GPGME_SIG_STAT_GOOD;

case GPG_ERR_BAD_SIGNATURE:
  return GPGME_SIG_STAT_BAD;

case GPG_ERR_NO_PUBKEY:
  return GPGME_SIG_STAT_NOKEY;

case GPG_ERR_NO_DATA:
  return GPGME_SIG_STAT_NOSIG;

case GPG_ERR_SIG_EXPIRED:
  return GPGME_SIG_STAT_GOOD_EXP;

case GPG_ERR_KEY_EXPIRED:
  return GPGME_SIG_STAT_GOOD_EXPKEY;

default:
  return GPGME_SIG_STAT_ERROR;
@}

  case GPGME_ATTR_SIG_SUMMARY:
    return sig->summary;

  default:
    break;
  @}
 return 0;
@end example
@end deftypefun
```

@deftypefun {const char *} gpgme_get_sig_key (@w{gpgme_ctx_t @var{ctx}}, @w{int @var{idx}}, @w{gpgme_key_t *@var{r_key}})
The function @code{gpgme_get_sig_key} is equivalent to:

@example
 gpgme_verify_result_t result;
 gpgme_signature_t sig;

 result = gpgme_op_verify_result (ctx);
 sig = result->signatures;

 while (sig && idx)
   @{
     sig = sig->next;
     idx--;
   @}
 if (!sig || idx)
   return gpg_error
 (GPG_ERR_EOF);

 return gpgme_get_key (ctx, sig->fpr, r_key, 0);
@end example
@end deftypefun

@include lesser.texi

@include gpl.texi

@node Concept Index
@unnumbered Concept Index

@printindex cp

@node Function and Data Index
@unnumbered Function and Data Index

@printindex fn

@bye
(21:protected-private-key(3:elg(1:p193:5*n^f"Q'R0_6<ymec \=c7S8u[5
ZF'xf5yi9F@T=KhZdU0(k5nZEI/ R]njVITPU$W<xs-Yx)(1:g1:)(1:y192:O9GNR{?]Y_W[FD*zuRmk%'R\'>>e9peeU)uS%VJ!5F)yH*O
]l'7{@wJmQP^jurx'V2H2j[G{q_"8()(9:protected25:openpgp-s2k3-sha1-aes-cbc((4:sha18:o"%7:5242880)16:Hs*}u

)256:Gzk3%\Kb2=oOO@,}eBBI3F|OQP3eD%n,;~L-6UH^=64i);l
e+sG"(mlH_2sn_BBO7hRcZUt(p6,{5|37C3m8EY9=gQ)(12:protected-at15:20101008T070148)))

```
{
  "dec_info":    {
     "symkey_algo":  "TWOFISH.CFB",
     "wrong_key_usage":     false,
     "is_de_vs":    false,
     "is_mime":     false,
     "legacy_cipher_nomdc":  false,
     "recipients":   [{
        "keyid":       "6AE6D7EE46A871F8",
        "pubkey_algo_name":    "ELG-E",
        "status_string":       "Success",
        "status_code":  0
     }]
  },
  "info": {
     "is_mime":     false,
     "signatures":   [{
        "summary":     {
           "sigsum":      [],
           "valid":       false,
           "green":       false,
           "red":  false,
           "revoked":     false,
           "key-expired":  false,
           "sig-expired":  false,
           "key-missing":  false,
           "crl-missing":  false,
           "crl-too-old":  false,
           "bad-policy":   false,
           "sys-error":    false
        },

  "wrong_key_usage":     false,
        "chain_model":  false,
        "is_de_vs":    false,
        "status_string":       "Success",
        "fingerprint":  "A0FF4590BB6122EDEF6E3C542D727CC768697734",
        "validity_string":     "unknown",
        "pubkey_algo_name":    "DSA",
        "hash_algo_name":      "RIPEMD160",
        "status_code":  0,
        "timestamp":    1542200353,
        "exp_timestamp":       0,
        "pka_trust":    0,
        "validity":    0,
        "validity_reason":     0
```

```
      }]
  },
  "type": "plaintext",
  "base64":       false,
  "data": "Hello world"
}
{
 "type": "ciphertext",
 "base64":       false
}
-----BEGIN PGP PUBLIC KEY BLOCK-----

mQENBFsMHecBCACqdJgqa+CeNYwPCK+MpOwAV6uFVjDyO2LmOs6+XfDWRBU/Zjtz
8zdYNKSbLjkWN4ujV5aiyA7MtEofszzYLEoKUt1wiDScHMpW8qmEFDvl9g26MeAV
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0pp4+kDPZans3UDHbma1u/SFI4/y6isJiK94Bk5xp5YliLGnUceTjgDFe6lBhfQ1
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BrhclHv11yK+X/0iTD0scYaG7np5162xLkaxSO9hsz2fGv20RKaXCWkI69fWw0BR
XlI5pZh2YFei2ZhH/tIMIW65h3w0gtgaZBBdpZTOOW4zvghyN+0MSObqkI1BvUJu
caDFI4d6ZTmp5SY+pZyktZ4bg/vMH5VFxdIKgbLx9uVeTvOupvbAW0TNulYGUBQE
nm+S0zr3W18t64e4sS3oHse8zCqo1iiImpba6F1Oaw==
=y6DD
-----END
 PGP PUBLIC KEY BLOCK-----
;;;; gpgme.lisp

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;;;
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```

```
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;;; TODO

;;; Set up the library.

(in-package :gpgme)

(deftype byte-array ()
 '(simple-array (unsigned-byte 8) (*)))

(deftype character-array ()
 '(simple-array character (*)))

;;;
 Debugging.

(defvar *debug* nil "If debugging output should be given or not.")

;;; Load the foreign library.

(define-foreign-library libgpgme
 (:unix "libgpgme.so")
 (t (:default "libgpgme")))

(use-foreign-library libgpgme)

;;; System dependencies.

; Access to ERRNO.
(defcfun ("strerror" c-strerror) :string
 (err :int))

(defun get-errno ()
 *errno*)

(defun set-errno (errno)
```

```
 (setf *errno* errno))

(define-condition system-error (error)
 ((errno :initarg :errno :reader system-error-errno))
 (:report (lambda (c stream)
     (format stream "System error: ~A: ~A"
      (system-error-errno c)
      (c-strerror (system-error-errno c)))))
 (:documentation "Signalled when an errno is encountered."))

; Needed to write passphrases.
(defcfun ("write" c-write) ssize-t
 (fd :int)
 (buffer :string) ; Actually :pointer, but we only need string.
 (size size-t))

(defun system-write (fd buffer size)
 (let ((res (c-write fd buffer size)))
  (when (< res 0) (error 'system-error
 :errno (get-errno)))
  res))

;;;
;;; C Interface Definitions
;;;

;;; Data Type Interface

;;; Some new data types used for easier translation.

;;; The number of include certs.  Translates to NIL for default.
(defctype cert-int-t
  (:wrapper :int
   :from-c translate-cert-int-t-from-foreign
   :to-c translate-cert-int-t-to-foreign))

;;; A string that may be NIL to indicate a null pointer.
(defctype string-or-nil-t
  (:wrapper :string
   :to-c translate-string-or-nil-t-to-foreign))

;;; Some opaque data types used by GPGME.

(defctype gpgme-ctx-t
  (:wrapper :pointer
   :to-c translate-gpgme-ctx-t-to-foreign)
 "The GPGME context type.")
```

```
(defctype gpgme-data-t
  (:wrapper :pointer
   :to-c translate-gpgme-data-t-to-foreign)
 "The GPGME data object type.")

;;; Wrappers for the libgpg-error library.

(defctype gpgme-error-t
  (:wrapper gpg-error::gpg-error-t
   :from-c translate-gpgme-error-t-from-foreign
   :to-c translate-gpgme-error-t-to-foreign)
 "The
 GPGME error type.")

(defctype gpgme-error-no-signal-t
  (:wrapper gpg-error::gpg-error-t
   :from-c translate-gpgme-error-no-signal-t-from-foreign)
 "The GPGME error type (this version does not signal conditions in translation.")

(defctype gpgme-err-code-t gpg-error::gpg-err-code-t
 "The GPGME error code type.")

(defctype gpgme-err-source-t gpg-error::gpg-err-source-t
 "The GPGME error source type.")

(defun gpgme-err-make (source code)
 "Construct an error value from an error code and source."
 (gpg-err-make source code))

(defun gpgme-error (code)
 "Construct an error value from an error code."
 (gpgme-err-make :gpg-err-source-gpgme code))

(defun gpgme-err-code (err)
 "Retrieve an error code from the error value ERR."
 (gpg-err-code err))

(defun gpgme-err-source (err)
 "Retrieve an error source from the error value ERR."
 (gpg-err-source err))

(defun gpgme-strerror (err)
 "Return a string containing a description of the error code."
 (gpg-strerror err))

(defun
 gpgme-strsource (err)
 "Return a string containing a description of the error source."
```

```
 (gpg-strsource err))

(defun gpgme-err-code-from-errno (err)
 "Retrieve the error code for the system error.  If the system error
  is not mapped, :gpg-err-unknown-errno is returned."
 (gpg-err-code-from-errno err))

(defun gpgme-err-code-to-errno (code)
 "Retrieve the system error for the error code.  If this is not a
  system error, 0 is returned."
 (gpg-err-code-to-errno code))

(defun gpgme-err-make-from-errno (source err)
 (gpg-err-make-from-errno source err))

(defun gpgme-error-from-errno (err)
 (gpg-error-from-errno err))

;;;

(defcenum gpgme-data-encoding-t
 "The possible encoding mode of gpgme-data-t objects."
 (:none 0)
 (:binary 1)
 (:base64 2)
 (:armor 3)
 (:url 4)
 (:urlesc 5)
 (:url0 6)
 (:mime 7))

;;;

(defcenum gpgme-pubkey-algo-t
 "Public key algorithms from libgcrypt."
 (:rsa 1)
 (:rsa-e 2)
 (:rsa-s 3)
 (:elg-e 16)
 (:dsa 17)
 (:ecc 18)
 (:elg 20)
  (:ecdsa 301)
 (:ecdh 302)
 (:eddsa 303))

(defcenum gpgme-hash-algo-t
 "Hash algorithms from libgcrypt."
```

```
 (:none 0)
 (:md5 1)
 (:sha1 2)
 (:rmd160 3)
 (:md2 5)
 (:tiger 6)
 (:haval 7)
 (:sha256 8)
 (:sha384 9)
 (:sha512 10)
 (:sha224 11)
 (:md4 301)
 (:crc32 302)
 (:crc32-rfc1510 303)
 (:crc24-rfc2440 304))

;;;

(defcenum gpgme-sig-mode-t
 "The available signature modes."
 (:none 0)
 (:detach 1)
 (:clear 2))

;;;

(defcenum gpgme-validity-t
 "The available validities for a trust item or key."
 (:unknown 0)
 (:undefined 1)
 (:never 2)
 (:marginal 3)
 (:full 4)
 (:ultimate 5))

;;;

(defcenum gpgme-protocol-t
 "The available protocols."
 (:openpgp 0)
 (:cms 1)
 (:gpgconf 2)
 (:assuan 3)
 (:g13 4)
 (:uiserver 5)
 (:spawn 6)
 (:default 254)
 (:unknown 255))
```

```
;;;

(defbitfield (gpgme-keylist-mode-t :unsigned-int)
 "The available keylist mode flags."
 (:local 1)
 (:extern 2)
 (:sigs 4)
 (:sig-notations)
 (:with-secret 16)
 (:with-tofu 32)
 (:ephemeral
 128)
 (:validate 256))

;;;

(defbitfield (gpgme-sig-notation-flags-t :unsigned-int)
 "The available signature notation flags."
 (:human-readable 1)
 (:critical 2))

(defctype gpgme-sig-notation-t
   (:wrapper :pointer
    :from-c translate-gpgme-sig-notation-t-from-foreign)
 "Signature notation pointer type.")

;; FIXME: Doesn't this depend on endianness?
(defbitfield (gpgme-sig-notation-bitfield :unsigned-int)
 (:human-readable 1)
 (:critical 2))

(defcstruct gpgme-sig-notation
 "Signature notations."
 (next gpgme-sig-notation-t)
 (name :pointer)
 (value :pointer)
 (name-len :int)
 (value-len :int)
 (flags gpgme-sig-notation-flags-t)
 (bitfield gpgme-sig-notation-bitfield))

;;;

(defcenum gpgme-status-code-t
 "The possible status codes for the edit operation."
 (:eof 0)
 (:enter 1)
```

(:leave 2)
(:abort 3)
(:goodsig 4)
(:badsig 5)
(:errsig 6)
(:badarmor 7)
(:rsa-or-idea 8)
(:keyexpired 9)
(:keyrevoked 10)
(:trust-undefined 11)
(:trust-never
12)
(:trust-marginal 13)
(:trust-fully 14)
(:trust-ultimate 15)
(:shm-info 16)
(:shm-get 17)
(:shm-get-bool 18)
(:shm-get-hidden 19)
(:need-passphrase 20)
(:validsig 21)
(:sig-id 22)
(:enc-to 23)
(:nodata 24)
(:bad-passphrase 25)
(:no-pubkey 26)
(:no-seckey 27)
(:need-passphrase-sym 28)
(:decryption-failed 29)
(:decryption-okay 30)
(:missing-passphrase 31)
(:good-passphrase 32)
(:goodmdc 33)
(:badmdc 34)
(:errmdc 35)
(:imported 36)
(:import-ok 37)
(:import-problem 38)
(:import-res 39)
(:file-start 40)
(:file-done 41)
(:file-error 42)
(:begin-decryption 43)
(:end-decryption 44)
(:begin-encryption 45)
(:end-encryption 46)
(:delete-problem 47)
(:get-bool 48)

(:get-line 49)
(:get-hidden 50)
(:got-it 51)
(:progress 52)
(:sig-created 53)
(:session-key 54)
(:notation-name 55)
(:notation-data 56)
(:policy-url 57)
(:begin-stream 58)
(:end-stream 59)
(:key-created 60)
(:userid-hint 61)
(:unexpected
62)
(:inv-recp 63)
(:no-recp 64)
(:already-signed 65)
(:sigexpired 66)
(:expsig 67)
(:expkeysig 68)
(:truncated 69)
(:error 70)
(:newsig 71)
(:revkeysig 72)
(:sig-subpacket 73)
(:need-passphrase-pin 74)
(:sc-op-failure 75)
(:sc-op-success 76)
(:cardctrl 77)
(:backup-key-created 78)
(:pka-trust-bad 79)
(:pka-trust-good 80)
(:plaintext 81)
(:inv-sgnr 82)
(:no-sgnr 83)
(:success 84)
(:decryption-info 85)
(:plaintext-length 86)
(:mountpoint 87)
(:pinentry-launched 88)
(:attribute 89)
(:begin-signing 90)
(:key-not-created 91)
(:inquire-maxlen 92)
(:failure 93)
(:key-considered 94)
(:tofu-user 95)

```
 (:tofu-stats 96)
 (:tofu-stats-long 97)
 (:notation-flags 98)
 (:decryption-compliance-mode 99)
 (:verification-compliance-mode 100))

;;;

(defctype gpgme-engine-info-t
   (:wrapper :pointer
    :from-c translate-gpgme-engine-info-t-to-foreign)
 "The engine information structure pointer type.")

(defcstruct gpgme-engine-info
  "Engine information."
 (next gpgme-engine-info-t)
 (protocol gpgme-protocol-t)
 (file-name :string)
 (version :string)
 (req-version :string)
 (home-dir :string))

;;;

(defctype gpgme-subkey-t
   (:wrapper :pointer
    :from-c translate-gpgme-subkey-t-from-foreign)
 "A subkey from a key.")

;; FIXME: Doesn't this depend on endianness?
(defbitfield (gpgme-subkey-bitfield :unsigned-int)
 "The subkey bitfield."
 (:revoked 1)
 (:expired 2)
 (:disabled 4)
 (:invalid 8)
 (:can-encrypt 16)
 (:can-sign 32)
 (:can-certify 64)
 (:secret 128)
 (:can-authenticate 256)
 (:is-qualified 512)
 (:is-cardkey 1024)
 (:is-de-vs 2048))

(defcstruct gpgme-subkey
 "Subkey from a key."
 (next gpgme-subkey-t)
```

```
 (bitfield gpgme-subkey-bitfield)
 (pubkey-algo gpgme-pubkey-algo-t)
 (length :unsigned-int)
 (keyid :string)
 (-keyid :char :count 17)
 (fpr :string)
 (timestamp :long)
 (expires :long))


(defctype gpgme-key-sig-t
   (:wrapper :pointer
    :from-c translate-gpgme-key-sig-t-from-foreign)
  "A signature on a user ID.")

;; FIXME: Doesn't this depend on endianness?
(defbitfield (gpgme-key-sig-bitfield :unsigned-int)
 "The key signature bitfield."
 (:revoked 1)
 (:expired 2)
 (:invalid 4)
 (:exportable 16))

(defcstruct gpgme-key-sig
 "A signature on a user ID."
 (next gpgme-key-sig-t)
 (bitfield gpgme-key-sig-bitfield)
 (pubkey-algo gpgme-pubkey-algo-t)
 (keyid :string)
 (-keyid :char :count 17)
 (timestamp :long)
 (expires :long)
 (status gpgme-error-no-signal-t)
 (-class :unsigned-int)
 (uid :string)
 (name :string)
 (email :string)
 (comment :string)
 (sig-class :unsigned-int))


(defctype gpgme-user-id-t
   (:wrapper :pointer
    :from-c translate-gpgme-user-id-t-from-foreign)
 "A user ID from a key.")

;; FIXME: Doesn't this depend on endianness?
(defbitfield (gpgme-user-id-bitfield :unsigned-int)
```

```
 "The user ID bitfield."
 (:revoked 1)
 (:invalid 2))

(defcstruct gpgme-user-id
 "A user ID from a key."
 (next
 gpgme-user-id-t)
 (bitfield gpgme-user-id-bitfield)
 (validity gpgme-validity-t)
 (uid :string)
 (name :string)
 (email :string)
 (comment :string)
 (signatures gpgme-key-sig-t)
 (-last-keysig gpgme-key-sig-t))


(defctype gpgme-key-t
   (:wrapper :pointer
    :from-c translate-gpgme-key-t-from-foreign
    :to-c translate-gpgme-key-t-to-foreign)
 "A key from the keyring.")

;; FIXME: Doesn't this depend on endianness?
(defbitfield (gpgme-key-bitfield :unsigned-int)
 "The key bitfield."
 (:revoked 1)
 (:expired 2)
 (:disabled 4)
 (:invalid 8)
 (:can-encrypt 16)
 (:can-sign 32)
 (:can-certify 64)
 (:secret 128)
 (:can-authenticate 256)
 (:is-qualified 512))

(defcstruct gpgme-key
 "A signature on a user ID."
 (-refs :unsigned-int)
 (bitfield gpgme-key-bitfield)
 (protocol gpgme-protocol-t)
 (issuer-serial :string)
 (issuer-name :string)
 (chain-id :string)
 (owner-trust gpgme-validity-t)
 (subkeys gpgme-subkey-t)
```

```
 (uids gpgme-user-id-t)
 (-last-subkey gpgme-subkey-t)
  (-last-uid gpgme-user-id-t)
 (keylist-mode gpgme-keylist-mode-t))

;;;

;;; There is no support in CFFI to define callback C types and have
;;; automatic type checking with the callback definition.

(defctype gpgme-passphrase-cb-t :pointer)

(defctype gpgme-progress-cb-t :pointer)

(defctype gpgme-edit-cb-t :pointer)



;;;
;;; Function Interface
;;;

;;; Context management functions.

(defcfun ("gpgme_new" c-gpgme-new) gpgme-error-t
 (ctx :pointer))

(defcfun ("gpgme_release" c-gpgme-release) :void
 (ctx gpgme-ctx-t))

(defcfun ("gpgme_set_protocol" c-gpgme-set-protocol) gpgme-error-t
 (ctx gpgme-ctx-t)
 (proto gpgme-protocol-t))

(defcfun ("gpgme_get_protocol" c-gpgme-get-protocol) gpgme-protocol-t
 (ctx gpgme-ctx-t))

(defcfun ("gpgme_get_protocol_name" c-gpgme-get-protocol-name) :string
 (proto gpgme-protocol-t))

(defcfun ("gpgme_set_armor" c-gpgme-set-armor) :void
 (ctx gpgme-ctx-t)
 (yes :boolean))

(defcfun ("gpgme_get_armor" c-gpgme-get-armor) :boolean
  (ctx gpgme-ctx-t))

(defcfun ("gpgme_set_textmode" c-gpgme-set-textmode) :void
 (ctx gpgme-ctx-t)
```

```
 (yes :boolean))

(defcfun ("gpgme_get_textmode" c-gpgme-get-textmode) :boolean
 (ctx gpgme-ctx-t))

(defconstant +include-certs-default+ -256)

(defcfun ("gpgme_set_include_certs" c-gpgme-set-include-certs) :void
 (ctx gpgme-ctx-t)
 (nr-of-certs cert-int-t))

(defcfun ("gpgme_get_include_certs" c-gpgme-get-include-certs) cert-int-t
 (ctx gpgme-ctx-t))

(defcfun ("gpgme_set_keylist_mode" c-gpgme-set-keylist-mode) gpgme-error-t
 (ctx gpgme-ctx-t)
 (mode gpgme-keylist-mode-t))

(defcfun ("gpgme_get_keylist_mode" c-gpgme-get-keylist-mode)
   gpgme-keylist-mode-t
 (ctx gpgme-ctx-t))

(defcfun ("gpgme_set_passphrase_cb" c-gpgme-set-passphrase-cb) :void
 (ctx gpgme-ctx-t)
 (cb gpgme-passphrase-cb-t)
 (hook-value :pointer))

(defcfun ("gpgme_get_passphrase_cb" c-gpgme-get-passphrase-cb) :void
 (ctx gpgme-ctx-t)
 (cb-p :pointer)
 (hook-value-p :pointer))

(defcfun ("gpgme_set_progress_cb"
 c-gpgme-set-progress-cb) :void
 (ctx gpgme-ctx-t)
 (cb gpgme-progress-cb-t)
 (hook-value :pointer))

(defcfun ("gpgme_get_progress_cb" c-gpgme-get-progress-cb) :void
 (ctx gpgme-ctx-t)
 (cb-p :pointer)
 (hook-value-p :pointer))

(defcfun ("gpgme_set_locale" c-gpgme-set-locale) gpgme-error-t
 (ctx gpgme-ctx-t)
 (category :int)
 (value string-or-nil-t))
```

```
(defcfun ("gpgme_ctx_get_engine_info" c-gpgme-ctx-get-engine-info)
  gpgme-engine-info-t
 (ctx gpgme-ctx-t))

(defcfun ("gpgme_ctx_set_engine_info" c-gpgme-ctx-set-engine-info)
  gpgme-error-t
 (ctx gpgme-ctx-t)
 (proto gpgme-protocol-t)
 (file-name string-or-nil-t)
 (home-dir string-or-nil-t))

;;;

(defcfun ("gpgme_pubkey_algo_name" c-gpgme-pubkey-algo-name) :string
 (algo gpgme-pubkey-algo-t))

(defcfun ("gpgme_hash_algo_name" c-gpgme-hash-algo-name) :string
 (algo gpgme-hash-algo-t))

;;;

(defcfun ("gpgme_signers_clear" c-gpgme-signers-clear) :void
 (ctx gpgme-ctx-t))

(defcfun ("gpgme_signers_add" c-gpgme-signers-add)
 gpgme-error-t
 (ctx gpgme-ctx-t)
 (key gpgme-key-t))

(defcfun ("gpgme_signers_enum" c-gpgme-signers-enum) gpgme-key-t
 (ctx gpgme-ctx-t)
 (seq :int))

;;;

(defcfun ("gpgme_sig_notation_clear" c-gpgme-sig-notation-clear) :void
 (ctx gpgme-ctx-t))

(defcfun ("gpgme_sig_notation_add" c-gpgme-sig-notation-add) gpgme-error-t
 (ctx gpgme-ctx-t)
 (name :string)
 (value string-or-nil-t)
 (flags gpgme-sig-notation-flags-t))

(defcfun ("gpgme_sig_notation_get" c-gpgme-sig-notation-get)
  gpgme-sig-notation-t
 (ctx gpgme-ctx-t))
```

```
;;; Run Control.

;;; There is no support in CFFI to define callback C types and have
;;; automatic type checking with the callback definition.

(defctype gpgme-io-cb-t :pointer)

(defctype gpgme-register-io-cb-t :pointer)

(defctype gpgme-remove-io-cb-t :pointer)

(defcenum gpgme-event-io-t
 "The possible events on I/O event callbacks."
 (:start 0)
 (:done 1)
 (:next-key 2)
 (:next-trustitem 3))

(defctype gpgme-event-io-cb-t :pointer)

(defcstruct
 gpgme-io-cbs
 "I/O callbacks."
 (add gpgme-register-io-cb-t)
 (add-priv :pointer)
 (remove gpgme-remove-io-cb-t)
 (event gpgme-event-io-cb-t)
 (event-priv :pointer))

(defctype gpgme-io-cbs-t :pointer)

(defcfun ("gpgme_set_io_cbs" c-gpgme-set-io-cbs) :void
 (ctx gpgme-ctx-t)
 (io-cbs gpgme-io-cbs-t))

(defcfun ("gpgme_get_io_cbs" c-gpgme-get-io-cbs) :void
 (ctx gpgme-ctx-t)
 (io-cbs gpgme-io-cbs-t))

(defcfun ("gpgme_wait" c-gpgme-wait) gpgme-ctx-t
 (ctx gpgme-ctx-t)
 (status-p :pointer)
 (hang :int))

;;; Functions to handle data objects.

;;; There is no support in CFFI to define callback C types and have
;;; automatic type checking with the callback definition.
```

```
(defctype gpgme-data-read-cb-t :pointer)
(defctype gpgme-data-write-cb-t :pointer)
(defctype gpgme-data-seek-cb-t :pointer)
(defctype gpgme-data-release-cb-t :pointer)

(defcstruct gpgme-data-cbs
 "Data callbacks."
 (read gpgme-data-read-cb-t)
 (write gpgme-data-write-cb-t)
 (seek gpgme-data-seek-cb-t)
  (release gpgme-data-release-cb-t))

(defctype gpgme-data-cbs-t :pointer
 "Data callbacks pointer.")

(defcfun ("gpgme_data_read" c-gpgme-data-read) ssize-t
 (dh gpgme-data-t)
 (buffer :pointer)
 (size size-t))

(defcfun ("gpgme_data_write" c-gpgme-data-write) ssize-t
 (dh gpgme-data-t)
 (buffer :pointer)
 (size size-t))

(defcfun ("gpgme_data_seek" c-gpgme-data-seek) off-t
 (dh gpgme-data-t)
 (offset off-t)
 (whence :int))

(defcfun ("gpgme_data_new" c-gpgme-data-new) gpgme-error-t
 (dh-p :pointer))

(defcfun ("gpgme_data_release" c-gpgme-data-release) :void
 (dh gpgme-data-t))

(defcfun ("gpgme_data_new_from_mem" c-gpgme-data-new-from-mem) gpgme-error-t
 (dh-p :pointer)
 (buffer :pointer)
 (size size-t)
 (copy :int))

(defcfun ("gpgme_data_release_and_get_mem" c-gpgme-data-release-and-get-mem)
   :pointer
 (dh gpgme-data-t)
 (len-p :pointer))
```

```
(defcfun ("gpgme_data_new_from_cbs" c-gpgme-data-new-from-cbs) gpgme-error-t
 (dh-p :pointer)
 (cbs gpgme-data-cbs-t)
  (handle :pointer))

(defcfun ("gpgme_data_new_from_fd" c-gpgme-data-new-from-fd) gpgme-error-t
 (dh-p :pointer)
 (fd :int))

(defcfun ("gpgme_data_new_from_stream" c-gpgme-data-new-from-stream)
   gpgme-error-t
 (dh-p :pointer)
 (stream :pointer))

(defcfun ("gpgme_data_get_encoding" c-gpgme-data-get-encoding)
   gpgme-data-encoding-t
 (dh gpgme-data-t))

(defcfun ("gpgme_data_set_encoding" c-gpgme-data-set-encoding)
   gpgme-error-t
 (dh gpgme-data-t)
 (enc gpgme-data-encoding-t))

(defcfun ("gpgme_data_get_file_name" c-gpgme-data-get-file-name) :string
 (dh gpgme-data-t))

(defcfun ("gpgme_data_set_file_name" c-gpgme-data-set-file-name) gpgme-error-t
 (dh gpgme-data-t)
 (file-name string-or-nil-t))

(defcfun ("gpgme_data_new_from_file" c-gpgme-data-new-from-file) gpgme-error-t
 (dh-p :pointer)
 (fname :string)
 (copy :int))

(defcfun ("gpgme_data_new_from_filepart" c-gpgme-data-new-from-filepart)
   gpgme-error-t
 (dh-p :pointer)
 (fname :string)
 (fp
 :pointer)
 (offset off-t)
 (length size-t))

;;; Key and trust functions.

(defcfun ("gpgme_get_key" c-gpgme-get-key) gpgme-error-t
 (ctx gpgme-ctx-t)
```

```
 (fpr :string)
 (key-p :pointer)
 (secret :boolean))

(defcfun ("gpgme_key_ref" c-gpgme-key-ref) :void
 (key gpgme-key-t))

(defcfun ("gpgme_key_unref" c-gpgme-key-unref) :void
 (key gpgme-key-t))

;;; Crypto operations.

(defcfun ("gpgme_cancel" c-gpgme-cancel) gpgme-error-t
 (ctx gpgme-ctx-t))

;;;

(defctype gpgme-invalid-key-t
   (:wrapper :pointer
    :from-c translate-gpgme-invalid-key-t-from-foreign)
 "An invalid key structure.")

(defcstruct gpgme-invalid-key
 "An invalid key structure."
 (next gpgme-invalid-key-t)
 (fpr :string)
 (reason gpgme-error-no-signal-t))

;;; Encryption.

(defcstruct gpgme-op-encrypt-result
 "Encryption result structure."
 (invalid-recipients gpgme-invalid-key-t))

(defctype gpgme-op-encrypt-result-t
   (:wrapper :pointer
    :from-c translate-gpgme-op-encrypt-result-t-from-foreign)
  "An encryption result structure.")

(defcfun ("gpgme_op_encrypt_result" c-gpgme-op-encrypt-result)
   gpgme-op-encrypt-result-t
 (ctx gpgme-ctx-t))

(defbitfield gpgme-encrypt-flags-t
 (:always-trust 1)
 (:no-encrypt-to 2)
 (:prepare 4)
 (:expect-sign 8)
```

```
 (:no-compress 16)
 (:symmetric 32)
 (:throw-keyids 64)
 (:wrap 128)
 (:want-address 256))

(defcfun ("gpgme_op_encrypt_start" c-gpgme-op-encrypt-start) gpgme-error-t
 (ctx gpgme-ctx-t)
 (recp :pointer) ; Key array.
 (flags gpgme-encrypt-flags-t)
 (plain gpgme-data-t)
 (cipher gpgme-data-t))

(defcfun ("gpgme_op_encrypt" c-gpgme-op-encrypt) gpgme-error-t
 (ctx gpgme-ctx-t)
 (recp :pointer) ; Key array.
 (flags gpgme-encrypt-flags-t)
 (plain gpgme-data-t)
 (cipher gpgme-data-t))

(defcfun ("gpgme_op_encrypt_sign_start" c-gpgme-op-encrypt-sign-start)
   gpgme-error-t
 (ctx gpgme-ctx-t)
 (recp :pointer) ; Key array.
 (flags gpgme-encrypt-flags-t)
 (plain gpgme-data-t)
 (cipher gpgme-data-t))

(defcfun ("gpgme_op_encrypt_sign"
 c-gpgme-op-encrypt-sign) gpgme-error-t
 (ctx gpgme-ctx-t)
 (recp :pointer) ; Key array.
 (flags gpgme-encrypt-flags-t)
 (plain gpgme-data-t)
 (cipher gpgme-data-t))

;;; Decryption.

(defctype gpgme-recipient-t
   (:wrapper :pointer
    :from-c translate-gpgme-recipient-t-from-foreign)
 "A recipient structure.")

(defcstruct gpgme-recipient
 "Recipient structure."
 (next gpgme-recipient-t)
 (keyid :string)
 (-keyid :char :count 17)
```

```
 (pubkey-algo gpgme-pubkey-algo-t)
 (status gpgme-error-no-signal-t))

(defbitfield gpgme-op-decrypt-result-bitfield
 "Decryption result structure bitfield."
 (:wrong-key-usage 1)
 (:is-de-vs 2)
 (:is-mine 4))

(defcstruct gpgme-op-decrypt-result
 "Decryption result structure."
 (unsupported-algorithm :string)
 (bitfield gpgme-op-decrypt-result-bitfield)
 (recipients gpgme-recipient-t)
 (file-name :string))

(defctype gpgme-op-decrypt-result-t
   (:wrapper :pointer
    :from-c translate-gpgme-op-decrypt-result-t-from-foreign)
  "A decryption result structure.")

(defcfun ("gpgme_op_decrypt_result" c-gpgme-op-decrypt-result)
   gpgme-op-decrypt-result-t
 (ctx gpgme-ctx-t))

(defcfun ("gpgme_op_decrypt_start" c-gpgme-op-decrypt-start) gpgme-error-t
 (ctx gpgme-ctx-t)
 (cipher gpgme-data-t)
 (plain gpgme-data-t))

(defcfun ("gpgme_op_decrypt" c-gpgme-op-decrypt) gpgme-error-t
 (ctx gpgme-ctx-t)
 (cipher gpgme-data-t)
 (plain gpgme-data-t))

(defcfun ("gpgme_op_decrypt_verify_start" c-gpgme-op-decrypt-verify-start)
   gpgme-error-t
 (ctx gpgme-ctx-t)
 (cipher gpgme-data-t)
 (plain gpgme-data-t))

(defcfun ("gpgme_op_decrypt_verify" c-gpgme-op-decrypt-verify) gpgme-error-t
 (ctx gpgme-ctx-t)
 (cipher gpgme-data-t)
 (plain gpgme-data-t))

;;; Signing.
```

```
(defctype gpgme-new-signature-t
  (:wrapper :pointer
   :from-c translate-gpgme-new-signature-t-from-foreign)
 "A new signature structure.")

(defcstruct gpgme-new-signature
 "New signature structure."
 (next gpgme-new-signature-t)
  (type gpgme-sig-mode-t)
 (pubkey-algo gpgme-pubkey-algo-t)
 (hash-algo gpgme-hash-algo-t)
 (-obsolete-class :unsigned-long)
 (timestamp :long)
 (fpr :string)
 (-obsolete-class-2 :unsigned-int)
 (sig-class :unsigned-int))

(defcstruct gpgme-op-sign-result
 "Signing result structure."
 (invalid-signers gpgme-invalid-key-t)
 (signatures gpgme-new-signature-t))

(defctype gpgme-op-sign-result-t
  (:wrapper :pointer
   :from-c translate-gpgme-op-sign-result-t-from-foreign)
 "A signing result structure.")

(defcfun ("gpgme_op_sign_result" c-gpgme-op-sign-result)
  gpgme-op-sign-result-t
 (ctx gpgme-ctx-t))

(defcfun ("gpgme_op_sign_start" c-gpgme-op-sign-start) gpgme-error-t
 (ctx gpgme-ctx-t)
 (plain gpgme-data-t)
 (sig gpgme-data-t)
 (mode gpgme-sig-mode-t))

(defcfun ("gpgme_op_sign" c-gpgme-op-sign) gpgme-error-t
 (ctx gpgme-ctx-t)
 (plain gpgme-data-t)
 (sig gpgme-data-t)
 (mode gpgme-sig-mode-t))

;;; Verify.

(defbitfield (gpgme-sigsum-t :unsigned-int)
 "Flags
```

```
 used for the summary field in a gpgme-signature-t."
 (:valid #x0001)
 (:green #x0002)
 (:red #x0004)
 (:key-revoked #x0010)
 (:key-expired #x0020)
 (:sig-expired #x0040)
 (:key-missing #x0080)
 (:crl-missing #x0100)
 (:crl-too-old #x0200)
 (:bad-policy #x0400)
 (:sys-error #x0800)
 (:tofu-conflict #x1000))

(defctype gpgme-signature-t
   (:wrapper :pointer
    :from-c translate-gpgme-signature-t-from-foreign)
 "A signature structure.")

;; FIXME: Doesn't this depend on endianness?
(defbitfield (gpgme-signature-bitfield :unsigned-int)
 "The signature bitfield."
 (:wrong-key-usage 1)
 (:pka-trust 2)
 (:chain-model 4)
 (:is-de-vs 8))

(defcstruct gpgme-signature
 "Signature structure."
 (next gpgme-signature-t)
 (summary gpgme-sigsum-t)
 (fpr :string)
 (status gpgme-error-no-signal-t)
 (notations gpgme-sig-notation-t)
 (timestamp :unsigned-long)
 (exp-timestamp :unsigned-long)
 (bitfield gpgme-signature-bitfield)
 (validity gpgme-validity-t)
 (validity-reason
 gpgme-error-no-signal-t)
 (pubkey-algo gpgme-pubkey-algo-t)
 (hash-algo gpgme-hash-algo-t))

(defcstruct gpgme-op-verify-result
 "Verify result structure."
 (signatures gpgme-signature-t)
 (file-name :string))
```

```
(defctype gpgme-op-verify-result-t
  (:wrapper :pointer
   :from-c translate-gpgme-op-verify-result-t-from-foreign)
 "A verify result structure.")

(defcfun ("gpgme_op_verify_result" c-gpgme-op-verify-result)
  gpgme-op-verify-result-t
 (ctx gpgme-ctx-t))

(defcfun ("gpgme_op_verify_start" c-gpgme-op-verify-start) gpgme-error-t
 (ctx gpgme-ctx-t)
 (sig gpgme-data-t)
 (signed-text gpgme-data-t)
 (plaintext gpgme-data-t))

(defcfun ("gpgme_op_verify" c-gpgme-op-verify) gpgme-error-t
 (ctx gpgme-ctx-t)
 (sig gpgme-data-t)
 (signed-text gpgme-data-t)
 (plaintext gpgme-data-t))

;;; Import.

(defbitfield (gpgme-import-flags-t :unsigned-int)
 "Flags used for the import status field."
 (:new #x0001)
 (:uid #x0002)
 (:sig #x0004)
 (:subkey #x0008)
 (:secret
 #x0010))

(defctype gpgme-import-status-t
  (:wrapper :pointer
   :from-c translate-gpgme-import-status-t-from-foreign)
 "An import status structure.")

(defcstruct gpgme-import-status
 "New import status structure."
 (next gpgme-import-status-t)
 (fpr :string)
 (result gpgme-error-no-signal-t)
 (status :unsigned-int))

(defcstruct gpgme-op-import-result
 "Import result structure."
 (considered :int)
 (no-user-id :int)
```

```
 (imported :int)
 (imported-rsa :int)
 (unchanged :int)
 (new-user-ids :int)
 (new-sub-keys :int)
 (new-signatures :int)
 (new-revocations :int)
 (secret-read :int)
 (secret-imported :int)
 (secret-unchanged :int)
 (skipped-new-keys :int)
 (not-imported :int)
 (imports gpgme-import-status-t))

(defctype gpgme-op-import-result-t
   (:wrapper :pointer
    :from-c translate-gpgme-op-import-result-t-from-foreign)
 "An import status result structure.")

(defcfun ("gpgme_op_import_result" c-gpgme-op-import-result)
   gpgme-op-import-result-t
  (ctx gpgme-ctx-t))

(defcfun ("gpgme_op_import_start" c-gpgme-op-import-start) gpgme-error-t
 (ctx gpgme-ctx-t)
 (keydata gpgme-data-t))

(defcfun ("gpgme_op_import" c-gpgme-op-import) gpgme-error-t
 (ctx gpgme-ctx-t)
 (keydata gpgme-data-t))

;;; Export.

(defcfun ("gpgme_op_export_start" c-gpgme-op-export-start) gpgme-error-t
 (ctx gpgme-ctx-t)
 (pattern :string)
 (reserved :unsigned-int)
 (keydata gpgme-data-t))

(defcfun ("gpgme_op_export" c-gpgme-op-export) gpgme-error-t
 (ctx gpgme-ctx-t)
 (pattern :string)
 (reserved :unsigned-int)
 (keydata gpgme-data-t))

;;; FIXME: Extended export interfaces require array handling.

;;; Key generation.
```

```
(defbitfield (gpgme-genkey-flags-t :unsigned-int)
 "Flags used for the key generation result bitfield."
 (:primary #x0001)
 (:sub #x0002)
 (:uid #x0004))

(defcstruct gpgme-op-genkey-result
 "Key generation result structure."
 (bitfield gpgme-genkey-flags-t)
 (fpr :string))

(defctype gpgme-op-genkey-result-t :pointer
 "A
 key generation result structure.")

(defcfun ("gpgme_op_genkey_result" c-gpgme-op-genkey-result)
   gpgme-op-genkey-result-t
 (ctx gpgme-ctx-t))

(defcfun ("gpgme_op_genkey_start" c-gpgme-op-genkey-start) gpgme-error-t
 (ctx gpgme-ctx-t)
 (parms :string)
 (pubkey gpgme-data-t)
 (seckey gpgme-data-t))

(defcfun ("gpgme_op_genkey" c-gpgme-op-genkey) gpgme-error-t
 (ctx gpgme-ctx-t)
 (parms :string)
 (pubkey gpgme-data-t)
 (seckey gpgme-data-t))

;;; Key deletion.

(defcfun ("gpgme_op_delete_start" c-gpgme-op-delete-start) gpgme-error-t
 (ctx gpgme-ctx-t)
 (key gpgme-key-t)
 (allow-secret :int))

(defcfun ("gpgme_op_delete" c-gpgme-op-delete) gpgme-error-t
 (ctx gpgme-ctx-t)
 (key gpgme-key-t)
 (allow-secret :int))

;;; FIXME: Add edit interfaces.

;;; Keylist interface.
```

```
(defbitfield (gpgme-keylist-flags-t :unsigned-int)
 "Flags used for the key listing result bitfield."
 (:truncated #x0001))

(defcstruct gpgme-op-keylist-result
 "Key listing result structure."
 (bitfield
 gpgme-keylist-flags-t))

(defctype gpgme-op-keylist-result-t :pointer
 "A key listing result structure.")

(defcfun ("gpgme_op_keylist_result" c-gpgme-op-keylist-result)
   gpgme-op-keylist-result-t
 (ctx gpgme-ctx-t))

(defcfun ("gpgme_op_keylist_start" c-gpgme-op-keylist-start) gpgme-error-t
 (ctx gpgme-ctx-t)
 (pattern :string)
 (secret_only :boolean))

;;; FIXME: Extended keylisting requires array handling.

(defcfun ("gpgme_op_keylist_next" c-gpgme-op-keylist-next) gpgme-error-t
 (ctx gpgme-ctx-t)
 (r-key :pointer))

(defcfun ("gpgme_op_keylist_end" c-gpgme-op-keylist-end) gpgme-error-t
 (ctx gpgme-ctx-t))

;;; Various functions.

(defcfun ("gpgme_check_version" c-gpgme-check-version) :string
 (req-version string-or-nil-t))

(defcfun ("gpgme_get_engine_info" c-gpgme-get-engine-info) gpgme-error-t
 (engine-info-p :pointer))

(defcfun ("gpgme_set_engine_info" c-gpgme-set-engine-info) gpgme-error-t
 (proto gpgme-protocol-t)
 (file-name string-or-nil-t)
 (home-dir
 string-or-nil-t))

(defcfun ("gpgme_engine_check_version" c-gpgme-engine-check-verson)
   gpgme-error-t
 (proto gpgme-protocol-t))
```

```
;;;
;;; L I S P  I N T E R F A C E
;;;

;;;
;;; Lisp type translators.
;;;

;;; Both directions.

;;; cert-int-t is a helper type that takes care of representing the
;;; default number of certs as NIL.

(defun translate-cert-int-t-from-foreign (value)
 (cond
   ((eql value +include-certs-default+) nil)
   (t value)))

(defun translate-cert-int-t-to-foreign (value)
 (cond
   (value value)
   (t +include-certs-default+)))

;;; string-or-nil-t translates a null pointer to NIL and vice versa.
;;; Translation from foreign null pointer already works as expected.

(defun translate-string-or-nil-t-to-foreign (value)
 (cond
   (value value)
   (t (null-pointer))))

;;; Output only.

;;; These type translators only convert from foreign type, because we
;;; never use these types in the other direction.

;;; Convert gpgme-engine-info-t linked lists into a
 list of property
;;; lists.  Note that this converter will automatically be invoked
;;; recursively.
;;;
;;; FIXME: Should we use a hash table (or struct, or clos) instead of
;;; property list, as recommended by the Lisp FAQ?

(defun translate-gpgme-engine-info-t-from-foreign (value)
 (cond
   ((null-pointer-p value) nil)
   (t (with-foreign-slots
```

```
   ((next protocol file-name version req-version home-dir)
    value (:struct gpgme-engine-info))
  (append (list protocol (list
      :file-name file-name
      :version version
      :req-version req-version
      :home-dir home-dir))
  next)))))

(defun translate-gpgme-invalid-key-t-from-foreign (value)
 (cond
  ((null-pointer-p value) nil)
  (t (with-foreign-slots
   ((next fpr reason)
    value (:struct gpgme-invalid-key))
  (append (list (list :fpr fpr
      :reason reason))
  next)))))

(defun translate-gpgme-op-encrypt-result-t-from-foreign (value)
 (cond
  ((null-pointer-p value) nil)
  (t (with-foreign-slots

  ((invalid-recipients)
    value (:struct gpgme-op-encrypt-result))
  (list :encrypt
      (list :invalid-recipients invalid-recipients))))))

(defun translate-gpgme-recipient-t-from-foreign (value)
 (cond
  ((null-pointer-p value) nil)
  (t (with-foreign-slots
   ((next keyid pubkey-algo status)
    value (:struct gpgme-recipient))
  (append (list (list :keyid keyid
      :pubkey-algo pubkey-algo
      :status status))
  next)))))

(defun translate-gpgme-op-decrypt-result-t-from-foreign (value)
 (cond
  ((null-pointer-p value) nil)
  (t (with-foreign-slots
   ((unsupported-algorithm bitfield recipients file-name)
    value (:struct gpgme-op-decrypt-result))
  (list :decrypt (list :unsupported-algorithm unsupported-algorithm
       :bitfield bitfield
```

```
        :recipients recipients
        :file-name file-name))))))

(defun translate-gpgme-new-signature-t-from-foreign (value)
 (cond
  ((null-pointer-p value) nil)
  (t (with-foreign-slots
   ((next
 type pubkey-algo hash-algo timestamp fpr sig-class)
    value (:struct gpgme-new-signature))
  (append (list (list :type type
       :pubkey-algo pubkey-algo
       :hash-algo hash-algo
       :timestamp timestamp
       :fpr fpr
       :sig-class sig-class))
  next)))))

(defun translate-gpgme-op-sign-result-t-from-foreign (value)
 (cond
  ((null-pointer-p value) nil)
  (t (with-foreign-slots
   ((invalid-signers signatures)
    value (:struct gpgme-op-sign-result))
  (list :sign (list :invalid-signers invalid-signers
     :signatures signatures))))))

(defun translate-gpgme-signature-t-from-foreign (value)
 (cond
  ((null-pointer-p value) nil)
  (t (with-foreign-slots
   ((next summary fpr status notations timestamp
   exp-timestamp bitfield validity validity-reason
   pubkey-algo hash-algo)
    value (:struct gpgme-signature))
  (append (list (list :summary summary
       :fpr fpr
       :status status
       :notations notations
       :timestamp timestamp

    :exp-timestamp exp-timestamp
       :bitfield bitfield
       :validity validity
       :validity-reason validity-reason
       :pubkey-algo pubkey-algo))
  next)))))
```

```
(defun translate-gpgme-op-verify-result-t-from-foreign (value)
 (cond
   ((null-pointer-p value) nil)
   (t (with-foreign-slots
    ((signatures file-name)
     value (:struct gpgme-op-verify-result))
  (list :verify (list :signatures signatures
        :file-name file-name))))))

(defun translate-gpgme-import-status-t-from-foreign (value)
 (cond
   ((null-pointer-p value) nil)
   (t (with-foreign-slots
    ((next fpr result status)
     value (:struct gpgme-import-status))
  (append (list (list :fpr fpr
        :result result
        :status status))
   next)))))

(defun translate-gpgme-op-import-result-t-from-foreign (value)
 (cond
   ((null-pointer-p value) nil)
   (t (with-foreign-slots
    ((considered no-user-id imported imported-rsa unchanged
   new-user-ids new-sub-keys new-signatures
   new-revocations
 secret-read secret-imported
   secret-unchanged skipped-new-keys not-imported
   imports)
     value (:struct gpgme-op-import-result))
  (list :verify (list :considered considered
        :no-user-id no-user-id
        :imported imported
        :imported-rsa imported-rsa
        :unchanged unchanged
        :new-user-ids new-user-ids
        :new-sub-keys new-sub-keys
        :new-signatures new-signatures
        :new-revocations new-revocations
        :secret-read secret-read
        :secret-imported secret-imported
        :secret-unchanged secret-unchanged
        :skipped-new-keys skipped-new-keys
        :not-imported not-imported
        :imports imports))))))

;;; Error handling.
```

```
;;; Use gpgme-error-no-signal-t to suppress automatic error handling
;;; at translation time.
;;;
;;; FIXME: Part of this probably should be in gpg-error!

(define-condition gpgme-error (error)
 ((value :initarg :gpgme-error :reader gpgme-error-value))
 (:report (lambda (c stream)

    (format stream "GPGME returned error: ~A (~A)"
      (gpgme-strerror (gpgme-error-value c))
      (gpgme-strsource (gpgme-error-value c)))))
 (:documentation "Signalled when a GPGME function returns an error."))

(defun translate-gpgme-error-t-from-foreign (value)
 "Raise a GPGME-ERROR if VALUE is non-zero."
 (when (not (eql (gpgme-err-code value) :gpg-err-no-error))
  (error 'gpgme-error :gpgme-error value))
 (gpg-err-canonicalize value))

(defun translate-gpgme-error-t-to-foreign (value)
 "Canonicalize the error value."
 (if (eql (gpgme-err-code value) :gpg-err-no-error)
    0
    (gpg-err-as-value value)))

(defun translate-gpgme-error-no-signal-t-from-foreign (value)
 "Canonicalize the error value."
 (gpg-err-canonicalize value))


;;; *INTERNAL* Lispy Function Interface that is still close to the C
;;; interface.

;;; Passphrase callback management.

;;; Maybe: Instead, use subclassing, and provide a customizable
;;; default implementation for ease-of-use.

(defvar
 *passphrase-handles* (make-hash-table)
 "Hash table with GPGME context address as key and the corresponding
  passphrase callback object as value.")

(defcallback passphrase-cb gpgme-error-t ((handle :pointer)
      (uid-hint :string)
      (passphrase-info :string)
```

```
      (prev-was-bad :boolean)
      (fd :int))
 (handler-case
    (let* ((passphrase-cb
      (gethash (pointer-address handle) *passphrase-handles*))
     (passphrase
      (cond
  ((functionp passphrase-cb)
   (concatenate 'string
        (funcall passphrase-cb uid-hint passphrase-info
          prev-was-bad)
        '(#\Newline)))
  (t (concatenate 'string passphrase-cb '(#\Newline)))))
     (passphrase-len (length passphrase))
     ;; FIXME: Could be more robust.
     (res (system-write fd passphrase passphrase-len)))
 (cond
   ((< res passphrase-len) ; FIXME: Blech.  A weak attempt to be robust.
    (gpgme-error :gpg-err-inval))
   (t (gpgme-error :gpg-err-no-error))))
   (gpgme-error (err)
 (gpgme-error-value err))
   (system-error (err) (gpgme-error-from-errno (system-error-errno err)))
   ;; FIXME: The original error gets lost here.
   (condition (err) (progn
        (when *debug*
    (format t "DEBUG: passphrase-cb: Unexpressable: ~A~%"
     err))
        (gpgme-error :gpg-err-general)))))

;;; CTX is a C-pointer to the context.
(defun gpgme-set-passphrase-cb (ctx cb)
 "Set the passphrase callback for CTX."
 (let ((handle (pointer-address ctx)))
   (cond
     (cb (setf (gethash handle *passphrase-handles*) cb)
   (c-gpgme-set-passphrase-cb ctx (callback passphrase-cb) ctx))
     (t (c-gpgme-set-passphrase-cb ctx (null-pointer) (null-pointer))
  (remhash handle *passphrase-handles*)))))

;;; Progress callback management.

;;; Maybe: Instead, use subclassing, and provide a customizable
;;; default implementation for ease-of-use.

(defvar *progress-handles* (make-hash-table)
 "Hash table with GPGME context address as key and the corresponding
  progress callback
```

```
 object as value.")

(defcallback progress-cb :void ((handle :pointer)
    (what :string)
    (type :int)
    (current :int)
    (total :int))
 (handler-case
     (let* ((progress-cb
       (gethash (pointer-address handle) *progress-handles*)))
 (funcall progress-cb what type current total))
   ;; FIXME: The original error gets lost here.
   (condition (err) (when *debug*
         (format t "DEBUG: progress-cb: Unexpressable: ~A~%"
          err)))))

;;; CTX is a C-pointer to the context.
(defun gpgme-set-progress-cb (ctx cb)
 "Set the progress callback for CTX."
 (let ((handle (pointer-address ctx)))
   (cond
     (cb (setf (gethash handle *progress-handles*) cb)
   (c-gpgme-set-progress-cb ctx (callback progress-cb) ctx))
     (t (c-gpgme-set-progress-cb ctx (null-pointer) (null-pointer))
  (remhash handle *progress-handles*)))))

;;; Context management.

(defun gpgme-new (&key (protocol :openpgp) armor textmode include-certs
    keylist-mode passphrase progress file-name
 home-dir)
 "Allocate a new GPGME context."
 (with-foreign-object (ctx-p 'gpgme-ctx-t)
   (c-gpgme-new ctx-p)
   (let ((ctx (mem-ref ctx-p 'gpgme-ctx-t)))
     ;;; Set locale?
     (gpgme-set-protocol ctx protocol)
     (gpgme-set-armor ctx armor)
     (gpgme-set-textmode ctx textmode)
     (when include-certs (gpgme-set-include-certs ctx include-certs))
     (when keylist-mode (gpgme-set-keylist-mode ctx keylist-mode))
     (gpgme-set-passphrase-cb ctx passphrase)
     (gpgme-set-progress-cb ctx progress)
     (gpgme-set-engine-info ctx protocol
       :file-name file-name :home-dir home-dir)
     (when *debug* (format t "DEBUG: gpgme-new: ~A~%" ctx))
     ctx)))
```

```
(defun gpgme-release (ctx)
 "Release a GPGME context."
 (when *debug* (format t "DEBUG: gpgme-release: ~A~%" ctx))
 (c-gpgme-release ctx))

(defun gpgme-set-protocol (ctx proto)
 "Set the protocol to be used by CTX to PROTO."
 (c-gpgme-set-protocol ctx proto))

(defun gpgme-get-protocol (ctx)
 "Get
 the protocol used with CTX."
 (c-gpgme-get-protocol ctx))

;;; FIXME: How to do pretty printing?
;;;
;;; gpgme-get-protocol-name

(defun gpgme-set-armor (ctx armor)
 "If ARMOR is true, enable armor mode in CTX, disable it otherwise."
(c-gpgme-set-armor ctx armor))

(defun gpgme-armor-p (ctx)
 "Return true if armor mode is set for CTX."
 (c-gpgme-get-armor ctx))

(defun gpgme-set-textmode (ctx textmode)
 "If TEXTMODE is true, enable text mode mode in CTX, disable it otherwise."
(c-gpgme-set-textmode ctx textmode))

(defun gpgme-textmode-p (ctx)
 "Return true if text mode mode is set for CTX."
 (c-gpgme-get-textmode ctx))

(defun gpgme-set-include-certs (ctx &optional certs)
 "Include up to CERTS certificates in an S/MIME message."
 (c-gpgme-set-include-certs ctx certs))

(defun gpgme-get-include-certs (ctx)
 "Return the number of certs to include in an S/MIME message,
  or NIL if the default is used."
 (c-gpgme-get-include-certs ctx))

(defun gpgme-get-keylist-mode (ctx)
  "Get the keylist mode in CTX."
 (c-gpgme-get-keylist-mode ctx))

(defun gpgme-set-keylist-mode (ctx mode)
```

```
 "Set the keylist mode in CTX."
 (c-gpgme-set-keylist-mode ctx mode))


;;; FIXME: How to handle locale?  cffi-grovel?

(defun gpgme-get-engine-info (&optional ctx)
 "Retrieve the engine info for CTX, or the default if CTX is omitted."
 (cond
   (ctx (c-gpgme-ctx-get-engine-info ctx))
   (t (with-foreign-object (info-p 'gpgme-engine-info-t)
  (c-gpgme-get-engine-info info-p)
  (mem-ref info-p 'gpgme-engine-info-t)))))

(defun gpgme-set-engine-info (ctx proto &key file-name home-dir)
 "Set the engine info for CTX, or the default if CTX is NIL."
 (cond
   (ctx (c-gpgme-ctx-set-engine-info ctx proto file-name home-dir))
   (t (c-gpgme-set-engine-info proto file-name home-dir))))

;;; FIXME: How to do pretty printing?
;;;
;;; gpgme_pubkey_algo_name, gpgme_hash_algo_name

(defun gpgme-set-signers (ctx keys)
 "Set the signers for the context CTX."
 (c-gpgme-signers-clear ctx)
  (dolist (key keys) (c-gpgme-signers-add ctx key)))

;;;

(defun gpgme-set-sig-notation (ctx notations)
 "Set the sig notation for the context CTX."
 (c-gpgme-sig-notation-clear ctx)
 (dolist (notation notations)
   (c-gpgme-sig-notation-add
    ctx (first notation) (second notation) (third notation))))

(defun gpgme-get-sig-notation (ctx)
 "Get the signature notation data for the context CTX."
 (c-gpgme-sig-notation-get ctx))

;;; FIXME: Add I/O callback interface, for integration with clg.

;;; FIXME: Add gpgme_wait?

;;; Streams
;;; -------
```

```
;;;
;;; GPGME uses standard streams.  You can define your own streams, or
;;; use the existing file or string streams.
;;;
;;; A stream-spec is either a stream, or a list with a stream as its
;;; first argument followed by keyword parameters: encoding,
;;; file-name.
;;;
;;; FIXME: Eventually, we should provide a class that can be mixed
;;; into stream classes and which provides accessors for encoding and
;;; file-names.  This interface
 should be provided in addition to the
;;; above sleazy interface, because the sleazy interface is easier to
;;; use (less typing), and is quite sufficient in a number of cases.
;;;
;;; For best results, streams with element type (unsigned-byte 8)
;;; should be used.  Character streams may work if armor mode is used.

;;; Do we need to provide access to GPGME data objects through streams
;;; as well?  It seems to me that specific optimizations, like
;;; directly writing to file descriptors, is better done by extending
;;; the sleazy syntax (stream-spec) instead of customized streams.
;;; Customized streams do buffering, and this may mess up things.  Mmh.

(defvar *data-handles* (make-hash-table)
 "Hash table with GPGME data user callback handle address as key
  and the corresponding stream as value.")

;;; The release callback removes the stream from the *data-handles*
;;; hash and releases the CBS structure that is used as the key in
;;; that hash.  It is implicitly invoked (through
 GPGME) by
;;; gpgme-data-release.
(defcallback data-release-cb :void ((handle :pointer))
 (unwind-protect (remhash (pointer-address handle) *data-handles*)
   (when (not (null-pointer-p handle)) (foreign-free handle))))

(defcallback data-read-cb ssize-t ((handle :pointer) (buffer :pointer)
                                   (size size-t))
 (when *debug* (format t "DEBUG: gpgme-data-read-cb: want ~A~%" size))
 (let ((stream (gethash (pointer-address handle) *data-handles*)))
   (cond
     (stream
      (let* ((stream-type (stream-element-type stream))
             (seq (make-array size :element-type stream-type))
             (read (read-sequence seq stream)))
        (cond
          ((equal stream-type '(unsigned-byte 8))
```

```
          (dotimes (i read)
            (setf (mem-aref buffer :unsigned-char i)
                  (aref (the byte-array seq) i))))
         ((eql stream-type 'character)
          (dotimes (i read)
            (setf (mem-aref buffer :unsigned-char
i)
                  (char-code (aref (the character-array seq) i)))))
         (t
          (dotimes (i read)
            (setf (mem-aref buffer :unsigned-char i)
                  (coerce (aref seq i) '(unsigned-byte 8))))))
       (when *debug* (format t "DEBUG: gpgme-data-read-cb: read ~A~%" read))
       read))
     (t
      (set-errno +ebadf+)
      -1))))

(defcallback data-write-cb ssize-t ((handle :pointer) (buffer :pointer)
                                    (size size-t))
 (when *debug* (format t "DEBUG: gpgme-data-write-cb: want ~A~%" size))
 (let ((stream (gethash (pointer-address handle) *data-handles*)))
   (cond
     (stream
      (let* ((stream-type (stream-element-type stream))
             (seq (make-array size :element-type stream-type)))
        (cond
          ((equal stream-type '(unsigned-byte 8))
           (dotimes (i size)
             (setf (aref (the byte-array seq) i)
                   (mem-aref buffer :unsigned-char i))))
          ((eql stream-type 'character)
           (dotimes (i size)
             (setf (aref (the character-array seq) i)
                   (code-char (mem-aref buffer :unsigned-char i)))))
          (t
           (dotimes (i size)
             (setf (aref seq i)
                   (coerce (mem-aref buffer :unsigned-char i) stream-type)))))
        (write-sequence seq stream)
        size))
     (t
      (set-errno +ebadf+)
      -1))))

;;; This little helper macro allows us to swallow the cbs structure by
;;; simply setting it to a null pointer, but still protect against
;;; conditions.
```

```
(defmacro with-cbs-swallowed ((cbs) &body body)
 `(let ((,cbs (foreign-alloc '(:struct gpgme-data-cbs))))
   (unwind-protect (progn ,@body)
     (when (not (null-pointer-p ,cbs)) (foreign-free ,cbs)))))

(defun gpgme-data-new (stream &key encoding file-name)
 "Allocate a new GPGME data object for STREAM."
 (with-foreign-object (dh-p 'gpgme-data-t)
   ;;; We allocate one CBS structure
 for each stream we wrap in a
   ;;; data object.  Although we could also share all these
   ;;; structures, as they contain the very same callbacks, we need a
   ;;; unique C pointer as handle anyway to look up the stream in the
   ;;; callback.  This is a convenient one to use.
   (with-cbs-swallowed (cbs)
     (setf (foreign-slot-value cbs '(:struct gpgme-data-cbs) 'read)
           (callback data-read-cb))
     (setf (foreign-slot-value cbs '(:struct gpgme-data-cbs) 'write)
           (callback data-write-cb))
     (setf (foreign-slot-value cbs '(:struct gpgme-data-cbs) 'seek)
           (null-pointer))
     (setf (foreign-slot-value cbs '(:struct gpgme-data-cbs) 'release)
           (callback data-release-cb))
     (c-gpgme-data-new-from-cbs dh-p cbs cbs)
     (let ((dh (mem-ref dh-p 'gpgme-data-t)))
 (when encoding (gpgme-data-set-encoding dh encoding))
 (when file-name (gpgme-data-set-file-name dh file-name))
 ;;; Install the stream into the hash table and
 swallow the cbs
       ;;; structure while protecting against any errors.
 (unwind-protect
      (progn
       (setf (gethash (pointer-address cbs) *data-handles*) stream)
       (setf cbs (null-pointer)))
   (when (not (null-pointer-p cbs)) (c-gpgme-data-release dh)))
 (when *debug* (format t "DEBUG: gpgme-data-new: ~A~%" dh))
 dh))))

;;; This function releases a GPGME data object.  It implicitly
;;; invokes the data-release-cb function to clean up associated junk.
(defun gpgme-data-release (dh)
 "Release a GPGME data object."
 (when *debug* (format t "DEBUG: gpgme-data-release: ~A~%" dh))
 (c-gpgme-data-release dh))

(defclass data ()
 (c-data)  ; The C data object pointer
 (:documentation "The GPGME data type."))
```

```
(defmethod initialize-instance :after ((data data) &key streamspec
                                       &allow-other-keys)
 (let ((c-data (if (listp streamspec)
                   (apply #'gpgme-data-new streamspec)
                   (gpgme-data-new streamspec)))
       (cleanup t))
   (unwind-protect
       (progn
         (setf (slot-value data 'c-data) c-data)
         (finalize data (lambda () (gpgme-data-release c-data)))
         (setf cleanup nil))
     (if cleanup (gpgme-data-release c-data)))))

(defun translate-gpgme-data-t-to-foreign (value)
 ;; Allow a pointer to be passed directly for the finalizer to work.
 (cond
   ((null value) (null-pointer))
   ((pointerp value) value)
   (t (slot-value value 'c-data))))

(defmacro with-gpgme-data ((dh streamspec) &body body)
 `(let ((,dh (make-instance 'data :streamspec ,streamspec)))
    ,@body))

(defun gpgme-data-get-encoding (dh)
 "Get the encoding associated with the data object DH."
 (c-gpgme-data-get-encoding dh))

(defun gpgme-data-set-encoding (dh encoding)
 "Set the encoding associated with the data object DH to ENCODING."
 (c-gpgme-data-set-encoding dh encoding))

(defun gpgme-data-get-file-name (dh)
 "Get the file name associated with the data object
 DH."
 (c-gpgme-data-get-file-name dh))

(defun gpgme-data-set-file-name (dh file-name)
 "Set the file name associated with the data object DH to FILE-NAME."
 (c-gpgme-data-set-file-name dh file-name))

;;; FIXME: Add key accessor interfaces.

(defun gpgme-get-key (ctx fpr &optional secret)
 "Get the key with the fingerprint FPR from the context CTX."
 (with-foreign-object (key-p 'gpgme-key-t)
   (c-gpgme-get-key ctx fpr key-p secret)
```

```
   (mem-ref key-p 'gpgme-key-t)))

(defun gpgme-key-ref (key)
 "Acquire an additional reference to the key KEY."
 (when *debug* (format t "DEBUG: gpgme-key-ref: ~A~%" key))
 (c-gpgme-key-ref key))

(defun gpgme-key-unref (key)
 "Release a reference to the key KEY."
 (when *debug* (format t "DEBUG: gpgme-key-unref: ~A~%" key))
 (c-gpgme-key-unref key))

;;; FIXME: We REALLY need pretty printing for keys and all the other
;;; big structs.

;;; Various interfaces.

(defun gpgme-check-version (&optional req-version)
 (c-gpgme-check-version req-version))

;;;
;;;
 The *EXPORTED* CLOS interface.
;;;

;;; The context type.

;;; We wrap the C context pointer into a class object to be able to
;;; stick a finalizer on it.

(defclass context ()
 (c-ctx  ; The C context object pointer.
  signers ; The list of signers.
  sig-notation) ; The list of signers.
 (:documentation "The GPGME context type."))

(defmethod initialize-instance :after ((ctx context) &rest rest
         &key &allow-other-keys)
 (let ((c-ctx (apply #'gpgme-new rest))
 (cleanup t))
   (unwind-protect
  (progn (setf (slot-value ctx 'c-ctx) c-ctx)
  (finalize ctx (lambda () (gpgme-release c-ctx)))
  (setf cleanup nil))
     (if cleanup (gpgme-release c-ctx)))))

(defun translate-gpgme-ctx-t-to-foreign (value)
 ;; Allow a pointer to be passed directly for the finalizer to work.
```

```
 (if (pointerp value) value (slot-value value 'c-ctx)))

(defmacro context (&rest rest)
 "Create a new GPGME context."
 `(make-instance 'context ,@rest))

;;; The context type: Accessor
 functions.

;;; The context type: Accessor functions: Protocol.

(defgeneric protocol (ctx)
 (:documentation "Get the protocol of CONTEXT."))

(defmethod protocol ((ctx context))
 (gpgme-get-protocol ctx))

(defgeneric (setf protocol) (protocol ctx)
 (:documentation "Set the protocol of CONTEXT to PROTOCOL."))

;;; FIXME: Adjust translator to reject invalid protocols.  Currently,
;;; specifying an invalid protocol throws a "NIL is not 32 signed int"
;;; error.  This is suboptimal.
(defmethod (setf protocol) (protocol (ctx context))
 (gpgme-set-protocol ctx protocol))

;;; The context type: Accessor functions: Armor.
;;; FIXME: Is it good style to make foop setf-able?  Or should it be
;;; foo/foop for set/get?

(defgeneric armorp (ctx)
 (:documentation "Get the armor flag of CONTEXT."))

(defmethod armorp ((ctx context))
 (gpgme-armor-p ctx))

(defgeneric (setf armorp) (armor ctx)
 (:documentation "Set the armor flag of CONTEXT to ARMOR."))

(defmethod (setf armorp) (armor (ctx
 context))
 (gpgme-set-armor ctx armor))

;;; The context type: Accessor functions: Textmode.
;;; FIXME: Is it good style to make foop setf-able?  Or should it be
;;; foo/foop for set/get?

(defgeneric textmodep (ctx)
```

```
 (:documentation "Get the text mode flag of CONTEXT."))

(defmethod textmodep ((ctx context))
 (gpgme-textmode-p ctx))

(defgeneric (setf textmodep) (textmode ctx)
 (:documentation "Set the text mode flag of CONTEXT to TEXTMODE."))

(defmethod (setf textmodep) (textmode (ctx context))
 (gpgme-set-textmode ctx textmode))

;;; The context type: Accessor functions: Include Certs.

(defgeneric include-certs (ctx)
 (:documentation "Get the number of included certificates in an
                  S/MIME message, or NIL if the default is used."))

(defmethod include-certs ((ctx context))
 (gpgme-get-include-certs ctx))

(defgeneric (setf include-certs) (certs ctx)
 (:documentation "Return the number of certificates to include in an
                  S/MIME message, or
 NIL if the default is used."))

(defmethod (setf include-certs) (certs (ctx context))
 (gpgme-set-include-certs ctx certs))

;;; The context type: Accessor functions: Engine info.

(defgeneric engine-info (ctx)
 (:documentation "Retrieve the engine info for CTX."))

(defmethod engine-info ((ctx context))
 (gpgme-get-engine-info ctx))

(defgeneric (setf engine-info) (info ctx)
 (:documentation "Set the engine info for CTX."))

(defmethod (setf engine-info) (info (ctx context))
 (dolist (proto '(:openpgp :cms))
   (let ((pinfo (getf info proto)))
     (when pinfo
 (gpgme-set-engine-info ctx proto :file-name (getf pinfo :file-name)
         :home-dir (getf pinfo :home-dir))))))

;;; The context type: Accessor functions: Keylist mode.
```

```
(defgeneric keylist-mode (ctx)
 (:documentation "Get the keylist mode of CTX."))

(defmethod keylist-mode ((ctx context))
 (gpgme-get-keylist-mode ctx))

(defgeneric (setf keylist-mode) (mode ctx)
 (:documentation "Set the keylist mode of CTX to MODE."))

(defmethod
 (setf keylist-mode) (mode (ctx context))
 (gpgme-set-keylist-mode ctx mode))

;;; The context type: Accessor functions: Signers.

(defgeneric signers (ctx)
 (:documentation "Get the signers of CTX."))

(defmethod signers ((ctx context))
 (slot-value ctx 'signers))

(defgeneric (setf signers) (signers ctx)
 (:documentation "Set the signers of CTX to SIGNERS."))

(defmethod (setf keylist-mode) (signers (ctx context))
 (gpgme-set-signers ctx signers)
 (setf (slot-value ctx 'signers) signers))

;;; The context type: Accessor functions: Sig notations.

(defgeneric sig-notations (ctx)
 (:documentation "Get the signature notations of CTX."))

(defmethod sig-notations ((ctx context))
 (slot-value ctx 'signers))

(defgeneric (setf sig-notations) (notations ctx)
 (:documentation "Set the signatire notations of CTX to NOTATIONS."))

(defmethod (setf sig-notations) (notations (ctx context))
 (gpgme-set-signers ctx notations)
 (setf (slot-value ctx 'notations) notations))

;;;
 The context type: Support macros.

(defmacro with-context ((ctx &rest rest) &body body)
 `(let ((,ctx (make-instance 'context ,@rest)))
```

```
  ,@body))

;;; The key type.

(defclass key ()
 (c-key)  ; The C key object pointer.
 (:documentation "The GPGME key type."))

;;; In the initializer, we swallow the c-key argument.
(defmethod initialize-instance :after ((key key) &key c-key
        &allow-other-keys)
 (setf (slot-value key 'c-key) c-key)
 (finalize key (lambda () (gpgme-key-unref c-key))))

(defun translate-gpgme-key-t-from-foreign (value)
 (when *debug* (format t "DEBUG: import key: ~A~%" value))
 (make-instance 'key :c-key value))

(defun translate-gpgme-key-t-to-foreign (value)
 ;; Allow a pointer to be passed directly for the finalizer to work.
 (if (pointerp value) value (slot-value value 'c-key)))

(defmethod print-object ((key key) stream)
 (print-unreadable-object (key stream :type t :identity t)
  (format stream "~s" (fpr key))))

;;; The key type:
 Accessor functions.

;;; FIXME: The bitfield and flags contain redundant information at
;;; this point.  FIXME: Deal nicer with zero-length name (policy url)
;;; and zero length value (omit?) and human-readable (convert to string).
;;; FIXME: Turn binary data into sequence or vector or what it should be.
;;; FIXME: Turn the whole thing into a hash?
(defun translate-gpgme-sig-notation-t-from-foreign (value)
 (cond
  ((null-pointer-p value) nil)
  (t (with-foreign-slots
   ((next name value name-len value-len flags bitfield)
    value (:struct gpgme-sig-notation))
  (append (list (list
   :name name
   :value value
   :name-len name-len
   :value-len value-len
   :flags flags
   :bitfield bitfield))
   next)))))
```

```
;;; FIXME: Deal nicer with timestamps.  bitfield field name?
(defun translate-gpgme-subkey-t-from-foreign (value)
 (cond
   ((null-pointer-p value) nil)
   (t (with-foreign-slots
    ((next bitfield pubkey-algo length keyid fpr timestamp expires)
     value (:struct gpgme-subkey))

 (append (list (list
   :bitfield bitfield
   :pubkey-algo pubkey-algo
   :length length
   :keyid keyid
   :fpr fpr
   :timestamp timestamp
   :expires expires))
   next)))))

(defun translate-gpgme-key-sig-t-from-foreign (value)
 (cond
   ((null-pointer-p value) nil)
   (t (with-foreign-slots
    ((next bitfield pubkey-algo keyid timestamp expires status
    uid name email comment sig-class)
     value (:struct gpgme-key-sig))
  (append (list (list
   :bitfield bitfield
   :pubkey-algo pubkey-algo
   :keyid keyid
   :timestamp timestamp
   :expires expires
   :status status
   :uid uid
   :name name
   :email email
   :comment comment
   :sig-class sig-class))
   next)))))

(defun translate-gpgme-user-id-t-from-foreign (value)
 (cond
   ((null-pointer-p value) nil)
   (t (with-foreign-slots
    ((next bitfield validity uid name email comment signatures)
     value (:struct gpgme-user-id))
  (append (list (list
   :bitfield bitfield
```

```
  :validity validity
  :uid uid
  :name
 name
  :email email
  :comment comment
  :signatures signatures))
  next)))))

(defun key-data (key)
 (with-slots (c-key) key
  (with-foreign-slots
 ((bitfield protocol issuer-serial issuer-name chain-id
    owner-trust subkeys uids keylist-mode)
  c-key (:struct gpgme-key))
    (list
     :bitfield bitfield
     :protocol protocol
     :issuer-serial issuer-serial
     :issuer-name issuer-name
     :chain-id chain-id
     :owner-trust owner-trust
     :subkeys subkeys
     :uids uids
     :keylist-mode keylist-mode))
  ))


(defgeneric fpr (key)
 (:documentation "Get the primary fingerprint of the key."))

(defmethod fpr ((key key))
 (getf (car (getf (key-data key) :subkeys)) :fpr))


;;; The context type: Crypto-Operations.

(defgeneric get-key (ctx fpr &optional secret)
 (:documentation "Get the (secret) key FPR from CTX."))

(defmethod get-key ((ctx context) fpr &optional secret)
 (gpgme-get-key ctx fpr secret))

;;; Encrypt.

(defgeneric
 op-encrypt (ctx recp plain cipher &key always-trust sign)
 (:documentation "Encrypt."))
```

```
(defmethod op-encrypt ((ctx context) recp plain cipher
        &key always-trust sign)
 (with-foreign-object (c-recp :pointer (+ 1 (length recp)))
  (dotimes (i (length recp))
   (setf (mem-aref c-recp 'gpgme-key-t i) (elt recp i)))
  (setf (mem-aref c-recp :pointer (length recp)) (null-pointer))
  (with-gpgme-data (in plain)
   (with-gpgme-data (out cipher)
 (let ((flags))
  (if always-trust (push :always-trust flags))
  (cond
   (sign
    (c-gpgme-op-encrypt-sign ctx c-recp flags in out)
    (append (c-gpgme-op-encrypt-result ctx)
     (c-gpgme-op-sign-result ctx)))
   (t
    (c-gpgme-op-encrypt ctx c-recp flags in out)
    (c-gpgme-op-encrypt-result ctx))))))))

;;; Decrypt.

(defgeneric op-decrypt (ctx cipher plain &key verify)
 (:documentation "Decrypt."))

(defmethod op-decrypt ((ctx context) cipher plain &key verify)
 (with-gpgme-data (in cipher)
  (with-gpgme-data
 (out plain)
   (cond
 (verify
  (c-gpgme-op-decrypt-verify ctx in out)
  (append (c-gpgme-op-decrypt-result ctx)
   (c-gpgme-op-verify-result ctx)))
 (t
  (c-gpgme-op-decrypt ctx in out)
  (c-gpgme-op-decrypt-result ctx))))))

;;; Signing.

(defgeneric op-sign (ctx plain sig &optional mode)
 (:documentation "Sign."))

(defmethod op-sign ((ctx context) plain sig &optional (mode :none))
 (with-gpgme-data (in plain)
  (with-gpgme-data (out sig)
   (c-gpgme-op-sign ctx in out mode)
   (c-gpgme-op-sign-result ctx))))
```

```
;;; Verify.

(defgeneric op-verify (ctx sig text &key detached)
 (:documentation "Verify."))

(defmethod op-verify ((ctx context) sig text &key detached)
 (with-gpgme-data (in sig)
   (with-gpgme-data (on text)
     (c-gpgme-op-verify ctx in (if detached on nil)
    (if detached nil on))
     (c-gpgme-op-verify-result ctx))))

;;; Import.

(defgeneric op-import (ctx keydata)
 (:documentation "Import."))

(defmethod op-import ((ctx context) keydata)
  (with-gpgme-data (in keydata)
   (c-gpgme-op-import ctx in)
   (c-gpgme-op-import-result ctx)))

;;; Export.

(defgeneric op-export (ctx pattern keydata)
 (:documentation "Export public key data matching PATTERN to the
                 stream KEYDATA."))

(defmethod op-export ((ctx context) pattern keydata)
 (with-gpgme-data (dh keydata)
   (c-gpgme-op-export ctx pattern 0 dh)))

;;; Key generation.



;;;
;;; Initialization
;;;

(defun check-version (&optional req-version)
 "Check that the GPGME version requirement is satisfied."
 (gpgme-check-version req-version))

(defparameter *version* (check-version)
 "The version number of GPGME used.")
{
   "op": "import",
```

"data": "-----BEGIN PGP PUBLIC KEY BLOCK-----
\n\nmQGiBDbjs5oRBACjAxqGzA6j190iiN/1vJvS5jYLQ1H3xxhzXdZ6ZxjPJkslX1ox\nFqBINhjzBJnV9/7b1FFe5
089NiCcGUVZa2xD3Vu+niLTAGNTQeNy6Y0E6wEfvplQ\nLJbpVGOmuVeZyShHNCKjrsZFtS1mr7o19SUb5Q
WS3gZHabFTbmhibcFBXwCg36qG\nVAnGcZzvnUTGpRy3xjp+zuED/2qTJNpnPhicKSksVwb6EJFXH7mQSZly
blAnOAVF\nMx19GUijW4MWP5FUdcTd5KzIDgkenRLBrpCLIFVkQ4/baP/hOiCLOmCoRu3xnFyo\nRPM/Jn94
Qy3Jo2wigwkhQU+zyOU5C85QBD9ctkbYp/0mu9bpxmYTchHwD1v3dXUX\nEVajA/9lnEz1GiI0bwKpm8VKXp
0YYP5hea8Jh5fNVb1QW2QqGd+XNHnRGSqX5smG\nyrs+xoYxD8+jv1FhmGaSv+6+n+JBVK4TuWrQpZ0cgZ
L5jZnX27TOYXeY4d5YKgE+\n7ZO57TwCIfF/P6puflGm+t5GcFwj4kkfohMEaeNhm1S+xf29q7QrVmljdG9yIFR
l\nc3QgKGRlbW8ga2V5KSA8dmljdG9yQGV4YW1wbGUub3JnPohVBBMRAgAVBQI247Oa\nAwsKAwMVAw
IDFgIBAheAAAoJEEevS2lh8EeEzEkAoMA+KfY9bA8EdfvWwa8zUM1S\nMs5rAKDS+6X3HVuCaLtVxzXOob
+DKbB7b7kBDQQ247O+EAQAh5FAgdvaTJL3jBGc\njYiiJosxeTWf3L/dUY99fZN8R39DSVoUKf9Rt/EsS5Dyw
XVnKAeJiUTYw8lbMRVF\n70VhSDHpMC9KtbB0lk3CcAqULPiyirT5g9ywN24W7k0naWIJisttUh+Hqbm6gc5P
\nz9Nfd5ll8x4Ehi3lKE6Nze3gUNMAAwUD/AtUN1hqwWTTphVZctHq3JaUEb9agmu/\nOcsf24/bq9i8R8FaMwB
F4fI5qIimcqAM+2BZ6dvZEdqrVaZR9aHjzchcHmaiI7Zm\nW4gmk+LHFFWf9y7mG8YDKFBXkaBuJpxFb1FIfJp
maLzJmRa76dLqI3A7H2E8dFQa\n/MGsYCa4NmILiEUEGBECAAYFAjbjs74ACgkQR69LaWHwR4RT3QCgn
MlRAiGtvL5l\nD4Gdo5F0KEP5zZEAlA6Ri9WmZ9Xiqw5R3Bsg+As8sJ4=\n=FRd4\n-----END
PGP PUBLIC KEY BLOCK-----\n"
}
-*- mode: org -*-
#+TITLE: A Short History of the GPGME bindings for Python
#+LATEX_COMPILER: xelatex
#+LATEX_CLASS: article
#+LATEX_CLASS_OPTIONS: [12pt]
#+LATEX_HEADER: \usepackage{xltxtra}
#+LATEX_HEADER: \usepackage[margin=1in]{geometry}
#+LATEX_HEADER: \setmainfont[Ligatures={Common}]{Times New Roman}

* Overview
:PROPERTIES:
:CUSTOM_ID: overview
:END:

Version:	0.0.1
GPGME Version:	1.13.0
Author:	Ben McGinnes <ben@gnupg.org>
Author GPG Key:	DB4724E6FA4286C92B4E55C4321E4E2373590E5D
Language:	Australian English, British English
xml:lang:	en-AU, en-GB, en

The GPGME Python bindings passed through many hands and numerous
phases before, after a fifteen year journey, coming full circle to
return to the source. This is a short explanation of that journey.

** In the beginning
:PROPERTIES:
:CUSTOM_ID: in-the-begining
:END:

In 2002 John Goerzen released PyME; Python bindings for the GPGME module which utilised the current release of Python of the time and SWIG.[fn:1] Shortly after creating it and ensuring it worked he stopped supporting it, though he left his work available on his Gopher site.

** Keeping the flame alive
:PROPERTIES:
:CUSTOM_ID: keeping-the-flame-alive
:END:

A couple of years later the project was picked up by Igor Belyi and actively developed and maintained by him from 2004 to 2008. Igor's whereabouts at the time of this document's creation are unknown, but the current authors do hope he is well. We're assuming (or hoping) that life did what life does and made continuing untenable.

** Passing the torch
:PROPERTIES:
:CUSTOM_ID: passing-the-torch
:END:

In 2014 Martin Albrecht wanted to patch a bug in the PyME code and discovered the absence of Igor. Following a discussion on the PyME mailing list he
became the new maintainer for PyME, releasing
version 0.9.0 in May of that year. He remains the maintainer of the original PyME release in Python 2.6 and 2.7 (available via PyPI).

** Coming full circle
:PROPERTIES:
:CUSTOM_ID: ouroboros
:END:

In 2015 Ben McGinnes approached Martin about a Python 3 version, while investigating how complex a task this would be the task ended up being completed. A subsequent discussion with Werner Koch led to the decision to fold the Python 3 port back into the original GPGME release in the languages subdirectory for non-C bindings under the module name of =pyme3=.

In 2016 this PyME module was integrated back into the GPGME project by Justus Winter. During the course of this work Justus adjusted the port to restore limited support for Python 2, but not as many

minor point releases as the original PyME package supports. During
the course of this integration the package was renamed to more
accurately
reflect its status as a component of GPGME. The =pyme3=
module was renamed to =gpg= and adopted by the upstream GnuPG team.

In 2017 Justus departed G10code and the GnuPG team. Following this
Ben returned to maintain of gpgme Python bindings and continue
building them from that point.

* Relics of the past
:PROPERTIES:
:CUSTOM_ID: relics-past
:END:

There are a few things, in addition to code specific factors, such as
SWIG itself, which are worth noting here.

** The Annoyances of Git
:PROPERTIES:
:CUSTOM_ID: the-annoyances-of-git
:END:

As anyone who has ever worked with git knows, submodules are
horrible way to deal with pretty much anything. In the interests
of avoiding migraines, that was skipped with addition of the PyME
code to GPGME.

Instead the files were added to a subdirectory of the =lang/=
directory, along with a copy of the entire git log up to that point
as a separate file within the =lang/python/docs/= directory.[fn:2]
As the log for PyME is nearly 100KB and the log for GPGME is
approximately 1MB, this would cause considerable bloat, as well as
some confusion, should the two be merged.

Hence the unfortunate, but necessary, step to simply move the
files. A regular repository version has been maintained should it
be possible to implement this better in the future.

** The Perils of PyPI
:PROPERTIES:
:CUSTOM_ID: the-perils-of-pypi
:END:

The early port of the Python 2 =pyme= module as =pyme3= was never
added to PyPI while the focus remained on development and testing

during 2015 and early 2016. Later in 2016, however, when Justus
completed his major integration work and subsequently renamed the
module from =pyme3= to =gpg=, some prior releases were also
provided through PyPI.

Since these bindings require a matching release of the GPGME
libraries in order to function, it was determined that there was
little benefit in also providing a copy
through PyPI since anyone
obtaining the GPGME source code would obtain the Python bindings
source code at the same time. Whereas there was the potential to
sew confusion amongst Python users installing the module from PyPI,
only to discover that without the relevant C files, header files or
SWIG compiled binaries, the Python module did them little good.

There are only two files on PyPI which might turn up in a search
for this module or a sample of its content:

1. gpg (1.8.0) - Python bindings for GPGME GnuPG cryptography library
2. pyme (0.9.0) - Python support for GPGME GnuPG cryptography library

*** GPG 180 - Python bindings for GPGME GnuPG cryptography library
:PROPERTIES:
:CUSTOM_ID: pypi-gpgme-180
:END:

This is the most recent version to reach PyPI and is the version
of the official Pyhon bindings which shipped with GPGME 1.8.0. If
you have GPGME 1.8.0 installed and /only/ 1.8.0 installed, then it
is probably safe to use
this copy from PyPI.

As there have been a lot of changes since the release of GPGME
1.8.0, the GnuPG Project recommends not using this version of the
module and instead installing the current version of GPGME along
with the Python bindings included with that package.

*** PyME 090 - Python support for GPGME GnuPG cryptography library
:PROPERTIES:
:CUSTOM_ID: pypi-gpgme-90
:END:

This is the last release of the PyME bindings maintained by Martin
Albrecht and is only compatible with Python 2, it will not work
with Python 3. This is the version of the software from which the
port from Python 2 to Python 3 code was made in 2015.

Users of the more recent Python bindings will recognise numerous
points of similarity, but also significant differences. It is
likely that the more recent official bindings will feel "more
pythonic."

For those using Python 2, there is essentially no harm in using
this module, but it may lack
a number of more recent features
added to GPGME.

* Footnotes

[fn:1] In all likelihood this would have been Python 2.2 or possibly
Python 2.3.

[fn:2] The entire PyME git log and other preceding VCS logs are
located in the =gpgme/lang/python/docs/old-commits.log= file.

{
"manifest_version": 2,

"name": "gpgme-json with native Messaging",
"description": "A simple demo application",
"version": "0.1",
"content_security_policy": "default-src 'self' filesystem:",
"browser_action": {
"default_icon": "testicon.png",
"default_title": "gpgme.js",
"default_popup": "popup.html"
},
"permissions": ["nativeMessaging", "activeTab"]
}
{
"op": "verify",
"data": "-----BEGIN PGP MESSAGE-----
\n\nowGbwMvMwCSoW1RzPCOz3ITxtFASQ/SbgPceiTk5+Qo+qaUlqVwd51kYBJkY+sUU\nWRb8d52wO1Hp7
fs8mxCYHlYmkAaDKQ0MQKDAwF5QlJqWWlSUmqKbmpuYmaObmpec\nn5KZl+5QkF6gl5yfC6RyM3NTlU
XAGrgZ+HMSS9MzQApyU71Ki0sUggtLU1OrUhV8\nU2WkMkpKCoqt9PXLy8v10vNK9fKL0vUL8nMykyv1G
bg4BWBuYP7OMN9VdOep8HTD\nKQLOd+7+Cshs6jVTfsMwT3sje7Pmui779IU/657Lb575u9z/LgA=\n=iqJ/\n--
---END PGP MESSAGE-----\n\n"
}

HACKING -*- org -*-
#+TITLE: Hacking notes for GPGME
#+STARTUP: showall

* How to contribute
** No more ChangeLog files

Do not modify any of the ChangeLog files in GPGME. Starting
on December 1st, 2011 we put change information only in the GIT
commit log, and generate a top-level ChangeLog file from logs at
"make dist" time. As such, there are strict requirements on the
form of the commit log messages. The old ChangeLog files have all
be renamed to ChangeLog-2011

** Commit log requirements

Your commit log should always start with a one-line summary, the
second line should be blank, and the remaining lines are usually
ChangeLog-style entries for all affected files. However, it's fine
-- even recommended -- to write a few lines of prose describing the
change, when the summary and ChangeLog entries don't give enough of
the big picture. Omit the leading TABs that you're used to seeing
in a "real" ChangeLog
file, but keep the maximum line length at 72
or smaller, so that the generated ChangeLog lines, each with its
leading TAB, will not exceed 80 columns. If you want to add text
which shall not be copied to the ChangeLog, separate it by a line
consisting of two dashes at the begin of a line.

Note that ./autogen.sh installs a git hook to do some basic syntax
checking on the commit log message.

Typo fixes and documentation updates don't need a ChangeLog entry;
thus you would use a commit message like

#+begin_example
Fix typo in a comment

--
#+end_example

The marker line here is important; without it the first line would
appear in the ChangeLog.

If you exceptionally need to have longer lines in a commit log you may
do this after this scissor line:
#+begin_example
------------------------ >8 ------------------------
#+end_example
(hash, blank, 24 dashes, blank, scissor, blank, 24 dashes).
Note that such a comment will be removed if the
git commit option
=--cleanup-scissor= is used.

** License policy

GPGME is currently licensed under the LGPLv2.1+ with tools and the
manual being under the GPLv3+. We may eventually update to a newer
version of the licenses or a combination of them. It is thus
important, that all contributed code allows for an update of the
license; for example we can't accept code under the LGPLv2(only).

If you want to contribute code or documentation to GPGME you are
asked to assert that the contribution is in accordance to the "GPGME
Developer's Certificate of Origin" as found in the file "DCO".
Except for a slight wording change, this DCO is identical to the one
used by the Linux kernel. Please take these simple steps:

- Decide which mail address you want to use. Please have your real
  name in the address and not a pseudonym. Anonymous contributions
  can only be done if you find a proxy who certifies for you.

- If your employer or school might claim ownership
of code written
  by you; you need to talk to them to make sure that you have the
  right to contribute under the DCO.

- Send an OpenPGP signed mail to the gnupg-devel@gnupg.org public
  mailing list from your mail address. Include a copy of the DCO as
  found in the official master branch. Insert your name and email
  address into the DCO in the same way you want to use it later.
  Example:

    Signed-off-by: Joe R. Hacker <joe@example.org>

  If you need it, you may perform simple transformations on the mail
  address: Replacing "@" by " at " or "." by " dot ".)

- That's it. From now on you only need to add a "Signed-off-by:"
  line with your name and mail address to the GIT commit message.
  It is recommended to send the patches using a PGP/MIME signed
  mail.

** Coding standards

Please follow the GNU coding standards. If you are in doubt consult
the existing code as an example. Do no re-indent code without a
need. If you really need to
do it, use a separate commit for such a
change.

- C99 syntax should not be used; stick to C90.

- Please do not use C++ =//= style comments.
- Try to fit lines into 80 columns.
- Ignore signed/unsigned pointer mismatches
- No arithmetic on void pointers; cast to char* first.

** Commit log keywords

- GnuPG-bug-id :: Values are comma or space delimited bug numbers
  from bug.gnupg.org pertaining to this commit.
- Debian-bug-id :: Same as above but from the Debian bug tracker.
- CVE-id :: CVE id number pertaining to this commit.
- Regression-due-to :: Commit id of the regression fixed by this commit.
- Fixes-commit :: Commit id this commit fixes.
- Reported-by :: Value is a name or mail address of a bug reporte.
- Suggested-by :: Value is a name or mail address of someone how
  suggested this change.
- Co-authored-by :: Name or mail address of a co-author
- Some-comments-by :: Name or mail address of the author of

  additional comments (commit log or code).
- Proofread-by :: Sometimes used by translation commits.
- Signed-off-by :: Name or mail address of the developer

* Debug hints

- Use gpgme-tool for manual tests.
- The envvar GPGME_DEBUG enables debugging; see debug.[ch] for
  details.

```
{
 "info": [{
            "protocol":    "OpenPGP"
       }, {
            "protocol":    "spawn",
            "fname":       "/nonexistent",
            "version":     "1.0.0",
            "req_version": "1.0.0"
       }]
}
```

Configuration files may go here. Note that config.h.in is
auto-generated so that this file is not in git.

2011-12-02 Werner Koch <wk@g10code.com>

NB: ChangeLog files are no longer manually maintained. Starting
on December 1st, 2011 we put change information only in the GIT
commit log, and generate a top-level ChangeLog file from logs at
"make dist". See doc/HACKING for details.

2011-04-06 Werner Koch <wk@g10code.com>

* gpg-error.m4: Update from current libgpg-error repo.

2010-05-07 Werner Koch <wk@g10code.com>

* libassuan.m4: Update from libassuan svn.

2009-11-10 Marcus Brinkmann <marcus@g10code.de>

* libassuan.m4: Fix LIBASSUAN_VERSION.

2006-06-08 Marcus Brinkmann <marcus@g10code.de>

* pth.m4: Add --all to pth-config invocation.

2006-02-22 Marcus Brinkmann <marcus@g10code.de>

* pth.m4: Fix code generation (required for Max OS X).
Submitted by Emanuele Giaquinta <exg@gentoo.org>.

2005-11-17 Marcus Brinkmann <marcus@g10code.de>

* glib-2.0.m4: New file.

2004-12-28 Werner Koch <wk@g10code.com>

* pth.m4: Changed quoting for use with automake 1.9.

2004-09-14
Marcus Brinkmann <marcus@g10code.de>

* pth.m4: Disable _ac_pth_line, and don't fail if Pth is not
found.

* glibc21.m4: New file.
* gpg-error.m4: New file.
* pth.m4: New file.

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This file is distributed in the hope that it will be useful, but
WITHOUT ANY WARRANTY, to the extent permitted by law; without even the
implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.

1.15.1
GPGME Developer's Certificate of Origin. Version 1.0
==========

By making a contribution to the GPGME project, I certify that:

(a) The contribution was created in whole or in part by me and I
  have the right to submit it under the free software license
  indicated in the file; or

(b) The contribution is based upon previous work that, to the
  best of my knowledge, is covered under an appropriate free
  software license and I have the right under that license to
  submit that work with modifications, whether created in whole
  or in part by me, under the same free software license
  (unless I am permitted to submit under a different license),
  as indicated in the file; or

(c) The contribution was provided directly to me by some other
  person who certified (a), (b) or (c) and I have not modified
  it.

(d) I understand and agree that this project and the contribution
  are public and that a record of the contribution
 (including
  all personal information I submit with it, including my
  sign-off) is maintained indefinitely and may be redistributed
  consistent with this project or the free software license(s)
  involved.

Signed-off-by: [Your name and mail address]
2011-12-02 Werner Koch <wk@g10code.com>

 NB: ChangeLog files are no longer manually maintained. Starting
 on December 1st, 2011 we put change information only in the GIT
 commit log, and generate a top-level ChangeLog file from logs at
 "make dist". See doc/HACKING for details.

2008-11-08 Moritz <moritz@gnu.org>

 * gpgme.lisp (size-t): Wrong call to defctype: function accepts
 optional, not keyword argument.
 (ssize-t): Likewise.
 (off-t): Likewise.
 (gpgme-data-t, gpgme-ctx-t): Likewise.
 (gpgme-error-t): Likewise.
 (gpgme-error-no-signal-t): Likewise.
 (gpgme-err-code-t): Likewise.

(gpgme-err-source-t): Likewise.
(gpgme-sig-notation-t, gpgme-engine-info-t): Likewise.
(gpgme-subkey-t): Likewise.
(gpgme-key-sig-t): Likewise.
(gpgme-user-id-t): Likewise.
(gpgme-key-t): Likewise.
(gpgme-data-cbs-t): Likewise.
(gpgme-invalid-key-t): Likewise.
(gpgme-op-encrypt-result-t): Likewise.
(gpgme-recipient-t): Likewise.
(gpgme-op-decrypt-result-t): Likewise.
(gpgme-new-signature-t):
Likewise.
(gpgme-op-sign-result-t): Likewise.
(gpgme-signature-t): Likewise.
(gpgme-op-verify-result-t): Likewise.
(gpgme-import-status-t): Likewise.
(gpgme-op-import-result-t): Likewise.
(gpgme-op-genkey-result-t): Likewise.
(gpgme-op-keylist-result-t): Likewise.

2006-07-06 Marcus Brinkmann <marcus@g10code.de>

* Initial release.

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modifications, as long as this notice is preserved.

This file is distributed in the hope that it will be useful, but
WITHOUT ANY WARRANTY, to the extent permitted by law; without even the
implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
{
  "op": "keylist",
  "keys": ["zulu@example.net"],
  "with-secret": false
}
{
  "op": "keylist",
  "keys": ["alpha@example.net", "bravo@example.net"],
  "chunksize": 64
}
000
*H
010 UDE1!0U
Deutsches Forschungsnetz10UDFN-PCA1.0,U%DFN Top Level Certification Authority1!0 *H

certify@pca.dfn.de0
981029180310Z
011231180310Z010 UDE1!0U
Deutsches Forschungsnetz10UDFN-PCA1.0,U%DFN Top Level Certification Authority1!0 *H
certify@pca.dfn.de0"0
*H
0
nskvS2r#iA4H|*/
:Sd;v
tD}L+~IWWD|eP&qH)
!1\p%,1.tIsmnQ,g-W)@\(t<kvm5j(d)9M_KGQJ0:qTE 00 `HB0) `HBhttps://mystic.pca.dfn.de/0A
`HB42http://www.pca.dfn.de/dfnpca/policy/wwwpolicy.html08 `HB
+)The DFN Top Level Certification Authority0! `HBcgi/check-rev.cgi?0 `HB
dfnpca.crl0U00U0
*H
`^[:8\e7*%QC?:/JVgwPUB
OgGqjGVxl50%<`Pb18 z;t~r0U<A%3#l'8b"<iX"V!k"*Q8&hAPI"3 00KUb&Qq'46_{D[JZ!i<=T
/OF

```
{
  "type": "keys",
  "base64": false,
  "data": "-----BEGIN PGP PUBLIC KEY BLOCK-----
\n\nmQGiBDbjs5oRBACjAxqGzA6j190iiN/1vJvS5jYLQ1H3xxhzXdZ6ZxjPJkslX1ox\nFqBINhjzBJnV9/7b1FFe5
089NiCcGUVZa2xD3Vu+niLTAGNTQeNy6Y0E6wEfvplQ\nLJbpVGOmuVeZyShHNCKjrsZFtS1mr7o19SUb5Q
WS3gZHabFTbmhibcFBXwCg36qG\nVAnGcZzvnUTGpRy3xjp+zuED/2qTJNpnPhicKSksVwb6EJFXH7mQSZly
blAnOAVF\nMx19GUijW4MWP5FUdcTd5KzIDgkenRLBrpCLIFVkQ4/baP/hOiCLOmCoRu3xnFyo\nRPM/Jn94
Qy3Jo2wigwkhQU+zyOU5C85QBD9ctkbYp/0mu9bpxmYTchHwD1v3dXUX\nEVajA/9lnEz1GiI0bwKpm8VKXp
0YYP5hea8Jh5fNVb1QW2QqGd+XNHnRGSqX5smG\nyrs+xoYxD8+jv1FhmGaSv+6+n+JBVK4TuWrQpZ0cgZ
L5jZnX27TOYXeY4d5YKgE+\n7ZO57TwCIfF/P6puflGm+t5GcFwj4kkfohMEaeNhm1S+xf29q7QrVmljdG9yIFR
l\nc3QgKGRlbW8ga2V5KSA8dmljdG9yQGV4YW1wbGUub3JnPohVBBMRAgAVBQI247Oa\nAwsKAwMVAw
IDFgIBAheAAAoJEEevS2lh8EeEzEkAoMA+KfY9bA8EdfvWwa8zUM1S\nMs5rAKDS+6X3HVuCaLtVxzXOob
+DKbB7b7kBDQQ247O+EAQAh5FAgdvaTJL3jBGc\njYiiJosxeTWf3L/dUY99fZN8R39DSVoUKf9Rt/EsS5Dyw
XVnKAeJiUTYw8lbMRVF\n70VhSDHpMC9KtbB0lk3CcAqULPiyirT5g9ywN24W7k0naWIJisttUh+Hqbm6gc5P
\nz9Nfd5ll8x4Ehi3lKE6Nze3gUNMAAwUD/AtUN1hqwWTTphVZctHq3JaUEb9agmu/\nOcsf24/bq9i8R8FaMwB
F4fI5qIimcqAM+2BZ6dvZEdqrVaZR9aHjzchcHmaiI7Zm\nW4gmk+LHFFWf9y7mG8YDKFBXkaBuJpxFb1FIfJp
maLzJmRa76dLqI3A7H2E8dFQa\n/MGsYCa4NmILiEUEGBECAAYFAjbjs74ACgkQR69LaWHwR4RT3QCgn
MlRAiGtvL5l\nD4Gdo5F0KEP5zZEAlA6Ri9WmZ9Xiqw5R3Bsg+As8sJ4=\n=FRd4\n-----END
PGP PUBLIC KEY BLOCK-----\n"
}
{
  "op": "encrypt",
  "keys": ["alpha@example.net", "victor@example.org"],
  "signing_keys": ["A0FF4590BB6122EDEF6E3C542D727CC768697734"],
  "data": "Hello world",
  "armor": true,
  "always-trust": true
}
```

```
{
  "option":      {
        "name": "default-key",
        "argname":      "NAME"
  }
}
# -*- mode: org -*-
#+TITLE: What Was New in the GPGME Python Bindings and Documentation
#+AUTHOR: Ben McGinnes
#+LATEX_COMPILER: xelatex
#+LATEX_CLASS: article
#+LATEX_CLASS_OPTIONS: [12pt]
#+LATEX_HEADER: \usepackage{xltxtra}
#+LATEX_HEADER: \usepackage[margin=1in]{geometry}
#+LATEX_HEADER: \setmainfont[Ligatures={Common}]{Times New Roman}
#+LATEX_HEADER: \author{Ben McGinnes <ben@gnupg.org>}


* What Was New
 :PROPERTIES:
 :CUSTOM_ID: new-stuff
 :END:

| Version:        | 0.0.1                                |
| GPGME Version:  | 1.13.0                               |
| Author:         | Ben McGinnes <ben@gnupg.org>         |
| Author GPG Key: | DB4724E6FA4286C92B4E55C4321E4E2373590E5D |
| Language:       | Australian English, British English  |
| xml:lang:       | en-AU, en-GB, en                     |

The following are all the past /What's New/ sections for the Python
Bindings HOWTO and other documentation.


** What Was New in GPGME 1120
  :PROPERTIES:

 :CUSTOM_ID: gpgme-1-12-0
  :END:

The most obviously new point for those reading this guide is this
section on other new things, but thats hardly important. Not given
all the other things which spurred the need for adding this section
and its subsections.


*** New in GPGME 1120
   :PROPERTIES:
```

:CUSTOM_ID: new-stuff-1-12-0
:END:

There have been quite a number of additions to GPGME and the Python bindings to it since the last release of GPGME with versions 1.11.0 and 1.11.1 in April, 2018.

The bullet points of new additiions are:

- an expanded section on [[file:gpgme-python-howto#installation][installing]] and [[file:gpgme-python-howto#snafu][troubleshooting]] the Python bindings.
- The release of Python 3.7.0; which appears to be working just fine with our bindings, in spite of intermittent reports of problems for many other Python projects with that new release.
- Python 3.7 has been moved to the head of the specified python versions list in the build process.
- In order to fix some other issues, there are certain underlying functions which are more exposed through the [[file:gpgme-python-howto#howto-get-context][gpg.Context()]], but ongoing documentation ought to clarify that or otherwise provide the best means of using the bindings. Some additions to =gpg.core= and the =Context()=, however, were intended (see below).
- Continuing work in identifying and confirming the cause of oft-reported [[file:gpgme-python-howto#snafu-runtime-not-funtime][problems installing the Python bindings on Windows]].
- GSOC: Google's Surreptitiously Ordered Conscription ... erm ... oh, right; Google's Summer of Code. Though there were two hopeful candidates this year; only one ended up involved with the GnuPG Project directly, the other concentrated on an unrelated third party project with closer ties to one of the GNU/Linux distributions than to the GnuPG Project. Thus the Python bindings benefited from GSOC participant Jacob Adams, who added the key_import function; building on prior work by Tobias Mueller.
- Several new methods functions were added to the gpg.Context(), including: [[file:gpgme-python-howto#howto-import-key][key_import]], [[file:gpgme-python-howto#howto-export-key][key_export]], [[file:gpgme-python-howto#howto-export-public-key][key_export_minimal]] and [[file:gpgme-python-howto#howto-export-secret-key][key_export_secret]].
- Importing and exporting examples include versions integrated with Marcel Fest's recently released [[https://github.com/Selfnet/hkp4py][HKP for Python]] module. Some [[file:gpgme-python-howto#hkp4py][additional notes on this module]] are included at the end of the HOWTO.
- Instructions for dealing with semi-walled garden implementations like ProtonMail are also included. This is intended to make things a little easier when communicating with users of ProtonMail's services and should not be construed as an endorsement of said service. The GnuPG Project neither favours,

nor disfavours
ProtonMail and the majority of this deals with interacting with the
ProtonMail keyserver.
- Semi-formalised the location where [[file:gpgme-python-howto#draft-editions][draft versions]] of this HOWTO may
periodically be accessible. This is both for the reference of
others and testing the publishing of the document itself. Renamed
this file at around the same time.
- The Texinfo documentation build configuration has been replicated
from the parent project in order to make to maintain consistency
with that project (and actually ship with each release).
- a reStructuredText (=.rst=) version is also generated for Python
developers more used to and comfortable with that format as it is
the standard Python documentation format and Python developers may
wish to use it with Sphinx. Please note that there has been no
testing of the reStructuredText version with Sphinx at all. The
reST file was generated by the simple expedient of using [[https://pandoc.org/][Pandoc]].
-
Added a new section for [[file:gpgme-python-howto#advanced-use][advanced or experimental use]].
- Began the advanced use cases with [[file:gpgme-python-howto#cython][a section]] on using the module with
[[https://cython.org/][Cython]].
- Added a number of new scripts to the =example/howto/= directory;
some of which may be in advance of their planned sections of the
HOWTO (and some are just there because it seemed like a good idea at
the time).
- Cleaned up a lot of things under the hood.
This is gpgme.info, produced by makeinfo version 6.5 from gpgme.texi.

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INFO-DIR-SECTION GNU Libraries
START-INFO-DIR-ENTRY
* GPGME: (gpgme). Adding support for cryptography to your program.
END-INFO-DIR-ENTRY

This file documents the GPGME library.

This is Edition 1.14.1-beta35, last updated 13 December 2019, of The

GnuPG Made Easy Reference Manual, for Version
1.14.1-beta35.

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A.3 UI Server: Decrypt a Message

Decryption may include the verification of OpenPGP messages. This is
due to the often used combined signing/encryption modus of OpenPGP. The
client may pass an option
to the server to inhibit the signature
verification. The following two commands are required to set the input
and output file descriptors:

-- Command: INPUT FD=N
Set the file descriptor for the message to be decrypted to N. The
message send to the server is either binary encoded or in the
case of OpenPGP ASCII armored. For details on the file
descriptor, see the description of INPUT in the ENCRYPT
section.

-- Command: OUTPUT FD=N
Set the file descriptor to be used for the output. The output is
binary encoded. For details on the file descriptor, see the
description of INPUT in the ENCRYPT section.

The decryption is started with the command:

-- Command: DECRYPT --protocol=NAME [--no-verify]
[--export-session-key]
NAME is the encryption protocol used for the message. For a
description of the allowed protocols see the ENCRYPT command.
This argument is mandatory. If the option --no-verify is given,

the server
should not try to verify a signature, in case the input
data is an OpenPGP combined message. If the option
--export-session-key is given and the underlying engine knows how
to export the session key, it will appear on a status line

File: gpgme.info, Node: UI Server Verify, Next: UI Server Set Input Files, Prev: UI Server Decrypt, Up: UI Server Protocol

A.4 UI Server: Verify a Message
==========

The server needs to support the verification of opaque signatures as
well as detached signatures. The kind of input sources controls what
kind message is to be verified.

-- Command: MESSAGE FD=N
This command is used with detached signatures to set the file
descriptor for the signed data to N. The data is binary encoded
(used verbatim). For details on the file descriptor, see the
description of INPUT in the ENCRYPT section.

-- Command: INPUT FD=N
Set the file descriptor for the opaque message or the signature
part
of a detached signature to N. The message send to the server
is either binary encoded or in the case of OpenPGP ASCII
armored. For details on the file descriptor, see the description
of INPUT in the ENCRYPT section.

-- Command: OUTPUT FD=N
Set the file descriptor to be used for the output. The output is
binary encoded and only used for opaque signatures. For details on
the file descriptor, see the description of INPUT in the
ENCRYPT section.

The verification is then started using:

-- Command: VERIFY --protocol=NAME [--silent]
NAME is the signing protocol used for the message. For a
description of the allowed protocols see the ENCRYPT command.
This argument is mandatory. Depending on the combination of
MESSAGE INPUT and OUTPUT commands, the server needs to select
the appropriate verification mode:

MESSAGE and INPUT
This indicates a detached signature. Output data is not

applicable.

INPUT
This indicates an opaque signature. As no output command has been given, the server is only required to check the signature.

INPUT and OUTPUT
This indicates an opaque signature. The server shall write the signed data to the file descriptor set by the output command. This data shall even be written if the signatures cant be verified.

With --silent the server shall not display any dialog; this is for example used by the client to get the content of opaque signed messages. The client expects the server to send at least this status information before the final OK response:

-- Status line: SIGSTATUS FLAG DISPLAYSTRING
Returns the status for the signature and a short string explaining the status. Valid values for FLAG are:

none
The message has a signature but it could not not be verified due to a missing key.

green
The signature is fully valid.

yellow
The signature is valid but additional information was shown regarding the validity of the key.

red
The signature is not valid.

DISPLAYSTRING is a percent-and-plus-encoded string with a short human readable description of the status. For example

S SIGSTATUS green Good+signature+from+Keith+Moon+<keith@example.net>

Note that this string needs to fit into an Assuan line and should be short enough to be displayed as short one-liner on the clients window. As usual the encoding of this string is UTF-8 and it should be send in its translated form.

The server shall send one status line for every signature found on the message.

File: gpgme.info, Node: UI Server Set Input Files, Next: UI Server Sign/Encrypt Files, Prev: UI Server Verify,

Up: UI Server Protocol

A.5 UI Server: Specifying the input files to operate on.
==========

All file related UI
server commands operate on a number of input files
or directories, specified by one or more FILE commands:

-- Command: FILE [--clear] NAME
Add the file or directory NAME to the list of pathnames to be processed by the server. The parameter NAME must be an absolute path name (including the drive letter) and is percent espaced (in particular, the characters %, = and white space characters are always escaped). If the option --clear is given, the list of files is cleared before adding NAME.

Historical note: The original spec did not define --clear but the keyword --continued after the file name to indicate that more files are to be expected. However, this has never been used and thus removed from the specs.

File: gpgme.info, Node: UI Server Sign/Encrypt Files, Next: UI Server Verify/Decrypt Files, Prev: UI Server Set Input Files, Up: UI Server Protocol

A.6 UI Server: Encrypting and signing files.
==========

First,
the input files need to be specified by one or more FILE
commands. Afterwards, the actual operation is requested:

-- Command: ENCRYPT_FILES --nohup
-- Command: SIGN_FILES --nohup
-- Command: ENCRYPT_SIGN_FILES --nohup
Request that the files specified by FILE are encrypted and/or signed. The command selects the default action. The UI server may allow the user to change this default afterwards interactively, and even abort the operation or complete it only on some of the selected files and directories.

What it means to encrypt or sign a file or directory is specific to the preferences of the user, the functionality the UI server provides, and the selected protocol. Typically, for each input file a new file is created under the original filename plus a protocol specific extension (like .gpg or .sig), which contain the encrypted/signed file or a detached signature. For

directories, the server may offer
multiple options to the user (for
example ignore or process recursively).

The ENCRYPT_SIGN_FILES command requests a combined sign and encrypt operation. It may not be available for all protocols (for example, it is available for OpenPGP but not for CMS).

The option --nohup is mandatory. It is currently unspecified what should happen if --nohup is not present. Because --nohup is present, the server always returns OK promptly, and completes the operation asynchronously.

File: gpgme.info, Node: UI Server Verify/Decrypt Files, Next: UI Server Import/Export Keys, Prev: UI Server Sign/Encrypt Files, Up: UI Server Protocol

A.7 UI Server: Decrypting and verifying files.
==========

First, the input files need to be specified by one or more FILE commands. Afterwards, the actual operation is requested:

-- Command: DECRYPT_FILES --nohup
-- Command: VERIFY_FILES --nohup
-- Command: DECRYPT_VERIFY_FILES
--nohup
Request that the files specified by FILE are decrypted and/or verified. The command selects the default action. The UI server may allow the user to change this default afterwards interactively, and even abort the operation or complete it only on some of the selected files and directories.

What it means to decrypt or verify a file or directory is specific to the preferences of the user, the functionality the UI server provides, and the selected protocol. Typically, for decryption, a new file is created for each input file under the original filename minus a protocol specific extension (like .gpg) which contains the original plaintext. For verification a status is displayed for each signed input file, indicating if it is signed, and if yes, if the signature is valid. For files that are signed and encrypted, the VERIFY command transiently decrypts the file to verify the enclosed signature. For directories,
the server may offer multiple
options to the user (for example ignore or process recursively).

The option --nohup is mandatory. It is currently unspecified what should happen if --nohup is not present. Because --nohup

is present, the server always returns OK promptly, and completes
the operation asynchronously.

File: gpgme.info, Node: UI Server Import/Export Keys, Next: UI Server Checksum Files, Prev: UI Server Verify/Decrypt Files, Up: UI Server Protocol

A.8 UI Server: Managing certificates.
=====================================

First, the input files need to be specified by one or more FILE
commands. Afterwards, the actual operation is requested:

-- Command: IMPORT_FILES --nohup
Request that the certificates contained in the files specified by
FILE are imported into the local certificate databases.

For directories, the server may offer multiple options to the user
(for example ignore or process recursively).

The
option --nohup is mandatory. It is currently unspecified
what should happen if --nohup is not present. Because --nohup
is present, the server always returns OK promptly, and completes
the operation asynchronously.

FIXME: It may be nice to support an EXPORT command as well, which
is enabled by the context menu of the background of a directory.

File: gpgme.info, Node: UI Server Checksum Files, Next: Miscellaneous UI Server Commands, Prev: UI Server Import/Export Keys, Up: UI Server Protocol

A.9 UI Server: Create and verify checksums for files.
===

First, the input files need to be specified by one or more FILE
commands. Afterwards, the actual operation is requested:

-- Command: CHECKSUM_CREATE_FILES --nohup
Request that checksums are created for the files specified by
FILE. The choice of checksum algorithm and the destination
storage and format for the created checksums depend on the

preferences of the user and the functionality provided by the UI
server. For directories, the server may offer multiple options to
the user (for example ignore or process recursively).

The option --nohup is mandatory. It is currently unspecified what should happen if --nohup is not present. Because --nohup is present, the server always returns OK promptly, and completes the operation asynchronously.

-- Command: CHECKSUM_VERIFY_FILES --nohup
Request that checksums are created for the files specified by FILE and verified against previously created and stored checksums. The choice of checksum algorithm and the source storage and format for previously created checksums depend on the preferences of the user and the functionality provided by the UI server. For directories, the server may offer multiple options to the user (for example ignore or process recursively).

If the source storage of previously created checksums is available to the user through the Windows shell, this command may also accept such checksum files as FILE arguments. In this case, the UI server should instead verify the checksum of the referenced files as if they were given as INPUT files.

The option --nohup is mandatory. It is currently unspecified what should happen if --nohup is not present. Because --nohup is present, the server always returns OK promptly, and completes the operation asynchronously.

File: gpgme.info, Node: Miscellaneous UI Server Commands, Prev: UI Server Checksum Files, Up: UI Server Protocol

A.10 Miscellaneous UI Server Commands

The server needs to implement the following commands which are not related to a specific command:

-- Command: GETINFO WHAT
This is a multi purpose command, commonly used to return a variety of information. The required subcommands as described by the WHAT parameter are:

pid
Return the process id of the server in decimal notation using an Assuan data line.

To allow the server to pop up the windows in the correct relation to the client, the client is advised to tell the server by sending the option:

-- Command option: window-id NUMBER
   The NUMBER represents the native window ID of the clients current
   window. On Windows systems this is a windows handle (HWND) and
   on X11 systems it is the X Window ID. The number needs to be
   given as a hexadecimal value so that it is easier to convey pointer
   values (e.g. HWND).

A client may want to fire up the certificate manager of the server. To
do this it uses the Assuan command:

-- Command: START_KEYMANAGER
   The server shall pop up the main window of the key manager (aka
   certificate manager). The client expects that the key manager is
   brought into the foregound and that this command immediately
   returns (does not wait until the key manager has
 been fully brought
   up).

A client may want to fire up the configuration dialog of the server. To
do this it uses the Assuan command:

-- Command: START_CONFDIALOG
   The server shall pop up its configuration dialog. The client
   expects that this dialog is brought into the foregound and that
   this command immediately returns (i.e. it does not wait until the
   dialog has been fully brought up).

When doing an operation on a mail, it is useful to let the server know
the address of the sender:

-- Command: SENDER [--info] [--protocol=NAME] EMAIL
   EMAIL is the plain ASCII encoded address ("addr-spec" as per
   RFC-2822) enclosed in angle brackets. The address set with this
   command is valid until a successful completion of the operation or
   until a RESET command. A second command overrides the effect of
   the first one; if EMAIL is not given and --info is not used, the
   server shall use the default signing key.

   If option --info is not given,
 the server shall also suggest a
   protocol to use for signing. The client may use this suggested
   protocol on its own discretion. The same status line as with
   PREP_ENCRYPT is used for this.

   The option --protocol may be used to give the server a hint on
   which signing protocol should be preferred.

To allow the UI-server to visually identify a running operation or to

associate operations the server MAY support the command:

-- Command: SESSION NUMBER [STRING]
   The NUMBER is an arbitrary value, a server may use to associate
   simultaneous running sessions. It is a 32 bit unsigned integer
   with 0 as a special value indicating that no session association
   shall be done.

   If STRING is given, the server may use this as the title of a
   window or, in the case of an email operation, to extract the
   senders address. The string may contain spaces; thus no
   plus-escaping is used.

   This command may be used at any time and overrides
the effect of
   the last command. A RESET undoes the effect of this command.

File: gpgme.info, Node: Debugging, Next: Deprecated Functions, Prev: UI Server Protocol, Up: Top

Appendix B How to solve problems
****

Everyone knows that software often does not do what it should do and
thus there is a need to track down problems. This is in particular true
for applications using a complex library like GPGME and of course also
for the library itself. Here we give a few hints on how to solve such
problems.

  First of all you should make sure that the keys you want to use are
installed in the GnuPG engine and are usable. Thus the first test is to
run the desired operation using gpg or gpgsm on the command line.
If you cant figure out why things dont work, you may use GPGMEs built
in trace feature. This feature is either enabled using the environment
variable GPGME_DEBUG or, if this is not possible, by calling the
function gpgme_set_global_flag. The
 value is the trace level and an
optional file name. If no file name is given the trace output is
printed to stderr.

For example
   GPGME_DEBUG=9:/home/user/mygpgme.log
(Note that under Windows you use a semicolon in place of the colon to
separate the fields.)

  A trace level of 9 is pretty verbose and thus you may want to start
off with a lower level. The exact definition of the trace levels and
the output format may change with any release; you need to check the

source code for details. In any case the trace log should be helpful to understand what is going going on. Warning: The trace log may reveal sensitive details like passphrases or other data you use in your application. If you are asked to send a log file, make sure that you run your tests only with play data.

File: gpgme.info, Node: Deprecated Functions, Next: Library Copying, Prev: Debugging, Up: Top

Appendix C Deprecated Functions
****

For backward compatibility GPGME has a number of functions, data types and constants which are deprecated and should not be used anymore. We document here those which are really old to help understanding old code and to allow migration to their modern counterparts.

Warning: These interfaces will be removed in a future version of GPGME.

-- Function: void gpgme_key_release (gpgme_key_t KEY)
The function gpgme_key_release is equivalent to gpgme_key_unref.

-- Function: gpgme_error_t gpgme_op_import_ext (gpgme_ctx_t CTX, gpgme_data_t KEYDATA, int *NR)
SINCE: 0.3.9

The function gpgme_op_import_ext is equivalent to:

```
gpgme_error_t err = gpgme_op_import (ctx, keydata);
if (!err)
  {
    gpgme_import_result_t result = gpgme_op_import_result (ctx);
    *nr = result->considered;
  }
```

-- Data type: gpgme_error_t (*gpgme_edit_cb_t) (void *HANDLE, gpgme_status_code_t STATUS, const char *ARGS, int FD)
The gpgme_edit_cb_t type is the type of functions which GPGME calls if it a key edit operation is on-going. The status code STATUS and the argument line ARGS are passed through by GPGME from the crypto engine. The file descriptor FD is -1 for normal status messages. If STATUS indicates a command rather than a status message, the response to the command should be written to FD. The HANDLE is provided by the user at start of operation.

The function should return GPG_ERR_FALSE if it did not handle the status code, 0 for success, or any other error value.

-- Function: gpgme_error_t gpgme_op_edit (gpgme_ctx_t CTX, gpgme_key_t KEY, gpgme_edit_cb_t FNC, void *HANDLE, gpgme_data_t OUT)

SINCE: 0.3.9

Note: This function is deprecated, please use gpgme_op_interact instead.

The function gpgme_op_edit processes the key KEY interactively, using the edit callback function FNC with the handle HANDLE. The callback is
invoked for every status and command request from the crypto engine. The output of the crypto engine is written to the data object OUT.

Note that the protocol between the callback function and the crypto engine is specific to the crypto engine and no further support in implementing this protocol correctly is provided by GPGME.

The function returns the error code GPG_ERR_NO_ERROR if the edit operation completes successfully, GPG_ERR_INV_VALUE if CTX or KEY is not a valid pointer, and any error returned by the crypto engine or the edit callback handler.

-- Function: gpgme_error_t gpgme_op_edit_start (gpgme_ctx_t CTX, gpgme_key_t KEY, gpgme_edit_cb_t FNC, void *HANDLE, gpgme_data_t OUT)

SINCE: 0.3.9

Note: This function is deprecated, please use gpgme_op_interact_start instead.

The function gpgme_op_edit_start initiates a gpgme_op_edit operation. It can be completed by calling gpgme_wait on
the
context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the operation was started successfully, and GPG_ERR_INV_VALUE if CTX or KEY is not a valid pointer.

-- Function: gpgme_error_t gpgme_op_card_edit (gpgme_ctx_t CTX, gpgme_key_t KEY, gpgme_edit_cb_t FNC, void *HANDLE,

gpgme_data_t OUT)
Note: This function is deprecated, please use gpgme_op_interact with the flag GPGME_INTERACT_CARD instead.

The function gpgme_op_card_edit is analogous to gpgme_op_edit, but should be used to process the smart card corresponding to the key KEY.

-- Function: gpgme_error_t gpgme_op_card_edit_start (gpgme_ctx_t CTX, gpgme_key_t KEY, gpgme_edit_cb_t FNC, void *HANDLE, gpgme_data_t OUT)
Note: This function is deprecated, please use gpgme_op_interact_start with the flag GPGME_INTERACT_CARD instead.

The function gpgme_op_card_edit_start initiates a

gpgme_op_card_edit operation. It can be completed by calling gpgme_wait on the context. *Note Waiting For Completion::.

The function returns the error code GPG_ERR_NO_ERROR if the operation was started successfully, and GPG_ERR_INV_VALUE if CTX or KEY is not a valid pointer.

-- Function: gpgme_error_t gpgme_data_new_with_read_cb (gpgme_data_t *DH, int (*READFUNC) (void *HOOK, char *BUFFER, size_t COUNT, size_t *NREAD), void *HOOK_VALUE)
The function gpgme_data_new_with_read_cb creates a new gpgme_data_t object and uses the callback function READFUNC to retrieve the data on demand. As the callback function can supply the data in any way it wants, this is the most flexible data type GPGME provides. However, it can not be used to write data.

The callback function receives HOOK_VALUE as its first argument whenever it is invoked. It should return up to COUNT bytes in BUFFER, and return the number of bytes
actually read in NREAD. It
may return 0 in NREAD if no data is currently available. To indicate EOF the function should return with an error code of -1 and set NREAD to 0. The callback function may support to reset its internal read pointer if it is invoked with BUFFER and NREAD being NULL and COUNT being 0.

The function returns the error code GPG_ERR_NO_ERROR if the data object was successfully created, GPG_ERR_INV_VALUE if DH or READFUNC is not a valid pointer, and GPG_ERR_ENOMEM if not enough memory is available.

-- Function: gpgme_error_t gpgme_data_rewind (gpgme_data_t DH)
The function gpgme_data_rewind is equivalent to:

```
return (gpgme_data_seek (dh, 0, SEEK_SET) == -1)
  ? gpgme_error_from_errno (errno) : 0;
```

-- Data type: gpgme_attr_t
The gpgme_attr_t type is used to specify a key or trust item attribute. The following attributes are defined:

GPGME_ATTR_KEYID
This is the key ID of a sub key. It is representable as a string.

GPGME_ATTR_FPR
This is the fingerprint of a sub key. It is representable as a string.

GPGME_ATTR_ALGO
This is the crypto algorithm for which the sub key can be used. It is representable as a string and as a number. The numbers correspond to the enum gcry_pk_algos values in the gcrypt library.

GPGME_ATTR_LEN
This is the key length of a sub key. It is representable as a number.

GPGME_ATTR_CREATED
This is the timestamp at creation time of a sub key. It is representable as a number.

GPGME_ATTR_EXPIRE
This is the expiration time of a sub key. It is representable as a number.

GPGME_ATTR_USERID
This is a user ID. There can be more than one user IDs in a GPGME_KEY_T object. The first one (with index 0) is the primary user ID. The user ID is representable as a number.

GPGME_ATTR_NAME
This is the name belonging to a user ID. It is representable as a string.

GPGME_ATTR_EMAIL

This is the email address belonging to a user ID. It is representable as a string.

GPGME_ATTR_COMMENT
This is the comment belonging to a user ID. It is representable as a string.

GPGME_ATTR_VALIDITY
This is the validity belonging to a user ID. It is representable as a string and as a number. See below for a list of available validities.

GPGME_ATTR_UID_REVOKED
This specifies if a user ID is revoked. It is representable as a number, and is 1 if the user ID is revoked, and 0 otherwise.

GPGME_ATTR_UID_INVALID
This specifies if a user ID is invalid. It is representable as a number, and is 1 if the user ID is invalid, and 0 otherwise.

GPGME_ATTR_TYPE
This
returns information about the type of key. For the string function this will eother be "PGP" or "X.509". The integer function returns 0 for PGP and 1 for X.509.

GPGME_ATTR_IS_SECRET
This specifies if the key is a secret key. It is representable as a number, and is 1 if the key is revoked, and 0 otherwise.

GPGME_ATTR_KEY_REVOKED
This specifies if a sub key is revoked. It is representable as a number, and is 1 if the key is revoked, and 0 otherwise.

GPGME_ATTR_KEY_INVALID
This specifies if a sub key is invalid. It is representable as a number, and is 1 if the key is invalid, and 0 otherwise.

GPGME_ATTR_KEY_EXPIRED
This specifies if a sub key is expired. It is representable as a number, and is 1 if the key is expired, and 0 otherwise.

GPGME_ATTR_KEY_DISABLED
This specifies if a sub key is disabled. It is representable as a number, and is 1 if the key is disabled, and 0 otherwise.

GPGME_ATTR_KEY_CAPS
This is a description of the capabilities of a sub key. It is representable as a string. The string contains the letter e if the key can be used for encryption, s if the key can be used for signatures, and c if the key can be used for certifications.

GPGME_ATTR_CAN_ENCRYPT
This specifies if a sub key can be used for encryption. It is representable as a number, and is 1 if the sub key can be used for encryption, and 0 otherwise.

GPGME_ATTR_CAN_SIGN
This specifies if a sub key can be used to create data signatures. It is representable as a number, and is 1 if the sub key can be used for signatures, and 0 otherwise.

GPGME_ATTR_CAN_CERTIFY
This specifies if a sub key can be used to create key certificates. It is representable as a number, and is 1 if the sub key can be used for certifications, and 0 otherwise.

GPGME_ATTR_SERIAL
The X.509 issuer serial attribute of the key. It is representable as a string.

GPGME_ATTR_ISSUE
The X.509 issuer name attribute of the key. It is representable as a string.

GPGME_ATTR_CHAINID
The X.509 chain ID can be used to build the certification chain. It is representable as a string.

-- Function: const char * gpgme_key_get_string_attr (gpgme_key_t KEY, gpgme_attr_t WHAT, const void *RESERVED, int IDX)
The function gpgme_key_get_string_attr returns the value of the string-representable attribute WHAT of key KEY. If the attribute is an attribute of a sub key or an user ID, IDX specifies the sub key or user ID of which the attribute value is returned. The argument RESERVED is reserved for later use and should be NULL.

The string returned is
only valid as long as the key is valid.

The function returns 0 if an attribute cant be returned as a string, KEY is not a valid pointer, IDX out of range, or RESERVED not NULL.

-- Function: unsigned long gpgme_key_get_ulong_attr (gpgme_key_t KEY, gpgme_attr_t WHAT, const void *RESERVED, int IDX)
The function gpgme_key_get_ulong_attr returns the value of the number-representable attribute WHAT of key KEY. If the attribute is an attribute of a sub key or an user ID, IDX specifies the sub key or user ID of which the attribute value is returned. The argument RESERVED is reserved for later use and should be NULL.

The function returns 0 if the attribute cant be returned as a number, KEY is not a valid pointer, IDX out of range, or RESERVED not NULL.

The signatures on a key are only available if the key was retrieved via a listing operation with the GPGME_KEYLIST_MODE_SIGS mode enabled, because it is expensive to retrieve
all signatures of a key.

So, before using the below interfaces to retrieve the signatures on a key, you have to make sure that the key was listed with signatures enabled. One convenient, but blocking, way to do this is to use the function gpgme_get_key.

-- Data type: gpgme_attr_t
The gpgme_attr_t type is used to specify a key signature attribute. The following attributes are defined:

GPGME_ATTR_KEYID
This is the key ID of the key which was used for the signature. It is representable as a string.

GPGME_ATTR_ALGO
This is the crypto algorithm used to create the signature. It is representable as a string and as a number. The numbers correspond to the enum gcry_pk_algos values in the gcrypt library.

GPGME_ATTR_CREATED
This is the timestamp at creation time of the signature. It is representable as a number.

GPGME_ATTR_EXPIRE
This is the expiration time of the signature. It is representable as a number.

GPGME_ATTR_USERID
This is the user ID associated with the signing key. The user ID is representable as a number.

GPGME_ATTR_NAME
This is the name belonging to a user ID. It is representable as a string.

GPGME_ATTR_EMAIL
This is the email address belonging to a user ID. It is representable as a string.

GPGME_ATTR_COMMENT
This is the comment belonging to a user ID. It is representable as a string.

GPGME_ATTR_KEY_REVOKED
This specifies if a key signature is a revocation signature. It is representable as a number, and is 1 if the key is revoked, and 0 otherwise.

GPGME_ATTR_SIG_CLASS
This specifies the signature class of a key signature. It is representable as a number. The meaning is specific to the crypto engine.

GPGME_ATTR_SIG_CLASS
This specifies the signature class of a key signature. It is representable as a number. The meaning is specific to the crypto engine.

GPGME_ATTR_SIG_STATUS
This is the same value as returned by gpgme_get_sig_status.

-- Function: const char * gpgme_key_sig_get_string_attr (gpgme_key_t KEY, int UID_IDX, gpgme_attr_t WHAT, const void *RESERVED, int IDX)
The function gpgme_key_sig_get_string_attr returns the value of the string-representable attribute WHAT of the signature IDX on the user ID UID_IDX in the key KEY. The argument RESERVED is reserved for later use and should be NULL.

The string returned is only valid as long as the key is valid.

The function returns 0 if an attribute cant be returned as a string, KEY is not a valid pointer, UID_IDX or IDX out of range, or RESERVED not NULL.

-- Function: unsigned long gpgme_key_sig_get_ulong_attr (gpgme_key_t KEY, int UID_IDX, gpgme_attr_t WHAT, const void *RESERVED, int IDX)

The function gpgme_key_sig_get_ulong_attr returns the value of the number-representable attribute WHAT of the signature IDX on the user ID UID_IDX in the key KEY. The argument RESERVED is reserved for later use and should be NULL.

The function returns 0 if an attribute cant be returned as a string, KEY is not a valid pointer, UID_IDX or IDX out of range, or RESERVED not NULL.

-- Data type: enum gpgme_sig_stat_t

The gpgme_sig_stat_t type holds the result of a signature check, or the combined result of all signatures. The following results are possible:

GPGME_SIG_STAT_NONE
: This status should not occur in normal operation.

GPGME_SIG_STAT_GOOD
: This status indicates that the signature is valid. For the combined result this status means that all signatures are valid.

GPGME_SIG_STAT_GOOD_EXP
: This status indicates that the signature is valid but expired. For the combined result this status means that all signatures are valid and expired.

GPGME_SIG_STAT_GOOD_EXPKEY
: This status indicates that the signature is valid but the key used to verify the signature has expired. For the combined result this status means that all signatures are valid and all keys are expired.

GPGME_SIG_STAT_BAD
: This status indicates that the signature is invalid. For the combined result this status means that all signatures are invalid.

GPGME_SIG_STAT_NOKEY
This status indicates that the signature could not be verified due to a missing key. For the combined result this status means that all signatures could not be checked due to missing keys.

GPGME_SIG_STAT_NOSIG
This status indicates that the signature data provided was not a real signature.

GPGME_SIG_STAT_ERROR
This status indicates that there was some other error which prevented the signature verification.

GPGME_SIG_STAT_DIFF
For the combined result this status means that at least two signatures have a different status. You can get each keys status with gpgme_get_sig_status.

-- Function: const char * gpgme_get_sig_status (gpgme_ctx_t CTX, int IDX, gpgme_sig_stat_t *R_STAT, time_t *R_CREATED)
The function gpgme_get_sig_status is equivalent to:

```
gpgme_verify_result_t result;
gpgme_signature_t sig;

result = gpgme_op_verify_result (ctx);
sig = result->signatures;

while (sig && idx)
  {
    sig = sig->next;
    idx--;
  }
if (!sig || idx)
  return NULL;

if (r_stat)
  {
    switch (gpg_err_code (sig->status))
{
case GPG_ERR_NO_ERROR:
   *r_stat = GPGME_SIG_STAT_GOOD;
  break;

case GPG_ERR_BAD_SIGNATURE:
  *r_stat = GPGME_SIG_STAT_BAD;
```

```
          break;

        case GPG_ERR_NO_PUBKEY:
          *r_stat = GPGME_SIG_STAT_NOKEY;
          break;

        case GPG_ERR_NO_DATA:
          *r_stat = GPGME_SIG_STAT_NOSIG;
          break;

        case GPG_ERR_SIG_EXPIRED:
          *r_stat = GPGME_SIG_STAT_GOOD_EXP;
          break;

        case GPG_ERR_KEY_EXPIRED:
          *r_stat = GPGME_SIG_STAT_GOOD_EXPKEY;
          break;

        default:
          *r_stat = GPGME_SIG_STAT_ERROR;
          break;
        }
          }
        if (r_created)
          *r_created = sig->timestamp;
        return sig->fpr;
```

-- Function: const char * gpgme_get_sig_string_attr (gpgme_ctx_t CTX, int IDX, gpgme_attr_t WHAT, int WHATIDX)

The function gpgme_get_sig_string_attr is equivalent to:

```
        gpgme_verify_result_t result;
        gpgme_signature_t sig;

        result = gpgme_op_verify_result (ctx);
        sig = result->signatures;

        while (sig && idx)
          {
            sig = sig->next;
            idx--;
          }
        if (!sig || idx)
          return NULL;

        switch (what)
          {
```

```
            case GPGME_ATTR_FPR:
              return sig->fpr;

            case GPGME_ATTR_ERRTOK:
              if (whatidx == 1)
                return sig->wrong_key_usage ? "Wrong_Key_Usage" : "";
              else
          return "";
            default:
              break;
            }

          return NULL;
```

-- Function: const char * gpgme_get_sig_ulong_attr (gpgme_ctx_t CTX,
int IDX, gpgme_attr_t WHAT, int WHATIDX)
The function gpgme_get_sig_ulong_attr is equivalent to:

```
          gpgme_verify_result_t result;
          gpgme_signature_t sig;


    result = gpgme_op_verify_result (ctx);
          sig = result->signatures;

          while (sig && idx)
            {
              sig = sig->next;
              idx--;
            }
          if (!sig || idx)
            return 0;

          switch (what)
            {
            case GPGME_ATTR_CREATED:
              return sig->timestamp;

            case GPGME_ATTR_EXPIRE:
              return sig->exp_timestamp;

            case GPGME_ATTR_VALIDITY:
              return (unsigned long) sig->validity;

            case GPGME_ATTR_SIG_STATUS:
              switch (sig->status)
          {
          case GPG_ERR_NO_ERROR:
```

```
          return GPGME_SIG_STAT_GOOD;

        case GPG_ERR_BAD_SIGNATURE:
          return GPGME_SIG_STAT_BAD;

        case GPG_ERR_NO_PUBKEY:
          return GPGME_SIG_STAT_NOKEY;

        case GPG_ERR_NO_DATA:
          return GPGME_SIG_STAT_NOSIG;

        case GPG_ERR_SIG_EXPIRED:

    return GPGME_SIG_STAT_GOOD_EXP;

        case GPG_ERR_KEY_EXPIRED:
          return GPGME_SIG_STAT_GOOD_EXPKEY;

        default:
          return GPGME_SIG_STAT_ERROR;
        }

          case GPGME_ATTR_SIG_SUMMARY:
            return sig->summary;

          default:
            break;
          }
        return 0;
```

-- Function: const char * gpgme_get_sig_key (gpgme_ctx_t CTX, int IDX, gpgme_key_t *R_KEY)

The function gpgme_get_sig_key is equivalent to:

```
        gpgme_verify_result_t result;
        gpgme_signature_t sig;

        result = gpgme_op_verify_result (ctx);
        sig = result->signatures;

        while (sig && idx)
          {
            sig = sig->next;
            idx--;
          }
        if (!sig || idx)
          return gpg_error (GPG_ERR_EOF);
```

```
  return gpgme_get_key (ctx, sig->fpr, r_key, 0);
```

File: gpgme.info, Node: Library Copying, Next: Copying,
 Prev: Deprecated Functions, Up: Top

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Version 2.1, February 1999

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[This is the first released version of the Lesser GPL. It also counts
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========

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can be linked without the
Library, or if the work is itself a
library. The threshold for this to be true is not precisely
defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a
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(line 10)
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(line 10)
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* START_CONFDIALOG: Miscellaneous UI Server Commands.
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* struct gpgme_data_cbs: Callback Based Data Buffers.
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(line 6)
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(line 10)
* void (*gpgme_data_release_cb_t) (void *HANDLE): Callback Based Data Buffers.
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* void (*gpgme_event_io_cb_t) (void *DATA, gpgme_event_io_t TYPE, void *TYPE_DATA): I/O Callback
Interface.
(line 83)
* void (*gpgme_progress_cb_t)(void *HOOK, const char *WHAT, int TYPE, int CURRENT, int TOTAL):
Progress Meter Callback.

(line 6)
* void (*gpgme_remove_io_cb_t) (void *TAG): I/O Callback Interface.
(line 48)

* window-id: Miscellaneous UI Server Commands.
(line 21)
Wenn Sie dies lesen knnen, ist es wohl nicht
geheim genug.

```
{
  "name": "gpgmejson",
  "description": "Integration with GnuPG",
  "path": "/usr/bin/gpgme-json",
  "type": "stdio",
  "allowed_extensions": [
    "jid1-AQqSMBYb0a8ADg@jetpack"
  ]
}
{
  "info": {
    "is_mime":  false,
    "signatures":  [{
      "summary":  {
        "sigsum":  [],
        "valid":  false,
        "green":  false,
        "red":  false,
        "revoked":  false,
        "key-expired":  false,
        "sig-expired":  false,
        "key-missing":  false,
        "crl-missing":  false,
        "crl-too-old":  false,
        "bad-policy":  false,
        "sys-error":  false
      },
      "wrong_key_usage":  false,
      "chain_model":  false,
      "is_de_vs":  false,
      "status_string":  "Success",
      "fingerprint":  "A0FF4590BB6122EDEF6E3C542D727CC768697734",
      "validity_string":  "unknown",
      "pubkey_algo_name":  "DSA",
      "hash_algo_name":  "SHA1",
      "status_code":  0,
      "timestamp":  1542201053,
      "exp_timestamp":  0,
      "pka_trust":  0,
      "validity":  0,
      "validity_reason":  0
    }]
  }
}
```

hkp4py
requests
{
  "op": "decrypt",
  "base64": true,
  "data":
"hQEOA2rm1+5GqHH4EAP+NCYW3vVuCLDTUYhBaKHNgp4fMq9TNACH2NiZyVSaYLe0VE+2LLurHN/X
LwlP7xhl2XijBUe6Q7M+KyoPd9iNIgX9q914dPUN0Q3sJinSbujnFzsy0L2x6kgUJCK/XA7rp0VpmJGUWIQYAE
T8Xx6SaWd2XxIdIITUz2MqrTzWrgED/iOuRxuT4loNJ/DM2YrOZr0He25SxJskg0t1bik2nM+wHAbJrSa6BqPJY
U4scnG6AH0RRxFV177ADjOcBLeutXw7DE+6YOExWZD2Fb0oax/ppDulMudrJnj6Wg5/EHbBLDF96Xd6vQX
1rcHmrxImvaQNbavEKswlDZgoYwaV7PYPhQEOAwQHH7gHKHE0EAP/So0a3deCbXVSPkABRO3yZa6kHcV
uO5+lTsunfxav1TwaMkBOiK6usRz2zt3rjozNrh3vXn3o2WpFKebwhIUF0q2qPw3OKIGq9jFT63t+DPjpbSorAev
mVqXWdmaqDPJZ/QIY6NkBhprTdIGPSTFh66eggQLz+BBUVx2myM7AqgcD/3PnOGIiqINQzFkfa6lHiV/TZ8A
aMNfvyx4FFG4Zi45ZnDwLCJZ+J7ATXzECauEDLzhjk8M9OP0PwFT1WsnWefKDSLzbO5hEnf8NYdY6i8f2MJ
KYcnpeI4PZA3OK9ovmAoJl31K+/vBJRP4kiJ4Weu7fzMi6Zz87tfHDEpbRR7N80qoBTlT7I044LG5OJKgQukb7
HOv+c668i56UzZVgz+LCsFpjYEFTlrPVR5Me3PjSSb8M+tt9NUjenNnghJEcxeD902YJcqgRWPotouzx5fKDTay/
LofFqckEWGlP5pnkeNfYIBIaSSrG/KcdQ0rPOAxKrZzIifYVwnJm/ISxU6uMpNfDJGOJppf4xqXgTKBdIsCljg5Ll
gNvGhNMYaXQkGQInzXvLSUbxLerWw=="
}
Additional license notices for GPGME. -*- org -*-

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 For files:
 - cJSON.c, cJSON.h

#+begin_quote
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#+end_quote
-*- mode: org -*-
#+TITLE: Maintenance Mode
#+AUTHOR: Ben McGinnes
#+LATEX_COMPILER: xelatex
#+LATEX_CLASS: article
#+LATEX_CLASS_OPTIONS: [12pt]
#+LATEX_HEADER: \usepackage{xltxtra}
#+LATEX_HEADER: \usepackage[margin=1in]{geometry}
#+LATEX_HEADER: \setmainfont[Ligatures={Common}]{Times New Roman}
#+LATEX_HEADER: \author{Ben McGinnes <ben@gnupg.org>}

* Maintenance Mode from 2019
 :PROPERTIES:
 :CUSTOM_ID: maintenance-mode
 :END:

Version:	0.0.1
GPGME Version:	1.13.0
Author:	Ben McGinnes <ben@gnupg.org>
Author GPG Key:	DB4724E6FA4286C92B4E55C4321E4E2373590E5D
Language:	Australian English, British English
xml:lang:	en-AU, en-GB, en

From the beginning of 2019 the Python bindings to GPGME will enter
maintenance mode, meaning that new features will not be added and only
bug fixes and security fixes will be made.
  This also means that
documentation beyond that existing at the end of 2018 will not be
developed further except to correct errors.

Though use of these bindings appears to have been quite well received,
there has been no indication of what demand there is, if any for
either financial backing of the current Python bindings development or
support contracts with g10code GmbH citing the necessity of including
the bindings.

** Maintainer from 2019 onward
:PROPERTIES:
:CUSTOM_ID: maintenance-mode-bm
:END:

How does this affect the position of GnuPG Python Bindings Maintainer?

Well, I will remain as maintainer of the bindings; but without funding
for that position, the amount of time I will be able to dedicate
solely to this task will be limited and reduced to volunteered time.
As with all volunteered time and effort in free software projects,
this will be subject to numerous external imperatives.

** Using the Python Bindings from 2019 and beyond
:PROPERTIES:
:CUSTOM_ID:
maintenance-mode-blade-runner
:END:

For most, if not all, Python developers using these bindings; they
will continue to just work the same as they always have. Expansions
of GPGME itself are usually handled by SWIG with the existing code and
thus bindings are generated properly when the bindings are installed
alongside GPGME and when the latter is built from source.

In the rare circumstances where that is not enough to address some new
addition to GPGME, then that is a bug and thus subject to the
maintenance mode provisions (i.e. it will be fixed following a bug
report being raised and your humble author will need to remember where
the timesheet template was filed, depending on how many years off such
an event is).

All the GPGME functionality will continue to be accessible via the
lower level, dynamically generated methods which match the GPGME C
documentation. While the more intuitively Pythonic higher level layer
already covers the vast majority of functionality people require
with
key generation, signatures, certifications (key signing), encryption,
decryption, verification, validation, trust levels and so on.

Any wanted features lacking in the Python bindings are usually lacking
because they are missing from GPGME itself (e.g. revoking keys via the
API) and in such cases they are usually deliberately excluded. More
discussion of these issues can be found in the archives of the
[[https://lists.gnupg.org/mailman/listinfo/gnupg-devel][gnupg-devel mailing list]].

Any features existing in the dynamically generated layer for which

people want a specific, higher level function included to make it more
Pythonic (e.g. to avoid needing to learn or memorise cryptographic
mode values or GnuPG status code numbers), would be a feature request
and /not/ a bug.

It is still worthwhile requesting it, but the addition of such a
feature would not be guaranteed and provided on a purely volunteer
basis. Expediting such a request would require funding that request.

Those
 with a commercial interest in expediting such a feature request
already know how to [[https://gnupg.org/cgi-bin/procdonate.cgi?mode=preset][expedite it]] (use the message field to state what
feature is being requested).

** Documentation formats
 :PROPERTIES:
 :CUSTOM_ID: docs
 :END:

The documentation has been written in Org mode for GNU Emacs, with
both Texinfo and reStructuredText formats generated from that. The
Texinfo files are intended for use with the rest of the GnuPG
documentation; while the reStructuredText files are intended for use
with Docutils and Sphinx, as with other Python projects.

*** Cautionary Notes regarding Sphinx and EPUB
  :PROPERTIES:
  :CUSTOM_ID: sphinx-made-epubs-suck
  :END:

Though Python's Docutils in conjunction with Sphinx is capable of
generating some very useful HTML sites, as proven by [[https://readthedocs.org/][Read the Docs]] and
the [[https://docs.python.org/][Python documentation]], there are a number of output formats it does not
 handle well. At the top of the list of things it manages to break
so atrociously as to be embarassing is the [[http://idpf.org/epub][EPUB 3]] format.

The automatically generated EPUB of the CPython documentation always
contains hundreds of validation errors and even the modest amount of
documentation here [[https://files.au.adversary.org.s3.amazonaws.com/crypto/gpgme-python/rst/epub/GPGMEPythonBindings.epub][produced a file]] with approximately thirty
validation errors. As the volume of documentation content increases,
so does the induced errors. Whereas Texinfo doesn't produce EPUB
output at all, nor does Org-mode.

Should there ever be genuine demand for this format, lodge a
[[https://dev.gnupg.org/maniphest/task/edit/form/4/][feature
request]] case marked for [[https://dev.gnupg.org/p/BenM/][my]] attention. The means of generating such files flawlessly is already available, but is not yet part of the
GnuPG build system. Nor is it integrated with a means of converting
Org
mode input files to the relevant base format automatically, as can
already be done when converting Org to reStructuredText or Org to
Texinfo. As a certain amount of work would be required to get it
done, there would need to be clear demand for that work to be done.
Just GNU it!
2011-12-02 Werner Koch <wk@g10code.com>

NB: ChangeLog files are no longer manually maintained. Starting
on December 1st, 2011 we put change information only in the GIT
commit log, and generate a top-level ChangeLog file from logs at
"make dist". See doc/HACKING for details.

2011-10-25 Marcus Brinkmann <marcus@g10code.com>

* m4/pth.m4: Removed.
* configure.ac: Remove check for pth and automake conditional
HAVE_PTH.

2011-06-16 Marcus Brinkmann <marcus@g10code.com>

Release 1.3.1

* configure.ac: Set LT version to C19/A8/R0.

2011-05-06 Marcus Brinkmann <marcus@g10code.com>

* Makefile.am (SUBDIRS): Remove complus.

* configure.ac (AC_CONFIG_FILES): Remove complus/Makefile.
(BUILD_COMPLUS): Remove AM_CONDITIONAL.
* complus/: Remove very old and stale component.

* acinclude.m4 (GNUPG_FIX_HDR_VERSION): Remove.

2011-04-14 Werner Koch <wk@g10code.com>

* configure.ac: Require automake 1.11.

2011-04-06 Werner Koch <wk@g10code.com>

* autogen.sh (--build-w32):

Support option --build-w64.
* configure.ac (HAVE_W64_SYSTEM): Define.
(INSERT__TYPEDEFS_FOR_GPGME_H): New.
(GPGME_CONFIG_HOST): New.

2011-02-02 Marcus Brinkmann <mb@g10code.com>

* configure.ac (NEED_LIBASSUAN_VERSION): Bump to 2.0.2 for system hooks.

2010-12-30 Werner Koch <wk@g10code.com>

* configure.ac: Support a git revision.

2010-11-03 Werner Koch <wk@g10code.com>

* configure.ac (AC_CHECK_HEADERS): Check for sys/types.h and
sys.stat.h.

2010-11-02 Werner Koch <wk@g10code.com>

* configure.ac (AC_CHECK_HEADERS): Check for sys.time.h.

2010-08-19 Werner Koch <wk@g10code.com>

* configure.ac (AH_BOTTOM): Define GPG_ERR_ENABLE_ERRNO_MACROS.

2010-05-12 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Check for setlocale.

2010-05-07 Werner Koch <wk@g10code.com>

* configure.ac: Change checks to always require libassuan.

2010-05-07 Marcus Brinkmann <marcus@g10code.de>

* autogen.sh: Update the thing.

* configure.ac: Check for locale.h.

2010-05-06
Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Detect Windows CE.
(HAVE_W32CE_SYSTEM): New symbol and automake conditional.
* ltmain.sh, m4/libtool.m4: Patch so that it works for Windows CE.

* configure.ac: Require libgpg-error 1.8.

2010-03-15 Werner Koch <wk@g10code.com>

 * configure.ac (emacs_local_vars_begin)
(emacs_local_vars_read_only, emacs_local_vars_end): New.

2010-01-22 Werner Koch <wk@g10code.com>

 * autogen.sh (--build-w32): Add --with-libassuan-prefix.

2010-01-11 Marcus Brinkmann <marcus@g10code.de>

 Release 1.3.0.

2009-12-22 Marcus Brinkmann <marcus@g10code.de>

 * configure.ac: Do not use echo -n. Test for __thread.

2009-12-17 Marcus Brinkmann <marcus@g10code.de>

 * configure.ac: Make largefile check more robust.

2009-12-10 Werner Koch <wk@g10code.com>

 * configure.ac: Check for getgid and getegid.

2009-12-08 Marcus Brinkmann <marcus@g10code.de>

 Update to libtool 2.2.6a.
 * configure.ac: Invoke AC_CONFIG_MACRO_DIR.
(AC_LIBTOOL_WIN32_DLL,
AC_LIBTOOL_RC): Replace by ...
(LT_PREREQ, LT_INIT, LT_LANG): ... these.
 * config.guess, config.sub, install-sh, ltmain.sh, m4/libtool.m4:
 Updated to libtool 2.2.6a.
 * m4/ltoptions.m4, m4/ltsugar.m4, m4/ltversion.m4,
 m4/lt~obsolete.m4: New files from libtool 2.2.6a.

2009-11-10 Marcus Brinkmann <marcus@g10code.de>

 * configure.ac: Activate UIServer if FD passing is enabled and
 Assuan is available.

2009-10-30 Marcus Brinkmann <marcus@g10code.de>

 * configure.ac: Check for argp.h and error_t.

2009-10-26 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (NEED_GPG_VERSION_DEFAULT): Bump to 1.4.0 as 1.3.0
was development versions only.

2009-10-22 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add support for G13.

2009-10-20 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (AC_CONFIG_FILES): Remove assuan/Makefile.

2009-10-20 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Replace internal libassuan by external libassuan.
* m4/libassuan.m4:
New file.
* Makefile.am (assuan): Remove variable.
(SUBDIRS): Remove ${assuan}.
* assuan/: Removed.

2009-06-22 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add AC_TYPE_UINTPTR_T.

* assuan/assuan.h [_ASSUAN_IN_GPGME_BUILD_ASSUAN]: Declare
_gpgme_io_connect.

2009-06-18 Marcus Brinkmann <marcus@g10code.de>

Released GPGME 1.2.0.

* configure.ac (my_version): Set to 1.2.0.
(LIBGPGME_LT_CURRENT, LIBGPGME_LT_AGE): Bump.
(LIBGPGME_LT_REVISION): Reset.

2009-05-05 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add infrastructure for compile time check of
_FILE_OFFSET_BITS.

2009-04-19 Moritz <moritz@gnu.org>

* Makefile.am (DISTCHECK_CONFIGURE_FLAGS): Specify --with-gpg.

2009-03-06 Marcus Brinkmann <marcus@g10code.de>

* assuan/: Update to libassuan SVN 2009-03-06.

2009-01-26 Werner Koch <wk@g10code.com>

 * configure.ac (AC_CONFIG_FILES): Add tests/opassuan/Makefile.

2008-12-08 Marcus Brinkmann <marcus@g10code.de>

 Release GPGME
 1.1.8.

 * configure.ac: Bump API revision.

2008-11-03 Marcus Brinkmann <marcus@g10code.com>

 * configure.ac: Replace gpgme paths with src.
 * gpgme: Move to ...
 * src: ... this new directory.

2008-10-20 Werner Koch <wk@g10code.com>

 * configure.ac (AC_CONFIG_FILES): Add gpgme.h.
 (GNUPG_FIX_HDR_VERSION): Remove.

2008-10-17 Marcus Brinkmann <marcus@g10code.com>

 Release GPGME 1.1.7.

 * configure.ac (LIBGPGME_LT_REVISION): Bump for release.

2008-09-19 Moritz <moritz@gnu.org>

 * configure.ac: Remove bogus "esac".

2008-09-16 Marcus Brinkmann <marcus@g10code.com>

 * configure.ac (_XOPEN_SOURCE) [apple-darwin]: Define it.

2008-07-04 Werner Koch <wk@g10code.com>

 * config.guess, config.sub: Update to 2007-11-19. Also update
 missing et al scripts.

2008-04-01 Werner Koch <wk@g10code.com>

 * configure.ac (AC_INIT): Fix quoting.

2008-01-30 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Bump required version of automake up to 1.10.
* autogen.sh: Fix
aclocal check.

2008-01-04 Marcus Brinkmann <marcus@g10code.de>

Release GPGME 1.1.6.

* configure.ac: Support gpgconf.

2007-09-27 Marcus Brinkmann <marcus@g10code.de>

* assuan-pipe-connect.c (pipe_connect_gpgme): Do not close process
handle here. Use this function also on Unix systems.

* assuan-pipe-connect.c (pipe_connect_gpgme): Fix last change.

* assuan-pipe-connect.c (pipe_connect_gpgme): New function, use it
if _ASSUAN_IN_GPGME_BUILD_ASSUAN.

2007-09-17 Werner Koch <wk@g10code.com>

* configure.ac: Use the svn version magic.

2007-09-07 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Check for C++, Qt and support --enable-w32-qt.
* m4/pkg.m4: New file.

2007-08-21 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (--enable-w32-glib): Use --enableval, not
--withval.

2007-07-16 Marcus Brinkmann <marcus@g10code.de>

* assuan/assuan-socket.c (_assuan_close): Always use close().
* assuan/assuan.h (_gpgme_io_close): New prototype.
(close): New
macro, define as _gpgme_io_close.

2007-07-13 Marcus Brinkmann <marcus@g10code.de>

* assuan/assuan-io.c (_assuan_simple_read, _assuan_simple_write):
Always use read/write (which means _gpgme_io_read and
_gpgme_io_write).

2007-07-09 Marcus Brinkmann <marcus@g10code.de>

Released 1.1.5.

* configure.ac (LIBGPGME_LT_REVISION): Bump for release.

2007-07-08 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (GPGSM_DEFAULT) [*-mingw32*]: Initialize it.
(HAVE_ASSUAN_H): Set to 1 if we have it.
(funopen): Use AC_REPLACE_FUNCS.
(USE_DESCRIPTOR_PASSING): Define to 1 if we have it. Do not
define it at all if we don't.
(NETLIBS) [have_w32_system]: Add -lws2_32.
(DIRSEP_C, DIRSEP_S, EXPSEP_C, EXPSEP_S, PATHSEP_S)
[HAVE_DOSISH_SYSTEM]: Remove definitions.

* assuan/assuan.h (_assuan_funopen): Define to _gpgme_funopen.
* assuan/funopen.c: Move to ../gpgme/funopen.c.
* assuan/Makefile.am (libassuan_la_SOURCES): Remove funopen.c.

2007-07-04 Marcus Brinkmann <marcus@g10code.de>

*
assuan/Makefile.am (INCLUDES): Include $(top_srcdir)/gpgme.
* assuan/assuan.h: Include <ath.h> instead of trying to duplicate
the definitions.

* assuan/: Update files to 2007-07-04 version of assuan.

* autogen.sh: Use = not == in test.

2007-03-05 Werner Koch <wk@g10code.com>

Released 1.1.4.

* configure.ac (LIBGPGME_LT_REVISION): Bump for release.

* autogen.sh: New option --force.

2007-01-29 Marcus Brinkmann <marcus@g10code.de>

Released 1.1.3.

* configure.ac (LIBGPGME_LT_REVISION): Bump for release.

2007-01-26 Werner Koch <wk@g10code.com>

* configure.ac: Changed gpg and gpgsm version checks to work with

arbitrary names of the gpg binary. New option --disable-gpg-test
and --disable-gpgsm-test.

2007-01-09 Werner Koch <wk@g10code.com>

* configure.ac (NEED_GPG_VERSION, NEED_GPGSM_VERSION): Must define
after it may have been changed by an option.

2007-01-08 Werner Koch <wk@g10code.com>

* configure.ac: Require gpg-error 1.4 due to the use of
gpg_error_from_syserror.
(HAVE_ASSUAN_H):
New.

2007-01-05 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add options --with-gpg-version and
--with-gpgsm-version to allow overriding the minimum version
requirements.

2006-12-17 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Fix two typos in last change.

2006-12-03 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Use descriptor passing only if --enable-fd-passing
is provided.

* configure.ac: Add check for use of descriptor passing.

2006-11-29 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (NEED_GPG_VERSION): Bump to 1.3.0.

2006-09-19 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Turn stpcpy into a replacement function.
Check for unistd.h and add setenv as replacement function.

2006-07-29 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Check for network libraries and set NETLIBS.

2006-07-06 Marcus Brinkmann <marcus@g10code.de>

* lang, lang/cl: New subdirectories.

*
lang/Makefile.am, lang/README: New files.
* configure.ac (AC_CONFIG_FILES): Add lang/Makefile,
lang/cl/Makefile and lang/cl/gpgme.asd.
* Makefile.am (SUBDIRS): Add lang.

2006-03-02 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (LIBGPGME_LT_REVISION): Bump for release.

2006-02-22 Marcus Brinkmann <marcus@g10code.de>

Released 1.1.1.

* configure.ac (LIBGPGME_LT_CURRENT, LIBGPGME_LT_AGE): Bump for
release.
(LIBGPGME_LT_REVISION): Reset to 0 for release.

2006-01-05 Werner Koch <wk@g10code.com>

* configure.ac: Test for inline feature.
(AH_BOTTOM): New to define the pure attribute.

2006-01-03 Werner Koch <wk@g10code.com>

* configure.ac: Append SVN revision to the version.

2005-11-18 Werner Koch <wk@g10code.com>

* configure.ac (BUILD_REVISION): New.

2005-11-17 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add support for --enable-w32-glib (disabled by
default). Invoke AM_PATH_GLIB_2_0.

2005-11-16 Werner Koch <wk@g10code.com>

* configure.ac
(CFLAGS) [W32]: Make sure that -mms-bitfields are used.

2005-11-15 Werner Koch <wk@g10code.com>

* configure.ac: Create BUILD_FILEVERSION from SVN Revision.

* autogen.sh [W32]: Build shared and static versions of the library.

2005-10-20 Marcus Brinkmann <marcus@g10code.de>

* w32-dll/ChangeLog, w32-dll/build-dll, w32-dll/gpgme.def: Remove
files.

* configure.ac: Instead checking for windres and dlltool, invoke
AC_LIBTOOL_WIN32_DLL and AC_LIBTOOL_RC.
* src/Makefile.am [HAVE_W32_SYSTEM]: Use libtool, which simplifies
the rules.

2005-10-01 Marcus Brinkmann <marcus@g10code.de>

Released 1.1.0.

* configure.ac (LIBGPGME_LT_CURRENT, LIBGPGME_LT_AGE): Bump for
release.
(LIBGPGME_LT_REVISION): Reset to 0 for release.

2005-09-12 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (HAVE_PTH): Don't add $PTH_CFLAGS to $CFLAGS here.

2005-08-26 Werner Koch <wk@g10code.com>

* configure.ac (SEPCONSTANTS): New to define DIRSEP_C et al.

2005-08-19 Werner Koch <wk@g10code.com>

*
configure.ac [W32]: Create values for versioninfo.rc and list
substuture versioninfo.rc.
* configure.ac: Define ENABLE_GPGSM.

2005-08-08 Werner Koch <wk@g10code.com>

* configure.ac (stpcpy): Changed from replace to test.

2005-03-24 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (AH_BOTTOM): Removed.

2005-03-09 Werner Koch <wk@g10code.com>

* acinclude.m4 (GNUPG_CHECK_VA_COPY): Assume no when cross-compiling.

* Makefile.am (EXTRA_DIST): Include autogen.sh

* autogen.sh: Added the usual code to build for W32 (--build-w32).

* configure.ac: Fixed the mingw32 host string, removed OS/2 stuff.
(HAVE_DRIVE_LETTERS): Removed.
(HAVE_W32_SYSTEM): Added.
(AC_GNU_SOURCE): New to replace the identical AH_VERBATIM.
(AH_BOTTOM): Added.

2004-12-28 Werner Koch <wk@g10code.com>

Released 1.0.2.

* Makefile.am (AUTOMAKE_OPTIONS): Build bzip 2 version.
(ACLOCAL_AMFLAGS): Add -I m4.
* configure.ac: Require automake 1.9.3 and autoconf 2.59.
* acinclude.m4:
Changed quoting for automake 1.9.
* README: Use SHA1 instead of MD5.

2004-12-11 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Replace ttyname_r if it doesn't exist (and warn in
that case).

2004-12-07 Marcus Brinkmann <marcus@g10code.de>

* README: Refer to COPYING.LESSER and "each file" instead of
COPYING.
* COPYING.LESSER: New file.
* gpgme.spec.in (%doc): Add COPYING.LESSER.
* acinclude.m4, configure.ac, Makefile.am: Change license to LGPL
2.1 or later.
* TODO: Add copyright notice.
* README.CVS: Likewise.

* configure.ac (GPGSM_VERSION): Fix filter to get it.

2004-10-22 Marcus Brinkmann <marcus@g10code.de>

Released 1.0.1.

* configure.ac (LIBGPGME_LT_REVISION): Bump up to 2.
(AC_INIT): Set version to 1.0.1.

* configure.ac: Set HAVE_GPGSM to true only if $GPGSM is not "no".

2004-09-30 Marcus Brinkmann <marcus@g10code.de>

Released 1.0.0.

* configure.ac (LIBGPGME_LT_REVISION): Bump up to 1.
(AC_INIT): Set version to 1.0.0.

* Makefile.am
(EXTRA_DIST): Remove README-alpha.
* README-alpha: Remove file.

2004-09-17 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Disable AC_CONFIG_MACRO_DIR for now.

2004-09-14 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Improve diagnostics with version check.

* configure.ac: Print diagnostics about found thread libraries at
the end. Check for the versions of GPG and GPGSM and print the
found versions at the end.
(HAVE_GPGSM): Do not require GPGSM to exist and be readable.
(AC_CONFIG_MACRO_DIR): Invoke with argument m4.

* acinclude.m4: Add copyright notice.
(jm_GLIBC21, AM_PATH_GPG_ERROR, _AC_PTH_ERROR, _AC_PTH_VERBOSE,
AC_CHECK_PTH): Removed.

2004-06-23 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Check for <sys/uio.h>.

2004-06-08 Marcus Brinkmann <marcus@g10code.de>

Released 0.9.0.

* configure.ac (AC_INIT): Set version number to 0.9.0.
(LIBGPGME_LT_CURRENT, LIBGPGME_LT_AGE): Bump up by one.
(LIBGPGME_LT_REVISION): Reset to zero.

2004-05-21
Marcus Brinkmann <marcus@g10code.de>

* configure.ac (GPGME_CONFIG_API_VERSION): New variable,
substitute it.

2004-04-29 Marcus Brinkmann <marcus@g10code.de>

Released 0.4.7.

* configure.ac (LIBGPGME_LT_REVISION): Bump it up.

2004-04-02 Thomas Schwinge <schwinge@nic-nac-project.de>

* autogen.sh: Added ACLOCAL_FLAGS.

2004-04-06 Werner Koch <wk@gnupg.org>

Released 0.4.6.

* config.guess, config.sub, ltmain.sh: Updated to those from
libtools 1.5.4.

2004-03-07 Marcus Brinkmann <marcus@g10code.de>

Released 0.4.5.

* configure.ac (NEED_GPGSM_VERSION): Bump up to 1.9.6.

* Makefile.am (EXTRA_DIST): Remove autogen.sh and README.CVS.

2004-02-18 Werner Koch <wk@gnupg.org>

* configure.ac: Make the check for funopen fail with just a
warning.

2004-02-11 Werner Koch <wk@gnupg.org>

* autogen.sh (check_version): Removed bashism and simplified.

2004-02-10 Werner Koch <wk@gnupg.org>

* configure.ac: Fixed funopen test change.

2004-02-06 Moritz Schulte
<mo@g10code.com>

* configure.ac: Fix funopen replacement mechanism.

2004-01-31 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add invocation of AC_SYS_LARGEFILE, AC_TYPE_OFF_T
and AC_FUNC_FSEEKO.

2004-01-12 Werner Koch <wk@gnupg.org>

Released 0.4.4.

* configure.ac: Bumbed LT_Revision; now at C12/A1/R1.

(NEED_GPGSM_VERSION): Set to 1.9.3.
(min_automake_version): Added.
* README.CVS: New.
* Makefile.am (EXTRA_DIST): Added README.CVS.
* autogen.sh: Updated.

2003-11-19 Werner Koch <wk@gnupg.org>

* acinclude.m4: Add AM_PATH_GPG_ERROR.
* configure.ac: Check for timegm. Made warning messages more
prominent.

2003-10-06 Marcus Brinkmann <marcus@g10code.de>

Released 0.4.3.

* configure.ac (LIBGPGME_LT_CURRENT, LIBGPGME_LT_AGE): Bump up by 1.
(LIBGPGME_LT_REVISION): Set to 0.

2003-09-13 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Require libgpg-error 0.5.

* acinclude.m4: Remove libtool cruft, add jm_GLIBC21.
* configure.ac: Add check for
getenv_r, and call jm_GLIBC21.
Define HAVE_THREAD_SAFE_GETENV if appropriate.

2003-09-03 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Remove GPGME_CONFIG_LIBS and GPGME_CONFIG_CFLAGS.

2003-09-02 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Move invocation of AC_CANONICAL_HOST up to
suppress warning by autoconf.

2003-08-30 Robert Schiele <rschiele@uni-mannheim.de>

* gpgme.spec.in: %{_infodir}/dir is not packaged,
remove to prevent checking failure.

2003-08-18 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: If building Assuan, check for funopen and
fopencookie, and make isascii, putc_unlocked and memrchr
replacement functions.
(AM_PATH_GPG_ERROR): Require 0.3.

2003-07-31 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (AC_INIT): Bump version to 0.4.3.

2003-07-30 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (LIBGPGME_LT_REVISION): Bump up to 1.

Released 0.4.2.

2003-07-08 Marcus Brinkmann <marcus@g10code.de>

* configure.ac:
Complain if libgpg-error is not found.

2003-06-22 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (AC_INIT): Bump version to 0.4.2.

2003-06-06 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (LIBGPGME_LT_CURRENT): Bump up to 11.

* configure.ac: Use AM_PATH_GPG_ERROR.

* configure.ac: Check for libgpg-error. Define
GPG_ERR_SOURCE_DEFAULT.

2003-05-26 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (NEED_GPG_VERSION): Bump up to 1.2.2.

2003-05-18 Marcus Brinkmann <marcus@g10code.de>

In all files, replace the Gpgme* type names with the new gpgme_*
type names.

2003-02-01 Marcus Brinkmann <marcus@g10code.de>

* assuan/: Update files to 2002-11-10 version of assuan.

2003-01-29 Marcus Brinkmann <marcus@g10code.de>

* bonobo/gpgme.c, bonobo/main.c, bonobo/main.h, bonobo/Makefile,
bonobo/Makefile.am, bonobo/Makefile.in: Dead files removed.
* configure.ac: Remove automake conditional BUILD_BONOBO
(AC_CONFIG_FILES): Remove bonobo/Makefile.

*
Makefile.am (bonobo): Remove variable.
(SUBDIRS): Remove ${bonobo}.

* configure.ac: Remove all uses of GNUPG_CHECK_TYPEDEF, for byte,
ushort, ulong, u16 and u32.
* acinclude.m4 (GNUPG_CHECK_TYPEDEF): Remove macro.

2002-12-24 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: New conditional HAVE_LD_VERSION_SCRIPT.
Call AC_CANONICAL_HOST, use host instead target.

2002-12-23 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Bump up to 0.4.1.

Released 0.4.0.

2002-12-23 Marcus Brinkmann <marcus@g10code.de>

* autogen.sh (automake_vers): Require 1.7 (really 1.7.1) for the
conditional source distribution bug fix.

2002-12-08 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (LIBGPGME_LT_CURRENT): Increase by one.
(LIBGPGME_LT_AGE, LIBGPGME_LT_REVISION): Set to 0.

2002-11-28 Marcus Brinkmann <marcus@g10code.de>

* NEWS: Add note about moving "gpgmeplug" to the "cryptplug"
package.
* README: Remove instructions related to "gpgmeplug".
* configure.ac:
Remove enable option "gpgmeplug" and automake
conditional BUILD_GPGMEPLUG, as well as the status info about it.
(GPGMEPLUG): Remove variable.
* Makefile.am (gpgmeplug): Remove variable.
(SUBDIRS): Remove ${gpgmeplug}.
* cryptplug.h, gpgme-openpgp.c, gpgmeplug.dox, gpgme-smime.c,
Makefile.am, gpgmeplug.c, ChangeLog: Files removed.

2002-11-22 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Disable GPGSM for all dosish systems.

2002-10-12 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add automake conditional HAVE_GPGSM.

2002-10-08 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (AC_INIT): Bump version up to 0.4.0.
(NEED_GPG_VERSION): Bump up to 1.2.0.
(NEED_GPGSM_VERSION): Bump up to 0.9.0.
* README: Update version numbers.
* NEWS: Start entry for 0.4.0.

2002-09-20 Werner Koch <wk@gnupg.org>

Released 0.3.11.

* configure.ac: Bump up LIBGPGME_LT_REVISION.

* configure.ac (AC_CHECK_HEADERS): Check for sys/select.h.

2002-09-04 Marcus Brinkmann
<marcus@g10code.de>

* autogen.sh (autoconf_vers): Bump up to 2.53 to get the @&t@
quadrigraph. Always cutting the edge!

2002-09-02 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Create and substitute LTLIBOBJS.

2002-09-02 Marcus Brinkmann <marcus@g10code.de>

Released 0.3.10.

* NEWS: Update for 0.3.9 release.
* configure.ac: Bump up LIBGPGME_LT_REVISION.

2002-08-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.spec.in: Changed user name in Wojciech Polak's email
address from ghostface to polak per request by himself.

2002-08-28 Werner Koch <wk@gnupg.org>

* acinclude.m4 (GNUPG_CHECK_VA_COPY): New.
* configure.ac: Use it.

2002-08-23 Werner Koch <wk@gnupg.org>

* configure.ac (GPGME_CONFIG_CFLAGS): Renamed from GPGME_CFLAGS
and removed the libpath because it is set by the config script.

2002-08-21 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Bump version number to 0.3.10.

* NEWS: Add template for development version.

2002-08-21
Marcus Brinkmann <marcus@g10code.de>

Released 0.3.9.

* NEWS: Update for 0.3.9 release.
* Makefile.am (EXTRA_DIST): Add gpgme.spec.in.

2002-08-21 Marcus Brinkmann <marcus@g10code.de>

* jnlib/argparse.c, jnlib/argparse.h, jnlib/ChangeLog,
jnlib/dotlock.c, jnlib/dotlock.h, jnlib/libjnlib-config.h,
jnlib/logging.c, jnlib/logging.h,jnlib/Makefile.am,
jnlib/mischelp.h, jnlib/README, jnlib/stringhelp.c,
jnlib/stringhelp.h, jnlib/strlist.c, jnlib/strlist.h,
jnlib/types.h, jnlib/xmalloc.c, jnlib/xmalloc.h: Remove files.

2002-08-21 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (SUBDIRS): Remove jnlib.
* configure.ac: Don't check for unsigned short or unsigned long.
Don't check for memicmp, strlwr, strtoul, memmove, stricmp.
Make stpcpy a replaced function.
Don't define HAVE_JNLIB_LOGGING.
Don't generate jnlib/Makefile.

2002-07-02 Werner Koch <wk@gnupg.org>

* configure.ac: Bumbed version number to 0.3.9; add a comment on
when to change it.

* gpgme.spec.in:
New. Contributed by Wojciech Polak.
* Makefile.am (dist-hook): New.

* AUTHORS: Added Wojciech and bug reporting addresses.

2002-06-25 Werner Koch <wk@gnupg.org>

Released 0.3.8.

* configure.ac: Bumbed LT version to 9/3/0.
(NEED_GPGSM_VERSION): Need 0.3.8 due to fixed export command.

2002-06-04 Marcus Brinkmann <marcus@g10code.de>

Released 0.3.7.

* configure.ac (AC_INIT): Set version to 0.3.7.
(LIBGPGME_LT_REVISION): Add one.

* README: Document version requirement correctly.

2002-06-02 Marcus Brinkmann <marcus@g10code.de>

* acinclude.m4: Fix Pth check so that it doesn't error out if pth
is not found.

2002-06-02 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add checks for Pth and pthreads.
* acinclude.m4: Add slightly hacked check for pth (seems to be an
autoconf version problem).

2002-05-21 Werner Koch <wk@gnupg.org>

* configure.ac (NEED_GPGSM_VERSION): We need gpgsm 0.3.7.

2002-05-03 Werner Koch <wk@gnupg.org>

Released 0.3.6.

2002-04-05
Marcus Brinkmann <marcus@g10code.de>

* acconfig.h: File removed.
* configure.ac (NEED_GPG_VERSION): Add description.
(NEED_GPGSM_VERSION): Likewise.
(HAVE_DOSISH_SYSTEM): Likewise.
(HAVE_DRIVE_LETTERS): Likewise.
(GPG_PATH): Likewise.
(GPGSM_PATH): Likewise.
* acinclude.m4 (GNUPG_CHECK_TYPEDEF): Likewise.

2002-04-01 Werner Koch <wk@gnupg.org>

Released 0.3.5.

2002-03-17 Marcus Brinkmann <marcus@g10code.de>

* configure.ac: Add automake conditional HAVE_DOSISH_SYSTEM.

2002-03-04 Werner Koch <wk@gnupg.org>

* configure.ac: Bumbed version to 0.3.4-cvs to continue development.

Released 0.3.4.

* configure.ac: Bumbed LT version numbers to (7,1,0), requires
gpgsm 0.3.1.

2002-03-03 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (AC_INIT): Change version number to snapshot CVS
version.

2002-02-13 Werner Koch <wk@gnupg.org>

* configure.ac (vasprintf,fopencookie): Add checks.

2002-02-12 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (AC_INIT):
Bump version to 0.3.3.
* jnlib/Makefile.am: Rever to older version that includes xmalloc
but not dotlock and some other files. Reported by Stphane
Corthsy.

2002-02-10 Marcus Brinkmann <marcus@g10code.de>

* Released 0.3.2.

* configure.ac (AC_INIT): Bump version to 0.3.2.
* jnlib/libjnlibconfig.h: Revert to older version that doesn't
expect libgcrypt. Reported by Jose Carlos Garcia Sogo
<jsogo@debian.org>.

2002-02-09 Marcus Brinkmann <marcus@g10code.de>

* Released 0.3.1.

* configure.ac (LIBGPGME_LT_CURRENT): Bump it up to 6!
(NEED_GPGSM_VERSION): Bump it up to 0.3.0!
(AC_INIT): Bump version to 0.3.1

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

 * configure.ac (HAVE_JNLIB_LOGGING): Define always for assuan.

2001-12-19 Werner Koch <wk@gnupg.org>

 * configure.ac (VERSION,PACKAGE): Defined and subst. Used for
 AM_INIT_AUTOMAKE and moved all version number more to the top.

2001-12-18 Marcus Brinkmann <marcus@g10code.de>

 * autogen.sh (libtool_vers):
 Bump to 1.4.

 * configure.ac (LIBGPGME_LT_CURRENT): Increment.
 (LIBGPGME_LT_AGE): Reset.
 Improve comment.
 Fix wrong comment character.

2001-12-18 Werner Koch <wk@gnupg.org>

 * acinclude.m4 (GNUPG_FIX_HDR_VERSION): Fixed for new automake.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

 * configure.ac (GPG): Substitute this variable.
 (GPGSM): Likewise.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

 * configure.ac (AC_CONFIG_FILES): Add tests/gpg/Makefile and
 tests/gpgsm/Makefile.

2001-11-21 Marcus Brinkmann <marcus@g10code.de>

 * Makefile.am (gpgmeplug): New variable, set to gpgmeplug if
 [BUILD_GPGMEPLUG].
 * configure.ac (AC_CONFIG_FILES): Add gpgmeplug/Makefile.
 Support --enable-gpgmeplug.

2001-11-21 Marcus Brinkmann <marcus@g10code.de>

 * autogen.sh: Tighten version dependencies.

2001-11-20 Marcus Brinkmann <marcus@g10code.de>

 * Makefile.am (SUBDIRS): Support building the assuan library
 (currently if GPGSM_PATH is set)..

* configure.ac: Support building
the assuan library.
* assuan: New directory, populated with the Assuan library
(copied from the newpg repository).

2001-11-20 Marcus Brinkmann <marcus@g10code.de>

* configure.ac (NEED_GPGSM_VERSION): New variable. Treat it
similarly to NEED_GPG_VERSION.
* acconfig.h: Likewise.

2001-11-18 Marcus Brinkmann <marcus@g10code.de>

* configure.in: Renamed to ...
* configure.ac: ... this. Update to autoconf 2.52. Lots of small
changes in the transition. Support --with-gpg=PATH and
--with-gpgsm=PATH options. Check if test suites can be run.
* acconfig.h: Add GPGSM_PATH.
* Makefile.am: New variable `tests', set to `tests' if
RUN_GPG_TESTS.
(SUBDIRS): Replace string `tests' with variable `tests'.

2001-10-22 Marcus Brinkmann <marcus@g10code.de>

* autogen.sh: Invoke automake with `-a' (add missing files).
Do not invoke configure.

2001-09-17 Werner Koch <wk@gnupg.org>

Released 0.2.3.

* configure.in (NEED_GPG_VERSION): Set to 1.0.6. Incremented LT
current
and age.

* Makefile.am (SUBDIRS): Add doc

2001-06-12 Werner Koch <wk@gnupg.org>

Released 0.2.2.

2001-04-05 Werner Koch <wk@gnupg.org>

* configure.in (NEED_GPG_VERSION): Set to 1.0.4g

2001-04-02 Werner Koch <wk@gnupg.org>

Released 0.2.1.

Changed the copyright notices all over the place.

2001-02-28 Werner Koch <wk@gnupg.org>

Released 0.2.0.

2001-01-18 Werner Koch <wk@gnupg.org>

* autogen.sh: Added option --build-w32.

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2011-12-02 Werner Koch <wk@g10code.com>

NB: ChangeLog files are no longer manually maintained. Starting
on December 1st, 2011 we put change information only in the GIT
commit log, and generate a top-level ChangeLog file from logs at
"make dist". See doc/HACKING for details.

2011-05-11 Marcus Brinkmann <marcus@g10code.com>

* gpgsm/Makefile.am (DISTCLEANFILES): Move to ...
(CLEANFILES): ... here.
(clean-local): New rule.
* gpg/Makefile.am (DISTCLEANFILES): Move to ...
(CLEANFILES): ... here.

2011-05-05 Marcus Brinkmann <marcus@g10code.com>

* gpg/Makefile.am: Unset GPG_AGENT_INFO when setting up local
configuration.
(clean-local): Shut down local gpg-agent.

2011-05-04 Marcus Brinkmann <marcus@g10code.com>

* gpg/t-import.c (check_result): Complete secret key pair counting
and disable status check, as GPG 2.1 currently emits two IMPORT_OK
lines and we only look at the first.

2011-04-27 Marcus Brinkmann <marcus@g10code.com>

 * gpg/Makefile.am (DISTCLEANFILES):
 Add S.gpg-agent.
 (mkdemodirs, ./Alpha/Secret.gpg): Remove targets.
 (GNUPGHOME): Export as absolute build directory (for gpg-agent).
 (./pubring.gpg): Remove --homedir option, import secdemo.asc.
 (clean-local): Rewrite.
 * gpg/secdemo.asc: New file.
 * gpg/pubkey-1.asc, gpg/seckey-1.asc: Change passphrase to
 "abc" (now needed as GnuPG 2.1 asks for secret key passphrase on
 import).
 * gpg/t-keylist.c (keys): Update key info for Joe Random Hacker.
 (main): Disable check for can_encrypt, as this is now in a
 different subkey.
 * gpg/t-encrypt-sign.c (check_result): Allow RMD160 hash
 algorithm.
 * gpg/t-import.c (check_result): One secret key pair now counts as
 two secret keys, allow that.

2009-11-03 Werner Koch <wk@g10code.com>

 * run-support.h (fail_if_err): Include program name.

 * run-sign.c (main): Add option --uiserver.

2009-10-26 Marcus Brinkmann <marcus@g10code.de>

 * opassuan/t-command.c: Update to new interface.

2009-10-15 Werner Koch <wk@g10code.com>

 * run-verify.c:
 New.

2009-08-06 Werner Koch <wk@g10code.com>

 * run-sign.c: New.

2009-07-07 Werner Koch <wk@g10code.com>

 * run-keylist.c (main): Add options --cms and --openpgp.

 * gpg/pgp-keylist.c: Rename to ...
 * run-keylist.c: ... this.
 * gpg/pgp-import.c: Rename to ...
 * run-import.c: ... this.

* gpg/pgp-export.c: Rename to ...
* run-export.c: ... this.
* run-support.h: New. Copied from gpg/t-support.h.
* gpg/Makefile.am (noinst_PROGRAMS): Remove them.
* Makefile.am (noinst_PROGRAMS): Add them.
(noinst_HEADERS): New.

2009-06-22 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-support.h (passphrase_cb): Implement write() according to
the book to silence compiler warning.
* gpgsm/t-support.h (passphrase_cb): Likewise.

2009-06-16 Werner Koch <wk@g10code.com>

* gpg/pgp-import.c: New.
* gpg/t-support.h (print_import_result, nonnull): Factored out
from other tools.

* gpg/pgp-export.c, gpg/pgp-keylist.c: New.

2009-06-09 Werner Koch <wk@g10code.com>

* gpg/Makefile.am
(./pubring.gpg): Ignore errors in case of
already imported keys. Add --no-permission-warning and remove
obsolete --allow-secret-key-import.
* gpg/mkdemodirs.in (GPG): Add --no-permission-warning.

* gpg/t-edit.c (edit_fnc): Use gpgme_io_write.

2009-04-19 Moritz <moritz@gnu.org>

* gpg/Makefile.am (EXTRA_DIST): Replaced mkdemodirs with mkdemodirs.in.
(mkdemodirs): New target.
(clean-local): Added command for removing mkdemodirs script.
(./Alpha/Secret.gpg): Added dependency on mkdemodirs.

* gpg/mkdemodirs: Renamed to ...
* gpg/mkdemodirs.in: ... here.
* gpg/mkdemodirs.in (GPG): Derive value from @GPG@ instead of
hard-coding "gpg".

2009-02-24 Werner Koch <wk@g10code.com>

* opassuan/t-command.c: Adjust for changed new op_assuan interface.

2009-02-03 Werner Koch <wk@g10code.com>

* gpg/t-keylist.c (main): Check that new fields is_cardkey and
card_number are not set.

2009-01-26 Werner Koch <wk@g10code.com>

* opassuan/: New.
* opassuan/Makefile.am:
New.
* opassuan/t-command.c: New.

2008-12-03 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (INCLUDES): Fix path to include file.
* gpg/Makefile.am (INCLUDES), gpgsm/Makefile.am (INCLUDES): Likewise.

2008-11-18 Werner Koch <wk@g10code.com>

* gpgsm/cms-decrypt.c: New.

2008-11-03 Marcus Brinkmann <marcus@g10code.com>

* gpgsm/Makefile.am (INCLUDES, LDADD): Replace gpgme path with src.
* gpg/Makefile.am (INCLUDES, LDADD, t_thread1_LDADD): Likewise.
* Makefile.am (LDADD): Likewise.

2008-10-30 Werner Koch <wk@g10code.com>

* gpgsm/cms-keylist.c: New.

2008-06-19 Werner Koch <wk@g10code.com>

* gpg/t-gpgconf.c (dump_arg): Add new types. Print strings in
quotes.

2008-01-28 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (DISTCLEANFILES): Add pubring.kbx~.

2008-01-10 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-gpgconf.c (main): Allow for dirmngr not to be available.

* gpg/Makefile.am (./gpg-agent.conf): Correct pinentry path.

* gpg/pinentry:
New file.
* gpg/Makefile.am (DISTCLEANFILES, all-local): Add gpg-agent.conf

(./gpg-agent.conf): New target.
(EXTRA_DIST): Add pinentry.

* gpg/t-gpgconf.c (main): Exit early if compiled without gpgconf.

2008-01-04 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (CLEANFILES): Add pubring.kbx and dirmngr.conf.

* Makefile.am (TESTS_ENVIRONMENT): Use absolute path for
GNUPGHOME.
* gpg/Makefile.am (TESTS_ENVIRONMENT): Use absolute path for
GNUPGHOME.
* gpgsm/Makefile.am (TESTS_ENVIRONMENT): Use absolute path for
GNUPGHOME.
* gpg/Makefile.am (TESTS): Add t-gpgconf.
t-gpgconf.c: New file.

2007-11-23 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-verify.c (show_auditlog): Check for GPG_ERR_ASS_UNKNOWN_CMD.

2007-11-23 Werner Koch <wk@g10code.com>

* gpgsm/t-verify.c (check_result): Don't exit on error but set a flag.
(main): Cosnult flag for return value.
(show_auditlog): New.
(main): Use it.

2007-09-27 Marcus Brinkmann <marcus@g10code.de>

* t-engine-info.c
(check_engine_info): Fix debug output.
* gpg/Makefile.am (tests_unix): New variable.
(TESTS): Use it.
* gpg/t-support.h (passphrase_cb) [HAVE_W32_SYSTEM]: Use WriteFile instead of write.
* gpg/t-wait.c [HAVE_W32_SYSTEM]: Define sleep as _sleep.

2007-09-14 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-verify.c (main): Release TEXT and SIG.

2007-07-12 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/Makefile.am (key_id): Change := into =.

2007-07-12 Werner Koch <wk@g10code.com>

* gpgsm/t-support.h (init_gpgme) [W32]: Do not init the locales as
the constants are not available.

2007-02-26 Werner Koch <wk@g10code.com>

* gpg/t-verify.c (double_plaintext_sig): New.
(main): Check it.

2006-12-02 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-keylist.c (main): Skip unknown keys. Newer versions of
GPGSM import more keys than older ones.

2005-12-06 Werner Koch <wk@g10code.com>

* gpg/t-keylist.c (main): Changed for that secondary keys now have
a fingerprint.
*
gpg/t-keylist-sig.c (main): Ditto.
* gpgsm/t-keylist.c (main): Ditto. The test used to be wrong.

2005-10-18 Werner Koch <wk@g10code.com>

* gpg/pubdemo.asc, gpg/secdemo.asc: Add 2 expired subkeys to
Whisky.
* gpg/t-keylist.c: Reordered list to match new demo keyring. Add
arg for number of subkeys and for extra checking function.
(main): Enhanced a few error outputs. Changed subkey
counting. Call extra checking function.
(check_whisky): New.

2005-10-07 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-keylist.c (main): Allow for an email address as a second
uid.

* gpg/t-sig-notation.c: Change critical notation to something
GnuPG understands.

2005-10-01 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (EXTRA_DIST): Remove gpg.conf.
(DISTCLEANFILES): Add gpg.conf.
(all-local): Add gpg.conf.
(./gpg.conf): New target.
* gpg/gpg.conf: Remove file.

* gpg/Makefile.am (EXTRA_DIST): Add gpg.conf.

* gpg/Makefile.am (TESTS): Add t-sig-notation.
* gpg/t-sig-notation.c
(check_result): New file.
* gpg/t-verify.c (check_result): Also check the length of the
notation data.
* gpg/gpg.conf: New file.

2005-09-30 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (TESTS): Add t-filename.
* gpg/t-filename.c: New file.

2005-09-23 Werner Koch <wk@g10code.com>

* gpg/t-support.h (init_gpgme) [W32]: Don't use LC_MESSAGES.

* gpg/t-encrypt-large.c: New test.
* gpg/Makefile.am (TESTS): Add t-encrypt-large.

2005-06-03 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (TESTS): Add t-wait.
* gpg/t-wait.c (main): New test.

2004-12-07 Marcus Brinkmann <marcus@g10code.de>

* gpg/mkdemodirs: Add copyright notice.

* gpgsm/Makefile.am, gpgsm/t-support.h, gpgsm/t-decrypt.c,
gpgsm/t-encrypt.c, gpgsm/t-export.c, gpgsm/t-genkey.c,
gpgsm/t-import.c, gpgsm/t-keylist.c, gpgsm/t-sign.c,
gpgsm/t-verify.c, gpg/Makefile.am, gpg/t-decrypt.c,
gpg/t-decrypt-verify.c, gpg/t-edit.c, gpg/t-encrypt.c,
gpg/t-encrypt-sign.c, gpg/t-encrypt-sym.c,
gpg/t-eventloop.c,
gpg/t-export.c, gpg/t-genkey.c, gpg/t-import.c, gpg/t-keylist.c,
gpg/t-keylist-sig.c, gpg/t-sign.c, gpg/t-signers.c,
gpg/t-support.h, gpg/t-thread1.c, gpg/t-trustlist.c,
gpg/t-verify.c, Makefile.am, t-data.c, t-engine-info.c,
t-version.c: Change license to LGPL.

2004-08-17 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-keylist.c (struct): Add new fields VALIDITY and
KEY_LENGTH.
(main): Use them.
* gpgsm/t-import.c (check_result): New argument total_stat.

(main): Pass this argument. Reduce number of total considered
keys to 1 for the second test.

2004-04-05 Werner Koch <wk@gnupg.org>

* gpgsm/Makefile.am: Changed the faked system time to 20011213T12000.

2004-03-07 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-keylist.c: Add chain IDs.

2004-03-03 Werner Koch <wk@gnupg.org>

* gpgsm/t-export.c (main): Also check exporting 2 certificates.

2004-02-17 Werner Koch <wk@gnupg.org>

* gpgsm/t-import.c (check_result): gpgsm does now
return info in
the result->imports; adjust for that.

* gpgsm/Makefile.am (TESTS_ENVIRONMENT): Reset the GPG_AGENT_INFO.

Include config.h at the top of each C source. This is required
due to LFS support.

* gpg/t-keylist-sig.c (main): s/class/sig_class/.
* gpg/t-signers.c (check_result): Ditto.
* gpg/t-sign.c (check_result): Ditto.
* gpg/t-encrypt-sign.c (check_result): Ditto.
* gpgsm/t-sign.c (check_result): Ditto.

2004-01-12 Werner Koch <wk@gnupg.org>

* gpg/t-keylist-sig.c (main): Temporary disabled one test due top
gpg 1.3.4 problems.
* gpg/t-import.c (check_result): Likewise.

2003-11-19 Werner Koch <wk@gnupg.org>

* gpg/t-support.h (DIM): Added.

* gpg/t-verify.c (check_result): Rewrote test for notations
because the order of notaions is not guaranteed.

* gpgsm/t-support.h (fail_if_err): Also print the numeric values.

2003-10-06 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-eventloop.c: Include <sys/types.h> for old systems.

* gpgsm/Makefile.am
(DISTCLEANFILES): Add random_seed.

* gpg/t-thread1.c (thread_one): Do not call initialize_gpgme.
Likewise.

2003-09-14 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-thread1.c (main): Call init_gpgme here.
(initialize_gpgme): Function removed.

* gpg/t-thread1.c: New file.
* gpg/Makefile.am (TESTS): Add t-thread1.c.
(t_thread1_LDADD): New variable.
(LDADD): Remove GPG Error lib.
* gpgsm/Makefile.am (LDADD): Likewise.

* gpg/t-import.c (main): Likewise.
* gpg/t-keylist-sig.c (main): Likewise.
* gpg/t-keylist.c (main): Likewise.
* gpg/t-sign.c (main): Likewise.
* gpg/t-signers.c (main): Likewise.
* gpg/t-trustlist.c (main): Likewise.
* gpgsm/t-support.h: Include <stdlib.h> and <locale.h>.
(init_gpgme): New function.
* gpg/t-support.h: Likewise.
* gpgsm/t-verify.c (main): Call init_gpgme.
* gpgsm/t-decrypt.c (main): Likewise.
* gpgsm/t-encrypt.c (main): Likewise.
* gpgsm/t-export.c (main): Likewise.
* gpgsm/t-genkey.c (main): Likewise.
* gpgsm/t-import.c (main):
Likewise.
* gpgsm/t-keylist.c (main): Likewise.
* gpgsm/t-sign.c (main): Likewise.
* gpg/t-verify.c (main): Call init_gpgme.
* gpg/t-decrypt-verify.c (main): Likewise.
* gpg/t-decrypt.c (main): Likewise.
* gpg/t-edit.c (main): Likewise.
* gpg/t-encrypt-sign.c (main): Likewise.
* gpg/t-encrypt-sym.c (main): Likewise.
* gpg/t-encrypt.c (main): Likewise.
* gpg/t-eventloop.c (main): Likewise.
* gpg/t-export.c (main): Likewise.
* gpg/t-genkey.c (main): Likewise.

2003-08-14 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-sign.c (check_result): Change output format for signature
class to unsigned int.
* gpg/t-signers.c (check_result): Likewise.
* gpg/t-encrypt-sign.c (check_result): Likewise.
* gpgsm/t-sign.c (check_result): Likewise.

2003-07-31 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-verify.c (check_result): Change type of SUMMARY to
unsigned int.
* gpg/t-decrypt-verify.c (check_verify_result): Likewise.
* gpg/t-keylist-sig.c (keys): Change type of member CLASS
to
unsigned int.
* t-data.c (read_cb): Change type of AMOUNT to unsigned int.
* t-version.c (version): Remove unused variable.

2003-07-22 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (AM_CPPFLAGS): New variable.
(LDADD): Add @GPG_ERROR_LIBS@.
* gpg/Makefile.am (AM_CPPFLAGS): New variable.
(LDADD): Add @GPG_ERROR_LIBS@.
* gpgsm/Makefile.am (AM_CPPFLAGS): New variable.
(LDADD): Add @GPG_ERROR_LIBS@.

2003-06-06 Marcus Brinkmann <marcus@g10code.de>

Everywhere: Use libgpg-error error codes.

* gpg/Makefile.am (noinst_HEADERS): New variable.
* gpg/t-support.h: New file.
* gpgsm/Makefile.am (noinst_HEADERS): New variable.
* gpgsm/t-support.h: New file.

2003-05-29 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-encrypt-sym.c (main): Adapt to new syntax.
* gpg/t-encrypt.c (main): Likewise.
* gpg/t-eventloop.c (main): Likewise.
* gpg/t-encrypt-sign.c (main): Likewise.
* gpgsm/t-export.c (main): Likewise.
* gpgsm/t-encrypt.c (main): Likewise.

2003-05-28 Marcus

Brinkmann <marcus@g10code.de>

* gpg/t-eventloop.c (main): Rewrite recipient management.
* gpg/t-encrypt-sign.c (main): Likewise.
* gpg/t-encrypt.c (main): Likewise.
* gpg/t-export.c (main): Likewise.
* gpgsm/t-encrypt.c (main): Likewise.
* gpgsm/t-export.c (main): Likewise.

2003-05-27 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (TESTS): Order t-keylist and t-keylist-sig after
t-import.
* gpg/t-edit.c (edit_fnc): Fix primary UID for keylisting tests.
* gpg/t-keylist.c: Change order of user IDs.
* gpg/t-keylist-sig.c: Likewise.
* gpg/t-import.c: Add support for gpg in CVS.

2003-05-27 Marcus Brinkmann <marcus@g10code.de>

* t-data.c: Remove TEST_OUT_CB.
(main): Likewise.
* gpg/t-trustlist.c (main): Access ITEM directly.

* (t-decrypt-verify.c, t-decrypt.c, t-edit.c, t-encrypt-sign.c,
t-encrypt-sym.c, t-sign.c, t-signers.c): Include <unistd.h>.
(passphrase_cb): Rewritten.
* t-edit.c (edit_fnc): Rewritten.

2003-05-04 Marcus Brinkmann <marcus@g10code.de>

*
gpg/t-keylist-sig.c (main): Remove timestamp check.

* gpgsm/t-keylist.c: Add check for timestamp.

* gpg/Makefile.am (TESTS): Add t-keylist-sig.
* gpg/t-keylist-sig.c: New file.

2003-04-30 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-eventloop.c (main): Do not call print_op_info.
(print_op_info): Function removed.

* gpg/t-keylist.c: Rewritten.
* gpgsm/t-keylist.c (main): Rewritten.
* gpg/t-edit.c (main): Do not use gpgme_key_get_as_xml. Use
gpgme_key_unref instead gpgme_key_release.

* gpg/t-signers.c (main): Use gpgme_key_unref instead
gpgme_key_release.

2003-04-29 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-trustlist.c: Rewritten.

* gpg/t-verify.c (main): Rewritten.
* gpg/t-decrypt-verify.c: Rewritten.
* gpgsm/t-verify.c (main): Rewritten.

2003-04-28 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-decrypt.c (main): Rewritten.

* gpg/t-decrypt.c: Rewritten.

* gpg/t-signers.c: Rewritten.

2003-04-27 Marcus Brinkmann <marcus@g10code.de>

*
gpg/t-encrypt-sign.c (check_result): Rewritten.

* gpg/t-sign.c: Rewritten.
* gpgsm/t-sign.c: Rewritten.
* gpg/t-encrypt.c: Check for invalid recipients.
* gpgsm/t-encrypt.c: Likewise.

* gpg/t-import.c (check_result): Really use FPR.
* gpgsm/t-import.c (check_result): Rewritten.

2003-04-25 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-import.c: Rewritten.

* gpgsm/t-genkey.c: Rewritten.
* gpgsm/Makefile.am (noinst_PROGRAMS): Add t-genkey.
* gpg/t-genkey.c: Include <stdlib.h>.
(main): Check result->fpr before checking its length.

2003-04-24 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-genkey.c: Rewritten to match new semantics.

2003-02-06 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-decrypt.c (passphrase_cb): Fix to new prototype.

* gpg/t-decrypt-verify.c (passphrase_cb): Likewise.
* gpg/t-edit.c (passphrase_cb): Likewise.
* gpg/t-encrypt-sign.c (passphrase_cb): Likewise.
* gpg/t-encrypt-sym.c (passphrase_cb): Likewise.
* gpg/t-sign.c (passphrase_cb): Likewise.
*
gpg/t-signers.c (passphrase_cb): Likewise.

2003-01-30 Marcus Brinkmann <marcus@g10code.de>

* t-engine-info.c: Use file_name instead path throughout.

* Makefile.am (TESTS): Add t-engine-info.
* t-engine-info.c: New file.
* gpg/t-encrypt.c (main): Don't print engine info.
* gpg/t-eventloop.c (main): Likewise.
* gpg/t-encrypt-sign.c (main): Likewise.
* gpgsm/t-encrypt.c (main): Likewise.

2002-12-24 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-verify.c (main): Adjust caller of gpgme_op_verify.
* gpg/t-verify.c (main): Likewise.
* gpg/t-decrypt-verify.c (main): Likewise for
gpgme_op_decrypt_verify.

2002-12-23 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/Makefile.am (./gpgsm.conf): Add a faked system time to
avoid certification's expiry.
* gpgsm/t-encrypt.c (main): Use the short certification name.

2002-11-19 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-genkey.c (main): Add missing argument to gpgme_op_genkey
invocation.

2002-10-09 Marcus Brinkmann
<marcus@g10code.de>

* gpg/t-decrypt.c (print_data): Update to new gpgme_data_read
interface, and use gpgme_engine_check_version instead
gpgme_check_version.
* gpg/t-decrypt-verify.c (print_data): Likewise.
* gpg/t-edit.c (main): Likewise.
* gpg/t-encrypt.c (print_data): Likewise.
* gpg/t-encrypt-sign.c (print_data): Likewise.
* gpg/t-encrypt-sym.c (print_data): Likewise.

* gpg/t-eventloop.c (print_data): Likewise.
* gpg/t-export.c (print_data): Likewise.
* gpg/t-sign.c (print_data): Likewise.
* gpg/t-signers.c (print_data): Likewise.
* gpgsm/t-decrypt.c (print_data): Likewise.
* gpgsm/t-encrypt.c (print_data): Likewise.
* gpgsm/t-export.c (print_data): Likewise.
* gpgsm/t-sign.c (print_data): Likewise.
* gpg/t-verify.c (main): Likewise for gpgme_op_verify.
* gpgsm/t-verify.c (main): Likewise for gpgme_op_verify.
* t-data.c (read_once_test): Likewise.
(write_test): Update for new behaviour of data objects.
(main): Remove type test.

2002-09-30 Werner Koch <wk@gnupg.org>

*
gpgsm/t-keylist.c (doit): Add arg SECRET.
(main): Add option --secret.

2002-09-28 Marcus Brinkmann <marcus@g10code.de>

* t-version.c: Include <string.h>. Reported by Stphane Corthsy.

2002-09-02 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-keylist.c (main): Test PATTERN for NULL before printing.
Reported by Dr. Stefan Dalibor <Dr.Stefan.Dalibor@bfa.de>.

2002-08-01 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-edit.c: Also add a test for the expire command (testing
the passphrase callback).

2002-07-28 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-edit.c: New file.
* gpg/Makefile (TESTS): Add t-edit.

2002-07-25 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-encrypt-sym.c (main): Change type of I to size_t and
rename to LEN.
* gpg/t-verify.c (main): Likewise. Submitted by Stphane
Corthsy.

2002-07-03 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-eventloop.c: New file.
* gpg/Makefile (TESTS): Add t-eventloop.

2002-06-26 Werner Koch <wk@gnupg.org>

*
gpgsm/t-import.c (print_op_info): New.
(main): Print operation info.

2002-06-25 Werner Koch <wk@gnupg.org>

* gpgsm/Makefile.am (DISTCLEANFILES): new.

2002-06-25 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/Makefile.am (TESTS): Add t-export.
gpgsm/t-export.c: New file.

2002-06-20 Werner Koch <wk@gnupg.org>

* gpgsm/t-sign.c (main): Also test a normal signature.

* gpg/Makefile (TESTS_ENVIRONMENT): Set GPG_AGENT_INFO empty.
* gpg/t-signers.c, gpg/t-sign.c, gpg/t-encrypt-sym.c
* gpg/t-encrypt-sign.c, gpg/t-decrypt.c
* gpg/t-decrypt-verify.c (main): Changed the GPG_AGENT_INFO check to
match the one in ../../gpgme/rungpg.c.

2002-06-12 Werner Koch <wk@gnupg.org>

* gpgsm/t-keylist.c (doit): Print operation info if available.

2002-06-10 Werner Koch <wk@gnupg.org>

* gpgsm/t-verify.c (print_sig_stat): Print the error token.

2002-06-04 Werner Koch <wk@gnupg.org>

* gpgsm/t-encrypt.c (main): Add a simple option parser and allow
to specify an encryption
key.

2002-05-26 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (all-local): Remove dependency on ./secring.gpg.
(./secring.gpg): Remove target, and move all rules for this target
to ...
(./pubring.gpg): ... here. This was necessary because GnuPG 1.0.7

does create an empty secring.gpg file when importing public keys.

2002-05-08 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-verify.c (validity_string): New.
(print_sig_stat): Print expire time and validity.
(status_string): Add new exipred stati.

2002-05-03 Werner Koch <wk@gnupg.org>

* gpg/t-verify.c (validity_string): New.
(print_sig_stat): Print expire time and validity.
(status_string): Add new exipred stati.

2002-04-05 Marcus Brinkmann <marcus@g10code,de>

* gpgsm/Makefile.am (./trustlist.txt): Put more into this file to
prevent use of gpg-agent.
(./gpg-agent.conf): Remove target.
(all-local): Remove ./gpg-agent.conf.

2002-04-05 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-keylist.c
(main): Use gpgme_engine_check_version instead
gpgme_check_engine.
* gpgsm/t-encrypt.c (main): Likewise.

2002-03-06 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-encrypt-sym.c: New file.
* gpg/Makefile.am (TESTS): Add t-encrypt-sym.

2002-03-05 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (CLEANFILES): Remove random_seed, which is now
in DISTCLEANFILES.

2002-03-04 Werner Koch <wk@gnupg.org>

* gpg/Makefile.am (DISTCLEANFILES): Added.

2002-03-03 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-verify.c (main): Add a few more sanity checks, and a check
for normal signatures.

2002-02-26 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-encrypt-sign.c: New file.
* gpg/Makefile.am (TESTS): Add t-encrypt-sign.

2002-02-13 Werner Koch <wk@gnupg.org>

* gpgsm/Makefile.am (private-keys-v1.d): Don't
fail when the directory already exists.

2002-02-12 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (CLEANFILES): New target.
(distclean-local): Rename to
...
(clean-local): ... this.

2002-02-09 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/Makefile.am (./private-keys-v1.d/$(key_id).key): Fix rule.

2002-02-09 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-genkey.c: New file (not added to Makefile.am because of
gpg-agent bug).

2002-02-08 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/Makefile.am (key_id): Update value.
(all-local): Add .key to keyid filename.
(./private-keys-v1.d/$(key_id)): Renamed to ...
(./private-keys-v1.d/$(key_id).key): ... this.
(all-local): Add ./gpgsm.conf, ./trustlist.txt.
(./gpgsm.conf, ./trustlist.txt): New target.
* gpgsm/567064FE6D14A17B2D811ABB407728BC558AA455: Renamed to ...
* gpgsm/32100C27173EF6E9C4E9A25D3D69F86D37A4F939: ... this.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-import.c (print_op_info): New function.
(main): Use it.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-signers.c (passphrase_cb): Change type of r_hd to void**.
* gpg/t-sign.c (passphrase_cb):
Likewise.
* gpg/t-decrypt-verify.c (passphrase_cb): Likewise.
* gpg/t-decrypt.c (passphrase_cb): Likewise.

2001-12-19 Marcus Brinkmann <marcus@g10code.de>

* gpg/t-decrypt-verify.c: Don't include `mcheck.h'. Reported by
Stphane Corthsy.

2001-12-19 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (EXTRA_DIST): Add missing line continuation.

2001-12-19 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/Makefile.am (EXTRA_DIST): Add $(key_id).

2001-12-16 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/Makefile: Rename `pubcerts.kbx' to `pubring.kbx'.

2001-12-15 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-keylist.c (check_two_contexts): Set protocols.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-sign.c: New file.
* gpgsm/Makefile.am (TESTS): Add t-sign.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-decrypt.c: New file.
* gpgsm/567064FE6D14A17B2D811ABB407728BC558AA455: Likewise.
* gpgsm/Makefile.am (TESTS): Add
t-decrypt.
(key_id): New variable.
(all-local): New target ./private-keys-v1.d/$(key_id) added.
(./private-keys-v1.d/$(key_id)): New target.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-verify.c: New file.
* gpgsm/Makefile.am (TESTS): Add t-verify.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* gpg/Makefile.am (GPG): Set to @GPG_PATH@.
(./pubring.gpg): Use $(GPG) instead gpg.
(./secring.gpg): Likewise.

* gpgsm/t-import.c (main): Remove third test case.
* gpgsm/Makefile.am (GPGSM): Set to @GPGSM@.
(all-local): New target.
(./pubcerts.kbx): Likewise.
* gpgsm/t-encrypt.c: New file.
* gpgsm/Makefile.am (TESTS): Add t-encrypt.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/t-keylist.c: New file.
* gpgsm/Makefile.am (TESTS): Add t-keylist.

2001-12-13 Marcus Brinkmann <marcus@g10code.de>

* gpgsm/cert_dfn_pca01.der: New file.
* gpgsm/cert_dfn_pca15.der: Likewise.
* gpgsm/cert_g10code_test1.der: Likewise.
* gpgsm/t-import.c: Likewise.
*
gpgsm/Makefile.am (EXTRADIST): Add new files.
(TESTS): Add t-import.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

* gpg/: New directory.
* Makefile.am, t-verify.c, t-encrypt.c, t-signers.c, t-trustlist.c,
t-sign.c, t-keylist.c, t-import.c, t-genkey.c, t-export.c,
t-decrypt-verify.c, t-decrypt.c, t-version.c, t-data.c, mkdemodirs.
cipher-1.asc, cipher-2.asc, geheim.txt, pubdemo.asc, pubkey-1.asc,
secdemo.asc, seckey-1.asc): Move to sub directory gpg/.

* gpg/Makefile.am (INCLUDES): Include gpgme/, not include/ and
intl/.
(LDD): Correct relative path to gpgme library.
(TESTS): Remove t-version and t-data.
* gpg/t-verify.c, gpg/t-encrypt.c, gpg/t-signers.c, gpg/t-trustlist.c,
gpg/t-sign.c, gpg/t-keylist.c, gpg/t-import.c, gpg/t-genkey.c,
gpg/t-export.c, gpg/t-decrypt-verify.c, gpg/t-decrypt.c,
t-version.c, t-data.c): Include gpgme.h, not "../gpgme/gpgme.h".

* Makefile.am: New file.
* gpgsm/: New directory.
* gpgsm/Makefile.am: New file.

2001-11-16 Marcus
Brinkmann <marcus@g10code.de>

* Makefile.am (TESTS): Add t-decrypt-verify.

* t-decrypt-verify.c: New file.
* cipher-2.asc: Likewise.

2001-11-02 Marcus Brinkmann <marcus@g10code.de>

* t-data.c: Include stddef.h.
(read_once_test): Change type of READ to size_t.
(read_test): Likewise.
(write_test): Likewise.

2001-10-29 Marcus Brinkmann <marcus@g10code.de>

* t-signers.c: New file.
* Makefile.am (TESTS): Add t-signers.

2001-10-22 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (TEST_ENVIRONMENT): Revert last change.

2001-10-22 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (TEST_ENVIRONMENT): Set environment to $(srcdir),
not current directory.

2001-10-22 Marcus Brinkmann <marcus@g10code.de>

* t-data.c (write_test): New function.
(main): Invoke write_test for all rounds except TEST_OUT_CB.

2001-10-22 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (INCLUDES): Remove spurious duplicate to silence
automake.

2001-10-16 Marcus Brinkmann <marcus@g10code.de>

*
t-version.c: New file.
* t-data.c: Likewise.
* t-data-1.txt: Likewise.
* t-data-2.txt: Likewise.
* Makefile.am (TESTS): Add t-version, t-data.

2001-09-17 Werner Koch <wk@gnupg.org>

* t-keylist.c (check_two_contexts): New.

2001-09-03 Werner Koch <wk@gnupg.org>

* t-encrypt.c (print_op_info): New and use it after each operation.

2001-08-28 Werner Koch <wk@gnupg.org>

* t-sign.c (print_op_info): New and use it after each operation.

2001-03-15 Werner Koch <wk@gnupg.org>

* t-keylist.c (doit): List subkeys too, show caps.

2001-02-13 Werner Koch <wk@gnupg.org>

* t-verify.c (print_sig_stat): Repaled ulong by unsigned long
because we don't use the config stuff here.

2001-02-12 Werner Koch <wk@gnupg.org>

* tests/t-verify.c (print_sig_stat): Print info about the keys.

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(11:private-key(3:dsa(1:p129:eC_L&$2,6tx.gh1VirlqI9
,^g3.$DveUvX1'oIj)(1:q21: #UFK2z(tuVG)(1:g128:zu^Rab;qeQQA B?/6/aspfE/
gx!Mr0YY*oMrJc2xWG:.r6)(1:y128:Uf]j^@oEn4j#QrRq" RcEa E/}4C[3A
5+~~.#!+
)W&5d)ij)(1:x21:`)))
{
  "type": "ciphertext",
  "base64":   true
}
{
  "success":   true
}
libgpgme.vers - List of symbols to export.
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#
This file is part of GPGME.

```
#
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#-----------------------------------------------------------
# Please remember to add new functions also to gpgme.def
#-----------------------------------------------------------

GPGME_1.1 {
 global:
   gpgme_set_engine_info;

    gpgme_ctx_get_engine_info;
   gpgme_ctx_set_engine_info;

   gpgme_data_set_file_name;
   gpgme_data_get_file_name;
   gpgme_data_identify;

   gpgme_sig_notation_clear;
   gpgme_sig_notation_add;
   gpgme_sig_notation_get;

   gpgme_free;

   gpgme_op_getauditlog_start;
   gpgme_op_getauditlog;

   gpgme_conf_release;
   gpgme_conf_arg_new;
   gpgme_conf_arg_release;
   gpgme_conf_opt_change;
   gpgme_op_conf_load;
   gpgme_op_conf_save;
   gpgme_op_conf_dir;

   gpgme_cancel_async;
```

gpgme_op_assuan_result;
gpgme_op_assuan_transact;
gpgme_op_assuan_transact_start;

gpgme_check_version_internal;

gpgme_io_read;
gpgme_io_write;

gpgme_result_ref;
gpgme_result_unref;

gpgme_op_import_keys;
gpgme_op_import_keys_start;
gpgme_op_export_keys;
gpgme_op_export_keys_start;

gpgme_op_assuan_transact_ext;

gpgme_wait_ext;

gpgme_op_vfs_mount_result;
gpgme_op_vfs_mount;
gpgme_op_vfs_create;

gpgme_key_from_uid;
gpgme_set_sub_protocol;
gpgme_get_sub_protocol;

gpgme_op_passwd_start;
gpgme_op_passwd;

gpgme_set_global_flag;

gpgme_io_writen;

gpgme_set_pinentry_mode;
gpgme_get_pinentry_mode;

gpgme_get_dirinfo;

gpgme_op_spawn_start;
gpgme_op_spawn;

gpgme_set_offline;
gpgme_get_offline;

gpgme_set_status_cb;

```
  gpgme_get_status_cb;

  gpgme_pubkey_algo_string;
  gpgme_set_ctx_flag;
  gpgme_get_ctx_flag;
  gpgme_data_set_flag;

  gpgme_op_createkey_start;
  gpgme_op_createkey;
  gpgme_op_createsubkey_start;
  gpgme_op_createsubkey;
  gpgme_op_adduid_start;
  gpgme_op_adduid;
  gpgme_op_revuid_start;
  gpgme_op_revuid;
  gpgme_op_keysign_start;
  gpgme_op_keysign;
  gpgme_op_tofu_policy_start;
  gpgme_op_tofu_policy;
  gpgme_op_interact_start;
  gpgme_op_interact;

  gpgme_addrspec_from_uid;

  gpgme_set_sender;
  gpgme_get_sender;

  gpgme_op_query_swdb;
  gpgme_op_query_swdb_result;

   gpgme_op_set_uid_flag_start;
  gpgme_op_set_uid_flag;

  gpgme_op_decrypt_ext;
  gpgme_op_decrypt_ext_start;

  gpgme_data_new_from_estream;

};


GPGME_1.0 {
 global:
  gpgme_check_version;
  gpgme_get_engine_info;
  gpgme_engine_check_version;

  gpgme_err_code_from_errno;
```

gpgme_err_code_to_errno;
gpgme_err_make_from_errno;
gpgme_error_from_errno;
gpgme_strerror;
gpgme_strerror_r;
gpgme_strsource;

gpgme_data_get_encoding;
gpgme_data_new;
gpgme_data_new_from_cbs;
gpgme_data_new_from_fd;
gpgme_data_new_from_file;
gpgme_data_new_from_filepart;
gpgme_data_new_from_mem;
gpgme_data_new_from_stream;
gpgme_data_read;
gpgme_data_release;
gpgme_data_release_and_get_mem;
gpgme_data_seek;
gpgme_data_set_encoding;
gpgme_data_write;

gpgme_get_protocol_name;
gpgme_hash_algo_name;
gpgme_pubkey_algo_name;

gpgme_new;
gpgme_get_armor;
gpgme_get_include_certs;
gpgme_get_io_cbs;
gpgme_get_keylist_mode;
gpgme_get_passphrase_cb;
gpgme_get_progress_cb;
gpgme_get_protocol;
gpgme_get_textmode;
gpgme_release;
gpgme_set_armor;
gpgme_set_include_certs;
gpgme_set_io_cbs;
gpgme_set_keylist_mode;
gpgme_set_locale;
gpgme_set_passphrase_cb;
gpgme_set_progress_cb;
gpgme_set_protocol;
gpgme_set_textmode;
gpgme_signers_add;
gpgme_signers_clear;
gpgme_signers_count;

gpgme_signers_enum;

gpgme_key_ref;
gpgme_key_unref;
gpgme_key_release;

gpgme_trust_item_ref;
gpgme_trust_item_unref;

gpgme_cancel;
gpgme_op_card_edit;
gpgme_op_card_edit_start;
gpgme_op_decrypt;
gpgme_op_decrypt_result;
gpgme_op_decrypt_start;
gpgme_op_decrypt_verify;
gpgme_op_decrypt_verify_start;
gpgme_op_delete;
gpgme_op_delete_start;
gpgme_op_delete_ext;
gpgme_op_delete_ext_start;
gpgme_op_edit;
gpgme_op_edit_start;
gpgme_op_encrypt;
gpgme_op_encrypt_start;
gpgme_op_encrypt_ext;
gpgme_op_encrypt_ext_start;
gpgme_op_encrypt_sign;
gpgme_op_encrypt_sign_ext;
gpgme_op_encrypt_sign_start;
gpgme_op_encrypt_sign_ext_start;
gpgme_op_encrypt_result;

gpgme_op_export;
gpgme_op_export_ext;
gpgme_op_export_ext_start;
gpgme_op_export_start;
gpgme_op_genkey;
gpgme_op_genkey_result;
gpgme_op_genkey_start;
gpgme_get_key;
gpgme_op_import;
gpgme_op_import_result;
gpgme_op_import_start;
gpgme_op_keylist_end;
gpgme_op_keylist_ext_start;
gpgme_op_keylist_from_data_start;
gpgme_op_keylist_next;

```
  gpgme_op_keylist_result;
  gpgme_op_keylist_start;
  gpgme_op_sign;
  gpgme_op_sign_result;
  gpgme_op_sign_start;
  gpgme_op_trustlist_end;
  gpgme_op_trustlist_next;
  gpgme_op_trustlist_start;
  gpgme_op_verify;
  gpgme_op_verify_result;
  gpgme_op_verify_start;
  gpgme_wait;

  gpgme_data_new_with_read_cb;
  gpgme_data_rewind;
  gpgme_get_sig_status;
   gpgme_get_sig_string_attr;
  gpgme_get_sig_ulong_attr;
  gpgme_get_sig_key;
  gpgme_key_get_string_attr;
  gpgme_key_get_ulong_attr;
  gpgme_key_sig_get_string_attr;
  gpgme_key_sig_get_ulong_attr;
  gpgme_op_import_ext;
  gpgme_trust_item_get_int_attr;
  gpgme_trust_item_get_string_attr;
  gpgme_trust_item_release;

  gpgme_err_code_from_syserror;
  gpgme_err_set_errno;

  gpgme_op_setexpire;
  gpgme_op_setexpire_start;

  gpgme_op_revsig;
  gpgme_op_revsig_start;

 local:
   *;

};
# -*- mode: org -*-
#+TITLE: What's New in the GPGME Python Bindings and Documentation
#+AUTHOR: Ben McGinnes
#+LATEX_COMPILER: xelatex
#+LATEX_CLASS: article
#+LATEX_CLASS_OPTIONS: [12pt]
#+LATEX_HEADER: \usepackage{xltxtra}
```

#+LATEX_HEADER: \usepackage[margin=1in]{geometry}
#+LATEX_HEADER: \setmainfont[Ligatures={Common}]{Times New Roman}
#+LATEX_HEADER: \author{Ben McGinnes <ben@gnupg.org>}

* What's New
 :PROPERTIES:
 :CUSTOM_ID: new-stuff
 :END:

Version:	0.0.1
GPGME Version:	1.13.0
Author:	Ben McGinnes <ben@gnupg.org>
Author GPG Key:	DB4724E6FA4286C92B4E55C4321E4E2373590E5D
Language:	Australian English, British English
xml:lang:	en-AU, en-GB, en

Last time the most obviously new thing was adding the /What's New/
section to the HOWTO. Now it's moving it out of the HOWTO.

** New in GPGME 1130
  :PROPERTIES:
   :CUSTOM_ID: new-stuff-1-13-0
  :END:

Additions since GPGME 1.12.0 include:

- Moving the /What's New/ section out of the basic [[file:gpgme-python-howto.org][HOWTO]] document and
 into its own file so as to more readily include other documents
 beyond that HOWTO.
- Moving the preceding, archival, segments into [[file:what-was-new.org][another file]].
- Added =gpg.version.versionintlist= to make it easier for Python
 developers to check for a specific version number, even with beta
 versions (it will drop the "-betaN" part).
- Added expanded detail on issues pertaining to installing for Windows
 users.
- Bindings enter [[file:maintenance-mode][maintenance mode]] from January, 2019.
- Added documentation on maintenance mode and what changes can be made
 to the code when in that status. Essentially that boils down to bug
 fixes only and no feature requests.
- The import-keys-hkp.py example script, which uses the =hkp4py=
 module to search the SKS servers for a key, has been
 tightened up to
 search for both hexadecimal key IDs and user ID strings with reduced
 chance of unnecessary repitition. There may still be some
 repetition if a key includes a user ID matching the hexadecimal
 value of a key ID.

{
  "base64": true,
  "more": true,
  "response": "*"
}
d97206d060321451439b7c122cd4e699

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 <signature of Ty Coon>, 1 April 1990
 Ty Coon, President of Vice

That's all there is to it!

{
  "op": "config_opt",
  "component": "gpg",
  "option": "default-key"
}
1603972630
{
 "type": "keys",
 "base64": false,
 "data": "-----BEGIN PGP PUBLIC KEY BLOCK-----
\n\nmQGiBDbjjp4RBAC2ZbFDX0wmJI8yLDYQdIiZeAuHLmfyHsqXaLGUMZtWiAvn/hNp\nctwahmzKm5oXin
HUvUkLOQ0s8rOlu15nhw4azc30rTP1LsIkn5zORNnFdgYC6RKy\nhOeim/63+/yGtdnTm49lVfaCqwsEmBCEkXa
eWDGq+ie1b89J89T6n/JquwCgoQkj\nVeVGG+B/SzJ6+yifdHWQVkcD/RXDyLXX4+WHGP2aet51XlKojWGws
Zmc9LPPYhwU\n/RcUO7ce1QQb0XFlUVFBhY0JQpM/ty/kNi+aGWFzigbQ+HAWZkUvA8+VIAVneN+p\n+SH
hGIyLTXKpAYTq46AwvllZ5Cpvf02Cp/+W1aVyA0qnBWMyeIxXmR9HOi6lxxn5\ncjajA/9VZufOXWqCXkBvz
4Oy3Q5FbjQQ0/+ty8rDn8OTaiPi41FyUnEi6LO+qyBS\n09FjnZj++PkcRcXW99SNxmEJRY7MuNHt5wIvEH2jN
EOJ9lszzZFBDbuwsjXHK35+\nlPbGEy69xCP26iEafysKKbRXJhE1C+tk8SnK+Gm62sivmK/5arQpQWxwaGEgV
GVz\ndCAoZGVtbyBrZXkpIDxhbHBoYUBleGFtcGxlLm5ldD6IVQQTEQIAFQUCNuOOngML\nCgMDFQMC
AxYCAQIXgAAKCRAtcnzHaGl3NDl4AKCBLmRplv/8ZfSqep5IjqEAuaXv\nWwCgl6NEzT+/WewPTGcwZY+p
LkycLv2IVQQTEQIAFQUCNuOOngMLCgMDFQMCAxYC\nAQIXgAAKCRAtcnzHaGl3NDl4AJ4rouHB+LpC
kNi5C59jHEa1kbANzACgmddtrNSj\n1yPyTCwUwRghPUomECS0EEFsaWNlIChkZW1vIGtleSmIVQQTEQIAF
QUCNuO2qwML\nCgMDFQMCAxYCAQIXgAAKCRAtcnzHaGl3NCeMAJ9MeUVrago5Jc6PdwdeN5OMwby3\
n7QCghW65cZTQlD1bBlIq/QM8bz9AN4G0J0FsZmEgVGVzdCAoZGVtbyBrZXkpIDxh\nbGZhQGV4YW1wbG
UubmV0PohVBBMRAgAVBQI247hYAwsKAwMVAwIDFgIBAheAAAoJ\nEC1yfMdoaXc0t8IAoJPwa6j+Vm5V
i3Nvuo8JZri4PJ/DAJ9dqbmaJdB8FdJnHfGh\n1rXK3y/JcrkBDQQ2448PEAQAnI3XH1f0uyN9fZnw72zsHMw706
g7EW29nD4UDQG4\nOzRZViSrUa5n39eI7QrfTO+1meVvs0y8F/PvFst5jH68rPLnGSrXz4sTl1T4cop1\nFBkquvC
AKwPLy0lE7jjtCyItOSwIOo8xoTfY4JEEXmcqsbm+KHv9yYSF/YK4Cf7b\nIzcAAwcD/Rnl5jKxoucDA96pD282
9TKsLFQSau+Xiy8bvOSSDdlyABsOkNBSaeKO\n3eAQEKgDM7dzjVNTnAlpQ0EQ8Y9Z8pxOWYEQYlaMrnR
BC4DZ2IadzEhLlIOz5BVp\n/jfhrr8oVVBwKZXsrz9PZLz+e4Yn+siUUvlei9boD9L2ZgSOHakPiEYEGBECAAY
F\nAjbjjw8ACgkQLXJ8x2hpdzQgqQCfcDXmD8uNVdKg/C9vqI3JSndqknsAnRxzVeHi\n/iJ73OCKtvFrHbV9Gog
q\n=6f6v\n-----END
 PGP PUBLIC KEY BLOCK-----\n",
 "sec-fprs": ["A0FF4590BB6122EDEF6E3C542D727CC768697734"]
}
{
  "dec_info": {

```
      "wrong_key_usage":      false,
         "is_de_vs":     false,
         "is_mime":      false,
         "legacy_cipher_nomdc":  false,
         "recipients":   [{
            "pubkey_algo_name":     "ELG-E",
            "status_string":        "Success",
            "status_code":  0
         }]
   },
   "type": "plaintext",
   "base64": false,
   "data": "Hello\n"
}
##Sketch 1 2
document()
layout('A4',1)
fp((0,0,0))
ft(1)
Fn('Helvetica-Bold')
Fs(18)
dstyle('Text')
fp((0,1,0.498))
ft(1)
lp((0,0,0))
lw(0.283465)
lc(1)
lj(0)
ld(())
la1()
la2()
dstyle('Application Box')
layer('Layer 1',1,1,0,0,(0,0,0))
lw(1)
r(0,0,0,0,688.145,44.1554)
lw(1)
r(0,0,0,0,682.363,85.0359)
lp((0.392,0.584,0.929))
lw(4.25197)
b()
bs(605.383,329.758,0)
bs(605.383,230.546,0)
lw(1)
r(0,0,0,0,807.414,53.6148)
lp((0.392,0.584,0.929))
lw(4.25)
b()
bs(480.134,240.945,0)
```

bs(480.358,325.277,0)
lp((0.392,0.584,0.929))
lw(3.25)
ld((1, 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(474.803,432.284,0)
bs(475.334,360.243,0)
lw(3.25)
ld((1, 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(354.331,432.284,0)
bs(352.806,361.417,0)
lp((0.392,0.584,0.929))
lw(3.25)
ld((1, 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(212.598,432.284,0)
bs(212.598,361.417,0)
fp((0.999,1,0.4))
lw(0.283465)
r(70.5968,0,0,-56.6929,191.608,488.976,0.0603744,0.151107)
lw(1)
r(0,0,0,0,88.5492,390.805)
lp((0.392,0.584,0.929))
lw(4.25197)
b()
bs(226.772,524.409,0)
bs(226.772,488.976,0)
lp((0.392,0.584,0.929))
lw(4.25)
b()
bs(403.937,528.718,0)
bs(403.937,488.976,0)
lp((0.392,0.584,0.929))
lw(3.25)
ld((1,
 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(240.945,432.284,0)
bs(240.574,394.994,0)
bs(595.276,396.85,0)
bs(595.276,361.417,0)
lp((0.392,0.584,0.929))
lw(3.25)

ld((1, 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(333.071,432.284,0)
bs(333.07,425.196,0)
bs(333.07,382.677,0)
bs(240.945,382.677,0)
bs(240.945,361.417,0)
G()
fp((0.999,1,0.4))
lw(0.283465)
r(70.5589,0,0,-28.347,318.897,354.331,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica-Bold')
Fs(10)
txt('GPG',(1,0,0,0.905764,344.004,335.686))
G_()
G()
fp((0.999,1,0.4))
lw(0.283465)
r(70.5589,0,0,-28.3464,446.763,354.33,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
txt('GpgConf',(0.552654,0,0,0.500564,481.802,340.184),1,1)
G_()
G()
fp((0.999,1,0.4))
lw(0.283465)
r(70.5589,0,0,-28.347,191.338,354.331,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
txt('GpgSM',(0.552654,0,0,0.500574,226.376,340.185),1,1)
G_()
lp((0.392,0.584,0.929))
lw(4.25)
b()
bs(347.244,325.984,0)
bs(347.244,325.984,0)

```
bs(347.244,255.118,0)
bs(304.724,255.118,0)
bs(304.724,226.771,0)
lp((0.392,0.584,0.929))
lw(4.25)
b()
bs(233.858,325.984,0)
bs(233.858,255.118,0)
bs(276.378,255.118,0)
bs(276.378,226.771,0)
fp((0,0,0))
le()
lw(1)
Fn('Palatino-Roman')
txt('2008-07-17',(0.608301,0,0,0.608301,708.661,65.8308))
lw(1)
r(0,0,0,0,750.427,153.265)
lp((0.392,0.584,0.929))
lw(3.25)
ld((1,
 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(219.685,325.984,0)
bs(219.685,198.425,0)
bs(219.685,162.992,0)
G()
fp((1,1,1))
lw(0.283465)
r(113.386,0,0,-42.5196,35.4333,162.992,0.0670228,0.151107)
fp((0,0,0))
lw(0.283465)
Fn('Helvetica')
Fs(14)
style('Text')
Fn('Helvetica-Bold')
Fs(18)
txt('LDAP
 Server',(0.552654,0,0,0.552654,92.1261,148.819),1,1)
fp((0,0,0))
lw(0.283465)
Fn('Helvetica')
Fs(14)
style('Text')
Fn('Helvetica-Bold')
Fs(18)
txt('(CRLs, Certificates)',(0.552654,0,0,0.552654,92.1261,134.646),1,1)
G_()
```

G()
fp((1,1,1))
lw(0.283465)
r(113.386,0,0,-42.5196,35.4331,99.2125,0.0670228,0.151107)
fp((0,0,0))
lw(0.283465)
Fn('Helvetica')
Fs(14)
style('Text')
Fn('Helvetica-Bold')
Fs(18)
txt('HTTP Server',(0.552654,0,0,0.552654,92.1259,85.0394),1,1)
fp((0,0,0))
lw(0.283465)
Fn('Helvetica')
Fs(14)
style('Text')
Fn('Helvetica-Bold')
Fs(18)
txt('(CRLs)',(0.552654,0,0,0.552654,92.1259,70.8662),1,1)
G_()
G()
fp((0.999,1,0.4))
lw(0.283465)
r(70.866,0,0,-31.2962,191.338,158.855,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
txt('DirMngr',(0.552654,0,0,0.552654,224.02,142.978),1,1)
G_()
lw(2)
ld((1, 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(219.15,126.18,0)
bs(219.685,77.9528,0)
bs(155.906,77.9528,0)
lp((0.392,0.584,0.929))
lw(3)
b()
bs(233.858,127.559,0)
bs(233.858,99.2125,0)
bs(276.378,99.2125,0)
bs(276.378,85.0393,0)
lp((0.392,0.584,0.929))

```
lw(3)
b()
bs(248.031,127.559,0)
bs(248.031,113.386,0)
bs(375.59,113.386,0)
bs(375.59,85.0393,0)
G()
fp((1,0.647,0.31))
lw(0.283465)
r(99.2124,0,0,-28.3464,333.07,85.0393,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
Fn('Helvetica-Bold')
Fs(18)
txt('Certificate
 Cache',(0.552654,0,0,0.552654,382.606,69.8548),1,1)
fp((1,0.647,0.31))
lw(0.283465)
r(70.5589,0,0,-28.3464,248.031,85.0393,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
txt('CRL Cache',(0.552654,0,0,0.552654,284.147,70.6936),1,1)
G_()
lw(1)
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(503.149,240.945,0)
bs(503.149,283.464,0)
bs(588.189,283.465,0)
bs(588.189,325.984,0)
lw(1)
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(503.149,283.464,0)
bs(503.149,283.464,0)
bs(361.417,283.464,0)
bs(361.417,325.984,0)
lw(1)
la2(([(-4.0,
```

3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(361.417,283.464,0)
bs(205.512,283.465,0)
bs(205.512,325.984,0)
lw(1)
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(574.015,85.0393,0)
bs(574.015,141.732,0)
bs(262.204,141.732,0)
lw(1)
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(602.361,85.0393,0)
bs(602.361,170.079,0)
bs(439.37,170.079,0)
bs(439.37,311.811,0)
bs(460.629,311.811,0)
bs(460.629,325.984,0)
lw(1)
ld((5, 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(389.763,240.945,0)
bs(389.763,269.291,0)
bs(290.551,269.291,0)
bs(290.551,340.157,0)
bs(262.204,340.157,0)
lw(1)
ld((5, 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(389.763,269.291,0)
bs(559.843,269.291,0)
bs(559.843,333.071,0)
bs(574.016,333.071,0)
lw(1)
ld((5, 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(488.976,85.0393,0)
bs(488.976,127.559,0)
bs(389.763,127.559,0)
bs(389.763,212.598,0)
lw(2)
ld((1,

1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(205.512,127.559,0)
bs(205.512,113.386,0)
bs(170.079,113.386,0)
bs(170.079,141.732,0)
bs(155.906,141.732,0)
lp((0.392,0.584,0.929))
lw(3.25)
ld((1, 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(622.961,356.76,0)
bs(622.961,518.503,0)
G()
fp((0.999,1,0.4))
lw(0.283465)
r(70.5589,0,0,-28.3459,573.199,354.33,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
txt('GpgAgent',(0.552654,0,0,0.500554,608.238,340.185),1,1)
G_()
lp((0.392,0.584,0.929))
lw(4.25)
b()
bs(721.712,467.717,0)
bs(721.712,297.838,0)
G()
fp((0.999,1,0.4))
lw(0.283465)
r(70.5589,0,0,-28.3464,686.278,297.637,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
txt('SCdaemon',(0.552654,0,0,0.500564,721.316,283.492),1,1)
G_()
fp((1,0.647,0.31))
lw(0.283465)
lj(1)
r(86.162,0,0,-117.493,679.192,566.929,0.181818,0.333333)

```
G()
fp((0,0,0))
le()
lw(1)
Fn('Helvetica-Bold')
Fs(18)
txt('Smartcard',(0.552654,0,0,0.552654,698.127,491.036))
fp((0.999,1,0.4))
lw(0.283465)
r(70.5589,0,0,-31.2962,686.279,557.593,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
txt('Card
 Reader',(0.552654,0,0,0.552654,721.318,541.975),1,1)
G_()
G()
fp((0.999,1,0.4))
lw(0.283465)
r(73.6353,0,0,-41.2944,587.066,565.703,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
txt('PIN Entry',(0.57675,0,0,0.729211,623.632,545.097),1,1)
G_()
lp((0.392,0.584,0.929))
lw(3.25)
ld((1, 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(643.758,340.157,0)
bs(643.758,340.157,0)
bs(707.539,340.158,0)
bs(707.539,304.724,0)
lw(1)
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(574.016,283.465,0)
bs(587.066,283.464,0)
bs(686.278,283.464,0)
G()
lp((0.392,0.584,0.929))
```

```
lw(4.25197)
b()
bs(98.9053,325.985,0)
bs(98.9053,240.945,0)
G()
fp((0.999,1,0.4))
lw(0.283465)
r(70.5589,0,0,-28.3464,63.7795,354.331,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
txt('WatchGnuPG',(0.552654,0,0,0.552654,98.8185,338.713),1,1)
G_()
G()
fp((1,0.647,0.31))
lw(0.283465)
r(70.5589,0,0,-28.1194,63.7795,240.718,0.0670228,0.168178)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
txt('Log
 Socket',(0.552654,0,0,0.552654,98.8175,225.1),1,1)
G_()
G_()
G()
fp((1,0.647,0.31))
lw(0.283465)
r(85.0392,0,0,-28.3464,446.457,240.945,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
Fn('Helvetica-Bold')
Fs(18)
txt('Config Files',(0.552654,0,0,0.552654,485.621,226.772),1,1)
G_()
G()
fp((1,0.647,0.31))
lw(0.283465)
r(85.0392,0,0,-28.3464,545.669,85.0394,0.0670228,0.151107)
```

```
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
Fn('Helvetica-Bold')
Fs(18)
txt('Config Files',(0.552654,0,0,0.552654,584.834,70.8662),1,1)
G_()
G()
fp((1,0.647,0.31))
lw(0.283465)
r(84.6546,0,0,-27.3609,347.245,239.959,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
Fn('Helvetica-Bold')
Fs(18)
txt('Help
 Files',(0.552654,0,0,0.552654,388.252,224.705),1,1)
G_()
G()
fp((1,0.647,0.31))
lw(0.283465)
r(84.6546,0,0,-27.3609,446.457,85.0394,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
Fn('Helvetica-Bold')
Fs(18)
txt('Help Files',(0.552654,0,0,0.552654,487.464,69.7854),1,1)
G_()
G()
fp((1,0.647,0.31))
lw(0.283465)
r(85.0392,0,0,-28.3464,248.032,240.945,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
```

```
style('Text')
Fn('Helvetica-Bold')
Fs(18)
txt('Keybox Files',(0.552654,0,0,0.552654,289.59,226.322),1,1)
G_()
G()
fp((1,0.647,0.31))
lw(0.283465)
r(70.866,0,0,-28.3464,574.016,240.945,0.0670228,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
Fn('Helvetica-Bold')
Fs(18)
txt('Private Keys',(0.552654,0,0,0.552654,609.449,226.772),1,1)
G_()
G()
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
Fn('Helvetica-Bold')
Fs(24)
txt('Scute',(0.552654,0,0,0.599958,224.978,465.775),1,1)
fp((0,0,0))
le()
lw(1)
Fn('Times-Roman')
Fs(10)
txt('(pkcs#11)',(1,0,0,1.08559,206.081,445.011))
G_()
G()
fp((0.999,1,0.4))
lw(0.283465)
r(198.827,0,0,-56.6929,304.322,488.976,0.0603744,0.151107)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
Fn('Helvetica-Bold')
Fs(36)
```

```
txt('GPGME
 Library',(0.552654,0,0,0.552654,404.952,457.853),1,1)
G_()
G()
lw(1)
style('Application Box')
r(197.598,0,0,-42.5187,304.724,566.928,0.0152672,0.0677968)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
txt('GPGME aware Application',(0.98062,0,0,0.937018,334.892,540.985))
G_()
G()
lw(1)
style('Application Box')
r(127.829,0,0,-41.7496,162.992,566.159,0.0152672,0.0677968)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
txt('Legacy Application',(174.688,540.01))
G_()
G()
G()
lp((0.392,0.584,0.929))
lw(4.25197)
b()
bs(749.296,162.296,0)
bs(705.89,162.296,0)
lw(3.25)
ld((1, 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0,
 -3.0), (-4.0, 3.0)], 1))
b()
bs(705.89,100.083,0)
bs(744.472,100.083,0)
lp((0.392,0.584,0.929))
lw(3.25)
ld((1, 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(705.89,131.189,0)
bs(744.472,131.189,0)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
```

```
Fs(14)
style('Text')
txt('execute/access',(0.31891,0,0,0.280771,726.951,87.3768),1,1)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
txt('closely linked',(0.31891,0,0,0.280771,724.715,149.589),1,1)
fp((0,0,0))
le()
lw(1)
Fn('Helvetica')
Fs(14)
style('Text')
txt('Assuan protocol',(0.31891,0,0,0.280771,728.535,118.483),1,1)
G_()
lw(1)
r(56.6929,0,0,-92.126,701.575,170.079)
G_()
lp((0.392,0.584,0.929))
lw(3.25)
ld((1, 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(248.031,325.984,0)
bs(248.031,297.638,0)
bs(538.583,297.638,0)
bs(538.583,340.157,0)
bs(566.929,340.157,0)
lp((0.392,0.584,0.929))
lw(3.25)
ld((1, 1))
la2(([(-4.0, 3.0), (2.0, 0.0), (-4.0, -3.0), (-4.0, 3.0)], 1))
b()
bs(375.591,325.984,0)
bs(375.591,304.724,0)
bs(531.496,304.724,0)
bs(531.496,347.244,0)
bs(566.929,347.244,0)
guidelayer('Guide
 Lines',1,0,0,1,(0,0,1))
grid((0,0,7.08661,7.08661),1,(0,0,1),'Grid')
00~0
 *H
0k10 UDE10U
Dsseldorf10U
```

g10 Code GmbH10UAegypten Project10Utest cert 10
011203093638Z
021203093638Z0k10 UDE10U
Dsseldorf10U

g10 Code GmbH10UAegypten Project10Utest cert 100
 *H
0l+Pu.\-ZT$e'nE&h4<}BePm[%j-/7PcHKi@FKy~npcd${]K~Q00U37Tq8_eK40U#037Tq8_eK4om0k10 UDE10U
Dsseldorf10U

g10 Code GmbH10UAegypten Project10Utest cert 10U00
 *H
l8gD Z
wYL,M'j
pk2pf|L ;Rl}#h$~O!9;3e\A'v&P^$'Oc.-TS~A>:fQY<
-*- mode: org -*-
#+TITLE: GNU Privacy Guard (GnuPG) Made Easy Python Bindings HOWTO (English)
#+AUTHOR: Ben McGinnes
#+LATEX_COMPILER: xelatex
#+LATEX_CLASS: article
#+LATEX_CLASS_OPTIONS: [12pt]
#+LATEX_HEADER: \usepackage{xltxtra}
#+LATEX_HEADER: \usepackage[margin=1in]{geometry}
#+LATEX_HEADER: \setmainfont[Ligatures={Common}]{Times New Roman}
#+LATEX_HEADER: \author{Ben McGinnes <ben@gnupg.org>}

* Introduction
 :PROPERTIES:
 :CUSTOM_ID: intro
 :END:

Version:	0.1.5
GPGME Version:	1.13.0
Author:	Ben McGinnes <ben@gnupg.org>
Author GPG Key:	DB4724E6FA4286C92B4E55C4321E4E2373590E5D
Language:	Australian English, British English
Language codes:	en-AU, en-GB, en

This document provides basic instruction in how to use the GPGME
Python bindings to programmatically leverage the GPGME library.

** Python 2 versus Python
 3
  :PROPERTIES:
  :CUSTOM_ID: py2-vs-py3

:END:

Though the GPGME Python bindings themselves provide support for both
Python 2 and 3, the focus is unequivocally on Python 3 and
specifically from Python 3.4 and above. As a consequence all the
examples and instructions in this guide use Python 3 code.

Much of it will work with Python 2, but much of it also deals with
Python 3 byte literals, particularly when reading and writing data.
Developers concentrating on Python 2.7, and possibly even 2.6, will
need to make the appropriate modifications to support the older string
and unicode types as opposed to bytes.

There are multiple reasons for concentrating on Python 3; some of
which relate to the immediate integration of these bindings, some of
which relate to longer term plans for both GPGME and the python
bindings and some of which relate to the impending EOL period for
Python 2.7. Essentially, though, there is little value in tying the
bindings to a version of the language which
 is a dead end and the
advantages offered by Python 3 over Python 2 make handling the data
types with which GPGME deals considerably easier.

** Examples
:PROPERTIES:
:CUSTOM_ID: howto-python3-examples
:END:

All of the examples found in this document can be found as Python 3
scripts in the =lang/python/examples/howto= directory.

** Unofficial Drafts
:PROPERTIES:
:CUSTOM_ID: unofficial-drafts
:END:

In addition to shipping with each release of GPGME, there is a section
on locations to read or download [[#draft-editions][draft editions]] of this document from
at the end of it. These are unofficial versions produced in between
major releases.

** What's New
:PROPERTIES:
:CUSTOM_ID: new-stuff
:END:

Full details of what is new are now available in the [[file:what-is-new.org][What's New]] file
and archives of the preceding /What's New/ sections are available in
the [[file:what-was-new][What Was New]] file.

*** New in GPGME 1130
  :PROPERTIES:
  :CUSTOM_ID:
 new-stuff-1-13-0
  :END:

See the [[file:what-is-new#new-stuff-1-13-0][What's New]] document for what is new in version 1.13.0.

*** New in GPGME 1120
  :PROPERTIES:
  :CUSTOM_ID: new-stuff-1-12-0
  :END:

See the [[file:what-was-new#new-stuff-1-12-0][What Was New]] document for what was new in version 1.12.0.

* GPGME Concepts
 :PROPERTIES:
 :CUSTOM_ID: gpgme-concepts
 :END:

** A C API
  :PROPERTIES:
  :CUSTOM_ID: gpgme-c-api
  :END:

Unlike many modern APIs with which programmers will be more familiar
with these days, the GPGME API is a C API. The API is intended for
use by C coders who would be able to access its features by including
the =gpgme.h= header file with their own C source code and then access
its functions just as they would any other C headers.

This is a very effective method of gaining complete access to the API
and in the most efficient manner possible. It does, however, have the
drawback that it cannot be directly used by other languages without
some
 means of providing an interface to those languages. This is
where the need for bindings in various languages stems.

** Python bindings
:PROPERTIES:
:CUSTOM_ID: gpgme-python-bindings
:END:

The Python bindings for GPGME provide a higher level means of accessing the complete feature set of GPGME itself. It also provides a more pythonic means of calling these API functions.

The bindings are generated dynamically with SWIG and the copy of =gpgme.h= generated when GPGME is compiled.

This means that a version of the Python bindings is fundamentally tied to the exact same version of GPGME used to generate that copy of =gpgme.h=.

** Difference between the Python bindings and other GnuPG Python packages
:PROPERTIES:
:CUSTOM_ID: gpgme-python-bindings-diffs
:END:

There have been numerous attempts to add GnuPG support to Python over the years. Some of the most well known are listed here, along with what differentiates them.

*** The python-gnupg package maintained by Vinay Sajip
:PROPERTIES:
:CUSTOM_ID: diffs-python-gnupg
:END:

This is arguably the most popular means of integrating GPG with Python. The package utilises the =subprocess= module to implement wrappers for the =gpg= and =gpg2= executables normally invoked on the command line (=gpg.exe= and =gpg2.exe= on Windows).

The popularity of this package stemmed from its ease of use and capability in providing the most commonly required features.

Unfortunately it has been beset by a number of security issues in the past; most of which stemmed from using unsafe methods of accessing the command line via the =subprocess= calls. While some effort has been made over the last two to three years (as of 2018) to mitigate this, particularly by no longer providing shell access through those subprocess calls, the wrapper is still somewhat limited in the scope of its GnuPG features coverage.

The python-gnupg package is available under the MIT license.

*** The gnupg package created
and maintained by Isis Lovecruft
:PROPERTIES:
:CUSTOM_ID: diffs-isis-gnupg
:END:

In 2015 Isis Lovecruft from the Tor Project forked and then
re-implemented the python-gnupg package as just gnupg. This new
package also relied on subprocess to call the =gpg= or =gpg2=
binaries, but did so somewhat more securely.

The naming and version numbering selected for this package, however,
resulted in conflicts with the original python-gnupg and since its
functions were called in a different manner to python-gnupg, the
release of this package also resulted in a great deal of consternation
when people installed what they thought was an upgrade that
subsequently broke the code relying on it.

The gnupg package is available under the GNU General Public License
version 3.0 (or any later version).

*** The PyME package maintained by Martin Albrecht
:PROPERTIES:
:CUSTOM_ID: diffs-pyme
:END:

This package is the origin of these bindings, though they are somewhat
different now.
For details of when and how the PyME package was
folded back into GPGME itself see the [[file:short-history.org][Short History]] document.[fn:1]

The PyME package was first released in 2002 and was also the first
attempt to implement a low level binding to GPGME. In doing so it
provided access to considerably more functionality than either the
=python-gnupg= or =gnupg= packages.

The PyME package is only available for Python 2.6 and 2.7.

Porting the PyME package to Python 3.4 in 2015 is what resulted in it
being folded into the GPGME project and the current bindings are the
end result of that effort.

The PyME package is available under the same dual licensing as GPGME

itself: the GNU General Public License version 2.0 (or any later
version) and the GNU Lesser General Public License version 2.1 (or any
later version).

* GPGME Python bindings installation
 :PROPERTIES:
 :CUSTOM_ID: gpgme-python-install
 :END:

** No PyPI
  :PROPERTIES:
  :CUSTOM_ID: do-not-use-pypi
  :END:

Most
 third-party Python packages and modules are available and
distributed through the Python Package Installer, known as PyPI.

Due to the nature of what these bindings are and how they work, it is
infeasible to install the GPGME Python bindings in the same way.

This is because the bindings use SWIG to dynamically generate C
bindings against =gpgme.h= and =gpgme.h= is generated from
=gpgme.h.in= at compile time when GPGME is built from source. Thus to
include a package in PyPI which actually built correctly would require
either statically built libraries for every architecture bundled with
it or a full implementation of C for each architecture.

See the additional notes regarding [[#snafu-cffi][CFFI and SWIG]] at the end of this
section for further details.

** Requirements
  :PROPERTIES:
  :CUSTOM_ID: gpgme-python-requirements
  :END:

The GPGME Python bindings only have three requirements:

1. A suitable version of Python 2 or Python 3. With Python 2 that
  means CPython
 2.7 and with Python 3 that means CPython 3.4 or
  higher.
2. [[https://www.swig.org][SWIG]].
3. GPGME itself. Which also means that all of GPGME's dependencies
  must be installed too.

*** Recommended Additions
:PROPERTIES:
:CUSTOM_ID: gpgme-python-recommendations
:END:

Though none of the following are absolute requirements, they are all
recommended for use with the Python bindings. In some cases these
recommendations refer to which version(s) of CPython to use the
bindings with, while others refer to third party modules which provide
a significant advantage in some way.

1. If possible, use Python 3 instead of 2.
2. Favour a more recent version of Python since even 3.4 is due to
reach EOL soon. In production systems and services, Python 3.6
should be robust enough to be relied on.
3. If possible add the following Python modules which are not part of
the standard library: [[http://docs.python-requests.org/en/latest/index.html][Requests]],
[[https://cython.org/][Cython]],
[[https://pendulum.eustace.io/][Pendulum]] and [[https://github.com/Selfnet/hkp4py][hkp4py]].

Chances are quite high that at least the first one and maybe two of
those will already be installed.

Note that, as with Cython, some of advanced use case scenarios will
bring with them additional requirements. Most of these will be fairly
well known and commonly installed ones, however, which are in many
cases likely to have already been installed on many systems or be
familiar to Python programmers.

** Installation
:PROPERTIES:
:CUSTOM_ID: installation
:END:

Installing the Python bindings is effectively achieved by compiling
and installing GPGME itself.

Once SWIG is installed with Python and all the dependencies for GPGME
are installed you only need to confirm that the version(s) of Python
you want the bindings installed for are in your =$PATH=.

By default GPGME will attempt to install the bindings for the most
recent or highest version number of Python 2 and Python
3 it detects
in =$PATH=. It specifically checks for the =python= and =python3=

executables first and then checks for specific version numbers.

For Python 2 it checks for these executables in this order: =python=, =python2= and =python2.7=.

For Python 3 it checks for these executables in this order: =python3=, =python3.7=, =python3.6=, =python3.5= and =python3.4=.[fn:2]

On systems where =python= is actually =python3= and not =python2= it may be possible that =python2= may be overlooked, but there have been no reports of that actually occurring as yet.

In the three months or so since the release of Python 3.7.0 there has been extensive testing and work with these bindings with no issues specifically relating to the new version of Python or any of the new features of either the language or the bindings. This has also been the case with Python 3.7.1rc1. With that in mind and given the release of Python 3.7.1 is scheduled for around the same time as GPGME 1.12.0, the order of preferred
 Python versions has been changed to
move Python 3.7 ahead of Python 3.6.

*** Installing GPGME
  :PROPERTIES:
  :CUSTOM_ID: install-gpgme
  :END:

See the GPGME =README= file for details of how to install GPGME from source.

** Known Issues
 :PROPERTIES:
 :CUSTOM_ID: snafu
 :END:

There are a few known issues with the current build process and the Python bindings. For the most part these are easily addressed should they be encountered.

*** Breaking Builds
  :PROPERTIES:
  :CUSTOM_ID: snafu-a-swig-of-this-builds-character
  :END:

Occasionally when installing GPGME with the Python bindings included

it may be observed that the =make= portion of that process induces a large very number of warnings and, eventually errors which end that part of the build process. Yet following that with =make check= and =make install= appears to work seamlessly.

The cause of this is related to the way SWIG needs to be called to dynamically generate the C bindings for GPGME in
 the first place. So
the entire process will always produce =lang/python/python2-gpg/= and =lang/python/python3-gpg/= directories. These should contain the build output generated during compilation, including the complete bindings and module installed into =site-packages=.

Occasionally the errors in the early part or some other conflict (e.g. not installing as */root/* or */su/*) may result in nothing being installed to the relevant =site-packages= directory and the build directory missing a lot of expected files. Even when this occurs, the solution is actually quite simple and will always work.

That solution is simply to run the following commands as either the *root* user or prepended with =sudo -H=[fn:3] in the =lang/python/= directory:

#+BEGIN_SRC shell
 /path/to/pythonX.Y setup.py build
 /path/to/pythonX.Y setup.py build
 /path/to/pythonX.Y setup.py install
#+END_SRC

Yes, the build command does need to be run twice. Yes, you still need to run the potentially failing or
 incomplete steps during the
=configure=, =make= and =make install= steps with installing GPGME. This is because those steps generate a lot of essential files needed, both by and in order to create, the bindings (including both the =setup.py= and =gpgme.h= files).

**** IMPORTANT Note
   :PROPERTIES:
   :CUSTOM_ID: snafu-swig-build-note
   :END:

If specifying a selected number of languages to create bindings for, try to leave Python last. Currently the majority of the other language bindings are also preceding Python of either version when listed alphabetically (not counting the Qt bindings).

If Python is set to precede one of the other languages then it is
possible that the errors described here may interrupt the build
process before generating bindings for those other languages. In
these cases it may be preferable to configure all preferred language
bindings separately with alternative =configure= steps for GPGME using
the =--enable-languages=$LANGUAGE= option.

Alternatively
 =make= (or =gmake=, depending on your platform) may be
run with the the =-k= option, which tells make to keep going even if
errors are encountered. In that case the failure of one language's
set of bindings to build should not hamper another language's bindings
to build.

*** Reinstalling Responsibly
  :PROPERTIES:
  :CUSTOM_ID: snafu-lessons-for-the-lazy
  :END:

Regardless of whether you're installing for one version of Python or
several, there will come a point where reinstallation is required.
With most Python module installations, the installed files go into the
relevant site-packages directory and are then forgotten about. Then
the module is upgraded, the new files are copied over the old and
that's the end of the matter.

While the same is true of these bindings, there have been intermittent
issues observed on some platforms which have benefited significantly
from removing all the previous installations of the bindings before
installing the updated versions.

Removing
 the previous version(s) is simply a matter of changing to the
relevant =site-packages= directory for the version of Python in
question and removing the =gpg/= directory and any accompanying
egg-info files for that module.

In most cases this will require root or administration privileges on
the system, but the same is true of installing the module in the first
place.

*** Multiple installations
  :PROPERTIES:
  :CUSTOM_ID: snafu-the-full-monty
  :END:

For a variety of reasons it may be either necessary or just preferable
to install the bindings to alternative installed Python versions which
meet the requirements of these bindings.

On POSIX systems this will generally be most simply achieved by
running the manual installation commands (build, build, install) as
described in the previous section for each Python installation the
bindings need to be installed to.

As per the SWIG documentation: the compilers, libraries and runtime
used to build GPGME and the Python Bindings *must*
 match those used to
compile Python itself, including the version number(s) (at least going
by major version numbers and probably minor numbers too).

On most POSIX systems, including OS X, this will very likely be the
case in most, if not all, cases.

Note that from GPGME [[https://dev.gnupg.org/rMff6ff616aea6f59b7f2ce1176492850ecdf3851e][1.12.1]] the
default installation installs to each
version of Python it can find first. That is that it will currently
install for the first copies of Python versions 2.7, 3.4, 3.5, and so on
up until the current dev branch that it finds. Usually this will be in the
same prefix as GPGME itself, but is dictated by the =$PATH= when the
installation is performed. The above instructions can still be
performed on other python installations which the installer does not
find, including alternative prefixes.

*** Won't Work With Windows
  :PROPERTIES:
  :CUSTOM_ID: snafu-runtime-not-funtime
  :END:

There are semi-regular reports of Windows users
 having considerable
difficulty in installing and using the Python bindings at all. Very
often, possibly even always, these reports come from Cygwin users
and/or MinGW users and/or Msys2 users. Though not all of them have
been confirmed, it appears that these reports have also come from
people who installed Python using the Windows installer files from the
[[https://python.org][Python website]] (i.e. mostly MSI installers, sometimes self-extracting
=.exe= files).

The Windows versions of Python are not built using Cygwin, MinGW or
Msys2; they're built using Microsoft Visual Studio. Furthermore the
version used is /considerably/ more advanced than the version which

MinGW obtained a small number of files from many years ago in order to be able to compile anything at all. Not only that, but there are changes to the version of Visual Studio between some micro releases, though that is is particularly the case with Python 2.7, since it has been kept around far longer than it should have been.

There are two theoretical solutions to this issue:

1. Compile and install the GnuPG stack, including GPGME and the Python bindings using the same version of Microsoft Visual Studio used by the Python Foundation to compile the version of Python installed.

   If there are multiple versions of Python then this will need to be done with each different version of Visual Studio used for those versions of Python.

2. Compile and install Python using the same tools used by choice, such as MinGW or Msys2.

Do *not* use the official Windows installer for Python unless following the first method.

In this type of situation it may even be for the best to accept that there are less limitations on permissive software than free software and simply opt to use a recent version of the Community Edition of Microsoft Visual Studio to compile and build all of it, no matter what.

Investigations into the extent or the limitations of this issue are ongoing.

The following table lists the version of Microsoft Visual Studio which needs to be used when compiling GPGME and the Python bindings with each version of the CPython binary released [[https://www.python.org/downloads/windows/][for Windows]]:

CPython	Microsoft product name	runtime filename
2.7.6	Visual Studio 2008	MSVCR90.DLL
3.4.0	Visual Studio 2010	MSVCR100.DLL
3.5.0	Visual Studio 2015	*see below*
3.6.0	Visual Studio 2015	*see below*
3.7.0	Visual Studio 2017*	*see below*

It is important to note that MingW and Msys2 ship with the Visual C runtime from Microsoft Visual Studio 2005 and are thus *incompatible* with all the versions of CPython which can be used with the GPGME

Python bindings.

It is also important to note that from CPython 3.5 onwards, the Python Foundation has adopted the reworking of the Visual C runtime which was performed for Visual Studio 2015 and aimed at resolving many of these kinds of issues. Much greater detail on these issues and the correct file(s) to link to are available from Matthew Brett's invaluable page, [[https://matthew-brett.github.io/pydagogue/python_msvc.html][Using Microsoft Visual C with Python]]. It is also worth reading the Microsoft Developer Network blog post on [[http://blogs.msdn.com/b/vcblog/archive/2015/03/03/introducing-the-universal-crt.aspx][the universal CRT]] and Steve Dower's blog posts on Python extensions ([[http://stevedower.id.au/blog/building-for-python-3-5][part 1]] and [[http://stevedower.id.au/blog/building-for-python-3-5-part-two][part 2]]).

The second of those two posts by Steve Dower contains the details of specific configuration options required for compiling anything to be used with official CPython releases. In addition to those configuration and compiler settings to use, the versions of Visual Studio prior to Visual Studio 2015 did not support 64-bit systems by default. So compiling a 64-bit version of these bindings for a 64-bit version of CPython 2.7 or 3.4 requires additional work.

In addition to the blog posts, the [[https://wiki.python.org/moin/WindowsCompilers][Windows compilers]] wiki page on the CPython wiki is another essential reference on the relevant versions of Visual Studio to use and the degree of compatibility with CPython releases.

Eventually someone will ask why there isn't an installable binary for Windows, which the GPGME of the licenses do not preclude as long as the source code is available in conjunction with such a release.

The sheer number of versions of Visual Studio in conjunction with differing configuration options depending on the target Windows version and whether the architecture is 64-bit or 32-bit makes it difficult to provide a correct binary installer for Windows users. At the bare minimum doing so would require the GnuPG project compile ten different versions of the bindings with each release; both 32-bit and 64-bit versions for CPython 2.7 and 3.4, with 64-bit versions for both x86-64 (i.e. Intel and AMD) and ARM architectures for CPython 3.5, 3.6, 3.7 and later releases. That's the bare *minimum*, it'd probably be higher.

Additionally, with only a binary installation used in conjunction with the CPython installer from =python.org= the advanced options available

which utilise [[#cython][Cython]] will not be able to be used at all. Cython depends on being able to compile the C code it generates and that too would need to utilise a matching runtime to both the installed version of CPython and these bindings in order to work with the bindings.

Considering all of that, what do we recommend?

1. Use a recent version of CPython; at least 3.5, but ideally 3.6 or later.

2. Use Visual Studio 2015 or the standalone build tools for Visual Studio 2017 (or later).

3. Compile both CPython and GPGME with these bindings using the tools selected in step 2.

4. Ignore MingW, Msys2 and the official CPython binary installers.

5. Be thankful the answer to this question wasn't simply to say something like, install Linux or install FreeBSD (or even Apple's OS X).

*** CFFI is the Best and GPGME should use it instead of SWIG
:PROPERTIES:
:CUSTOM_ID: snafu-cffi
:END:

There are many reasons for favouring [[https://cffi.readthedocs.io/en/latest/overview.html][CFFI]] and proponents of it are
quite happy to repeat these things as if all it would take to switch from SWIG to CFFI is repeating that list as if it were a new concept.

The fact is that there are things which Python's CFFI implementation cannot handle in the GPGME C code. Beyond that there are features of SWIG which are simply not available with CFFI at all. SWIG generates the bindings to Python using the =gpgme.h= file, but that file is not a single version shipped with each release, it too is generated when GPGME is compiled.

CFFI is currently unable to adapt to such a potentially mutable codebase. If there were some means of
applying SWIG's dynamic code
generation to produce the Python/CFFI API modes of accessing the GPGME libraries (or the source source code directly), but such a thing does not exist yet either and it currently appears that work is needed in at least one of CFFI's dependencies before any of this can be addressed.

So if you're a massive fan of CFFI; that's great, but if you want this project to switch to CFFI then rather than just insisting that it should, I'd suggest you volunteer to bring CFFI up to the level this project needs.

If you're actually seriously considering doing so, then I'd suggest taking the =gpgme-tool.c= file in the GPGME =src/= directory and getting that to work with any of the CFFI API methods (not the ABI methods, they'll work with pretty much anything). When you start running into trouble with "ifdefs" then you'll know what sort of things are lacking. That doesn't even take into account the amount of work saved via SWIG's code generation techniques either.

***
Virtualised Environments
:PROPERTIES:
:CUSTOM_ID: snafu-venv
:END:

It is fairly common practice amongst Python developers to, as much as possible, use packages like virtualenv to keep various things that are to be installed from interfering with each other. Given how much of the GPGME bindings is often at odds with the usual pythonic way of doing things, it stands to reason that this would be called into question too.

As it happens the answer as to whether or not the bindings can be used with virtualenv, the answer is both yes and no.

In general we recommend installing to the relevant path and matching prefix of GPGME itself. Which means that when GPGME, and ideally the rest of the GnuPG stack, is installed to a prefix like =/usr/local= or =/opt/local= then the bindings would need to be installed to the main Python installation and not a virtualised abstraction. Attempts to separate the two in the past have been known to cause weird and intermittent errors ranging from
minor annoyances to complete failures
in the build process.

As a consequence we only recommend building with and installing to the main Python installations within the same prefix as GPGME is installed to or which are found by GPGME's configuration stage immediately prior to running the make commands. Which is exactly what the compiling and installing process of GPGME does by default.

Once that is done, however, it appears that a copy of the compiled

module may be installed into a virtualenv of the same major and minor
version matching the build. Alternatively it is possible to utilise a
=sites.pth= file in the =site-packages/= directory of a virtualenv
installation, which links back to the system installations
corresponding directory in order to import anything installed system
wide. This may or may not be appropriate on a case by case basis.

Though extensive testing of either of these options is not yet
complete, preliminary testing of them indicates that both are viable
as
 long as the main installation is complete. Which means that
certain other options normally restricted to virtual environments are
also available, including integration with pythonic test suites
(e.g. [[https://docs.pytest.org/en/latest/index.html][pytest]]) and other large projects.

That said, it is worth reiterating the warning regarding non-standard
installations. If one were to attempt to install the bindings only to
a virtual environment without somehow also including the full GnuPG
stack (or enough of it as to include GPGME) then it is highly likely
that errors would be encountered at some point and more than a little
likely that the build process itself would break.

If a degree of separation from the main operating system is still
required in spite of these warnings, then consider other forms of
virtualisation. Either a virtual machine (e.g. [[https://www.virtualbox.org/][VirtualBox]]), a
hardware emulation layer (e.g. [[https://www.qemu.org/][QEMU]]) or an application container
(e.g.
 [[https://www.docker.com/why-docker][Docker]]).

Finally it should be noted that the limited tests conducted thus far
have been using the =virtualenv= command in a new directory to create
the virtual python environment. As opposed to the standard =python3
-m venv= and it is possible that this will make a difference depending
on the system and version of Python in use. Another option is to run
the command =python3 -m virtualenv /path/to/install/virtual/thingy=
instead.

*** Post installation
  :PROPERTIES:
  :CUSTOM_ID: snafu-docs
  :END:

Following installation it is recommended to move the
=post_installer.py= script from the =lang/python/examples/howto/=
directory to the =lang/python/= directory and run it. This will fix
or restore files needed by Sphinx which may be removed during a
distribution build for release. It will also generate reST files from

Org mode files with Pandoc and generate Texinfo files from Org mode
files with GNU Emacs and Org mode (in batch
 mode). Additionally it
will fix the UTF-8 declaration line in the Texinfo files (Emacs
expects "UTF-8" to be "utf-8").

* Fundamentals
 :PROPERTIES:
 :CUSTOM_ID: howto-fund-a-mental
 :END:

Before we can get to the fun stuff, there are a few matters regarding
GPGME's design which hold true whether you're dealing with the C code
directly or these Python bindings.

** No REST
  :PROPERTIES:
  :CUSTOM_ID: no-rest-for-the-wicked
  :END:

The first part of which is or will be fairly blatantly obvious upon
viewing the first example, but it's worth reiterating anyway. That
being that this API is /*not*/ a REST API. Nor indeed could it ever
be one.

Most, if not all, Python programmers (and not just Python programmers)
know how easy it is to work with a RESTful API. In fact they've
become so popular that many other APIs attempt to emulate REST-like
behaviour as much as they are able. Right down to the use of JSON
formatted output to facilitate the use of their API without having
 to
retrain developers.

This API does not do that. It would not be able to do that and also
provide access to the entire C API on which it's built. It does,
however, provide a very pythonic interface on top of the direct
bindings and it's this pythonic layer that this HOWTO deals with.

** Context
  :PROPERTIES:
  :CUSTOM_ID: howto-get-context
  :END:

One of the reasons which prevents this API from being RESTful is that
most operations require more than one instruction to the API to

perform the task. Sure, there are certain functions which can be performed simultaneously, particularly if the result known or strongly anticipated (e.g. selecting and encrypting to a key known to be in the public keybox).

There are many more, however, which cannot be manipulated so readily: they must be performed in a specific sequence and the result of one operation has a direct bearing on the outcome of subsequent operations. Not merely by generating an error either.

When dealing with this type
 of persistent state on the web, full of
both the RESTful and REST-like, it's most commonly referred to as a session. In GPGME, however, it is called a context and every operation type has one.

* Working with keys
 :PROPERTIES:
 :CUSTOM_ID: howto-keys
 :END:

** Key selection
  :PROPERTIES:
  :CUSTOM_ID: howto-keys-selection
  :END:

Selecting keys to encrypt to or to sign with will be a common occurrence when working with GPGMe and the means available for doing so are quite simple.

They do depend on utilising a Context; however once the data is recorded in another variable, that Context does not need to be the same one which subsequent operations are performed.

The easiest way to select a specific key is by searching for that key's key ID or fingerprint, preferably the full fingerprint without any spaces in it. A long key ID will probably be okay, but is not advised and short key IDs are already a problem with some being generated to match specific patterns. It does not
 matter whether the
pattern is upper or lower case.

So this is the best method:

#+BEGIN_SRC python -i
import gpg

```
k = gpg.Context().keylist(pattern="258E88DCBD3CD44D8E7AB43F6ECB6AF0DEADBEEF")
keys = list(k)
#+END_SRC
```

This is passable and very likely to be common:

```
#+BEGIN_SRC python -i
import gpg

k = gpg.Context().keylist(pattern="0x6ECB6AF0DEADBEEF")
keys = list(k)
#+END_SRC
```

And this is a really bad idea:

```
#+BEGIN_SRC python -i
import gpg

k = gpg.Context().keylist(pattern="0xDEADBEEF")
keys = list(k)
#+END_SRC
```

Alternatively it may be that the intention is to create a list of keys
which all match a particular search string. For instance all the
addresses at a particular domain, like this:

```
#+BEGIN_SRC python -i
import gpg

ncsc = gpg.Context().keylist(pattern="ncsc.mil")
nsa = list(ncsc)
#+END_SRC
```

*** Counting keys
  :PROPERTIES:
  :CUSTOM_ID: howto-keys-counting
  :END:

Counting the number of keys in your public keybox (=pubring.kbx=), the
format which has superseded
 the old keyring format (=pubring.gpg= and
=secring.gpg=), or the number of secret keys is a very simple task.

```
#+BEGIN_SRC python -i
import gpg
```

```
c = gpg.Context()
seckeys = c.keylist(pattern=None, secret=True)
pubkeys = c.keylist(pattern=None, secret=False)

seclist = list(seckeys)
secnum = len(seclist)

publist = list(pubkeys)
pubnum = len(publist)

print("""
 Number of secret keys:  {0}
 Number of public keys:  {1}
""".format(secnum, pubnum))
#+END_SRC
```

NOTE: The [[#cython][Cython]] introduction in the [[#advanced-use][Advanced and Experimental]] section uses this same key counting code with Cython to demonstrate some areas where Cython can improve performance even with the bindings. Users with large public keyrings or keyboxes, for instance, should consider these options if they are comfortable with using Cython.

** Get key
  :PROPERTIES:
  :CUSTOM_ID: howto-get-key
  :END:

An alternative method of getting a single key via its fingerprint is available directly within a Context
 with =Context().get_key=. This is the preferred method of selecting a key in order to modify it, sign or certify it and for obtaining relevant data about a single key as a part of other functions; when verifying a signature made by that key, for instance.

By default this method will select public keys, but it can select secret keys as well.

This first example demonstrates selecting the current key of Werner Koch, which is due to expire at the end of 2018:

```
#+BEGIN_SRC python -i
import gpg

fingerprint = "80615870F5BAD690333686D0F2AD85AC1E42B367"
key = gpg.Context().get_key(fingerprint)
```

#+END_SRC

Whereas this example demonstrates selecting the author's current key
with the =secret= key word argument set to =True=:

#+BEGIN_SRC python -i
import gpg

fingerprint = "DB4724E6FA4286C92B4E55C4321E4E2373590E5D"
key = gpg.Context().get_key(fingerprint, secret=True)
#+END_SRC

It is, of course, quite possible to select expired, disabled and
revoked keys with this function, but only to effectively
 display
information about those keys.

It is also possible to use both unicode or string literals and byte
literals with the fingerprint when getting a key in this way.

** Importing keys
  :PROPERTIES:
  :CUSTOM_ID: howto-import-key
  :END:

Importing keys is possible with the =key_import()= method and takes
one argument which is a bytes literal object containing either the
binary or ASCII armoured key data for one or more keys.

The following example retrieves one or more keys from the SKS
keyservers via the web using the requests module. Since requests
returns the content as a bytes literal object, we can then use that
directly to import the resulting data into our keybox.

#+BEGIN_SRC python -i
import gpg
import os.path
import requests

c = gpg.Context()
url = "https://sks-keyservers.net/pks/lookup"
pattern = input("Enter the pattern to search for key or user IDs: ")
payload = {"op": "get", "search": pattern}

r = requests.get(url, verify=True, params=payload)
result

```
 = c.key_import(r.content)

if result is not None and hasattr(result, "considered") is False:
   print(result)
elif result is not None and hasattr(result, "considered") is True:
   num_keys = len(result.imports)
   new_revs = result.new_revocations
   new_sigs = result.new_signatures
   new_subs = result.new_sub_keys
   new_uids = result.new_user_ids
   new_scrt = result.secret_imported
   nochange = result.unchanged
   print("""
 The total number of keys considered for import was:  {0}

    Number of keys revoked:  {1}
  Number of new signatures:  {2}
     Number of new subkeys:  {3}
    Number of new user IDs:  {4}
 Number of new secret keys:  {5}
  Number of unchanged keys:  {6}

 The key IDs for all considered keys were:
""".format(num_keys, new_revs, new_sigs, new_subs, new_uids, new_scrt,
         nochange))
   for i in range(num_keys):
      print("{0}\n".format(result.imports[i].fpr))
else:
   pass
#+END_SRC
```

NOTE: When searching for a key ID of any length
 or a fingerprint
(without spaces), the SKS servers require the the leading =0x=
indicative of hexadecimal be included. Also note that the old short
key IDs (e.g. =0xDEADBEEF=) should no longer be used due to the
relative ease by which such key IDs can be reproduced, as demonstrated
by the Evil32 Project in 2014 (which was subsequently exploited in
2016).

Testing for whether a string in any given search is or may be a
hexadecimal value which may be missing the leading =0x= is a simple
matter of using a try/except statement which attempts to convert the
string as hex to an integer and then back to hex; then using that to
search with. Raising a ValueError simply results in treating the
string as a string. This is the method and logic utilised in the
=import-keys-hkp.py= script (see below).

*** Working with ProtonMail
  :PROPERTIES:
  :CUSTOM_ID: import-protonmail
  :END:

Here is a variation on the example above which checks the constrained
ProtonMail keyserver for ProtonMail
 public keys.

#+BEGIN_SRC python -i
import gpg
import requests
import sys

print("""
This script searches the ProtonMail key server for the specified key and
imports it.
""")

c = gpg.Context(armor=True)
url = "https://api.protonmail.ch/pks/lookup"
ksearch = []

if len(sys.argv) >= 2:
  keyterm = sys.argv[1]
else:
  keyterm = input("Enter the key ID, UID or search string: ")

if keyterm.count("@") == 2 and keyterm.startswith("@") is True:
  ksearch.append(keyterm[1:])
  ksearch.append(keyterm[1:])
  ksearch.append(keyterm[1:])
elif keyterm.count("@") == 1 and keyterm.startswith("@") is True:
  ksearch.append("{0}@protonmail.com".format(keyterm[1:]))
  ksearch.append("{0}@protonmail.ch".format(keyterm[1:]))
  ksearch.append("{0}@pm.me".format(keyterm[1:]))
elif keyterm.count("@") == 0:
  ksearch.append("{0}@protonmail.com".format(keyterm))
  ksearch.append("{0}@protonmail.ch".format(keyterm))
  ksearch.append("{0}@pm.me".format(keyterm))
elif keyterm.count("@") ==
 2 and keyterm.startswith("@") is False:
  uidlist = keyterm.split("@")
  for uid in uidlist:
      ksearch.append("{0}@protonmail.com".format(uid))
      ksearch.append("{0}@protonmail.ch".format(uid))
      ksearch.append("{0}@pm.me".format(uid))

```
elif keyterm.count("@") > 2:
  uidlist = keyterm.split("@")
  for uid in uidlist:
     ksearch.append("{0}@protonmail.com".format(uid))
     ksearch.append("{0}@protonmail.ch".format(uid))
     ksearch.append("{0}@pm.me".format(uid))
else:
  ksearch.append(keyterm)

for k in ksearch:
  payload = {"op": "get", "search": k}
  try:
     r = requests.get(url, verify=True, params=payload)
     if r.ok is True:
        result = c.key_import(r.content)
     elif r.ok is False:
        result = r.content
  except Exception as e:
     result = None

  if result is not None and hasattr(result, "considered") is False:
     print("{0} for {1}".format(result.decode(), k))
  elif result is not None
 and hasattr(result, "considered") is True:
     num_keys = len(result.imports)
     new_revs = result.new_revocations
     new_sigs = result.new_signatures
     new_subs = result.new_sub_keys
     new_uids = result.new_user_ids
     new_scrt = result.secret_imported
     nochange = result.unchanged
     print("""
The total number of keys considered for import was:  {0}

With UIDs wholely or partially matching the following string:

     {1}

  Number of keys revoked:  {2}
Number of new signatures:  {3}
   Number of new subkeys:  {4}
  Number of new user IDs:  {5}
Number of new secret keys:  {6}
Number of unchanged keys:  {7}

The key IDs for all considered keys were:
""".format(num_keys, k, new_revs, new_sigs, new_subs, new_uids, new_scrt,
        nochange))
```

```
      for i in range(num_keys):
         print(result.imports[i].fpr)
      print("")
   elif result is None:
      print(e)
#+END_SRC
```

Both the above example, [[../examples/howto/pmkey-import.py][pmkey-import.py]],
and a version which prompts
for an alternative GnuPG home directory, [[../examples/howto/pmkey-import-alt.py][pmkey-import-alt.py]], are
available with the other examples and are executable scripts.

Note that while the ProtonMail servers are based on the SKS servers,
their server is related more to their API and is not feature complete
by comparison to the servers in the SKS pool. One notable difference
being that the ProtonMail server does not permit non ProtonMail users
to update their own keys, which could be a vector for attacking
ProtonMail users who may not receive a key's revocation if it had been
compromised.

*** Importing with HKP for Python
:PROPERTIES:
:CUSTOM_ID: import-hkp4py
:END:

Performing the same tasks with the [[https://github.com/Selfnet/hkp4py][hkp4py module]] (available via PyPI)
is not too much different, but does provide a number of options of
benefit to end users. Not least of which being the ability to perform
some
checks on a key before importing it or not. For instance it may
be the policy of a site or project to only import keys which have not
been revoked. The hkp4py module permits such checks prior to the
importing of the keys found.

```
#+BEGIN_SRC python -i
import gpg
import hkp4py
import sys

c = gpg.Context()
server = hkp4py.KeyServer("hkps://hkps.pool.sks-keyservers.net")
results = []
keys = []

if len(sys.argv) > 2:
   pattern = " ".join(sys.argv[1:])
elif len(sys.argv) == 2:
```

```
  pattern = sys.argv[1]
else:
  pattern = input("Enter the pattern to search for keys or user IDs: ")


if pattern is not None:
  try:
    key = server.search(hex(int(pattern, 16)))
    keyed = True
  except ValueError as ve:
    key = server.search(pattern)
    keyed = False

  if key is not None:
    keys.append(key[0])
    if keyed is True:
      try:
        fob = server.search(pattern)
      except:
        fob = None
      if fob is not
 None:
        keys.append(fob[0])
    else:
      pass
  else:
    pass

  for logrus in pattern.split():
    try:
      key = server.search(hex(int(logrus, 16)))
      hexed = True
    except ValueError as ve:
      key = server.search(logrus)
      hexed = False

    if key is not None:
      keys.append(key[0])
      if hexed is True:
        try:
          fob = server.search(logrus)
        except:
          fob = None
        if fob is not None:
          keys.append(fob[0])
      else:
        pass
    else:
```

```
        pass


if len(keys) > 0:
  for key in keys:
     import_result = c.key_import(key.key_blob)
     results.append(import_result)

for result in results:
  if result is not None and hasattr(result, "considered") is False:
     print(result)
  elif result is not None and hasattr(result, "considered") is True:
      num_keys = len(result.imports)
     new_revs = result.new_revocations
     new_sigs = result.new_signatures
     new_subs = result.new_sub_keys
     new_uids = result.new_user_ids
     new_scrt = result.secret_imported
     nochange = result.unchanged
     print("""
The total number of keys considered for import was:  {0}

  Number of keys revoked:  {1}
Number of new signatures:  {2}
   Number of new subkeys:  {3}
  Number of new user IDs:  {4}
Number of new secret keys:  {5}
Number of unchanged keys:  {6}

The key IDs for all considered keys were:
""".format(num_keys, new_revs, new_sigs, new_subs, new_uids, new_scrt,
        nochange))
     for i in range(num_keys):
        print(result.imports[i].fpr)
     print("")
  else:
     pass
#+END_SRC

Since the hkp4py module handles multiple keys just as effectively as
one (=keys= is a list of responses per matching key), the example
above is able to do a little bit more with the returned
 data before
anything is actually imported.


*** Importing from ProtonMail with HKP for Python
  :PROPERTIES:
```

:CUSTOM_ID: import-protonmail-hkp4py
:END:

Though this can provide certain benefits even when working with ProtonMail, the scope is somewhat constrained there due to the limitations of the ProtonMail keyserver.

For instance, searching the SKS keyserver pool for the term "gnupg" produces hundreds of results from any time the word appears in any part of a user ID. Performing the same search on the ProtonMail keyserver returns zero results, even though there are at least two test accounts which include it as part of the username.

The cause of this discrepancy is the deliberate configuration of that server by ProtonMail to require an exact match of the full email address of the ProtonMail user whose key is being requested. Presumably this is intended to reduce breaches of privacy of their users as an email address must already be known before a key for that address
can be obtained.

**** Import from ProtonMail via HKP for Python Example no. 1
:PROPERTIES:
:CUSTOM_ID: import-hkp4py-pm1
:END:

The following script is available with the rest of the examples under the somewhat less than original name, =pmkey-import-hkp.py=.

```
#+BEGIN_SRC python -i
import gpg
import hkp4py
import os.path
import sys

print("""
This script searches the ProtonMail key server for the specified key and
imports it.

Usage:  pmkey-import-hkp.py [search strings]
""")

c = gpg.Context(armor=True)
server = hkp4py.KeyServer("hkps://api.protonmail.ch")
keyterms = []
ksearch = []
allkeys = []
```

```
results = []
paradox = []
homeless = None

if len(sys.argv) > 2:
  keyterms = sys.argv[1:]
elif len(sys.argv) == 2:
  keyterm = sys.argv[1]
  keyterms.append(keyterm)
else:
  key_term = input("Enter the key ID, UID or search string: ")
  keyterms = key_term.split()

for keyterm in keyterms:
  if keyterm.count("@") == 2 and keyterm.startswith("@") is True:
     ksearch.append(keyterm[1:])
      ksearch.append(keyterm[1:])
     ksearch.append(keyterm[1:])
  elif keyterm.count("@") == 1 and keyterm.startswith("@") is True:
     ksearch.append("{0}@protonmail.com".format(keyterm[1:]))
     ksearch.append("{0}@protonmail.ch".format(keyterm[1:]))
     ksearch.append("{0}@pm.me".format(keyterm[1:]))
  elif keyterm.count("@") == 0:
     ksearch.append("{0}@protonmail.com".format(keyterm))
     ksearch.append("{0}@protonmail.ch".format(keyterm))
     ksearch.append("{0}@pm.me".format(keyterm))
  elif keyterm.count("@") == 2 and keyterm.startswith("@") is False:
     uidlist = keyterm.split("@")
     for uid in uidlist:
        ksearch.append("{0}@protonmail.com".format(uid))
        ksearch.append("{0}@protonmail.ch".format(uid))
        ksearch.append("{0}@pm.me".format(uid))
  elif keyterm.count("@") > 2:
     uidlist = keyterm.split("@")
     for uid in uidlist:
        ksearch.append("{0}@protonmail.com".format(uid))
         ksearch.append("{0}@protonmail.ch".format(uid))
        ksearch.append("{0}@pm.me".format(uid))
  else:
     ksearch.append(keyterm)

for k in ksearch:
  print("Checking for key for: {0}".format(k))
  try:
     keys = server.search(k)
     if isinstance(keys, list) is True:
        for key in keys:
           allkeys.append(key)
```

```
            try:
                import_result = c.key_import(key.key_blob)
            except Exception as e:
                import_result = c.key_import(key.key)
        else:
            paradox.append(keys)
            import_result = None
    except Exception as e:
        import_result = None
    results.append(import_result)

for result in results:
    if result is not None and hasattr(result, "considered") is False:
        print("{0} for {1}".format(result.decode(), k))
    elif result is not None and hasattr(result, "considered") is True:
        num_keys = len(result.imports)
         new_revs = result.new_revocations
        new_sigs = result.new_signatures
        new_subs = result.new_sub_keys
        new_uids = result.new_user_ids
        new_scrt = result.secret_imported
        nochange = result.unchanged
        print("""
The total number of keys considered for import was:  {0}

With UIDs wholely or partially matching the following string:

        {1}

  Number of keys revoked:  {2}
Number of new signatures:  {3}
   Number of new subkeys:  {4}
  Number of new user IDs:  {5}
Number of new secret keys:  {6}
Number of unchanged keys:  {7}

The key IDs for all considered keys were:
""".format(num_keys, k, new_revs, new_sigs, new_subs, new_uids, new_scrt,
           nochange))
        for i in range(num_keys):
            print(result.imports[i].fpr)
        print("")
    elif result is None:
        pass
#+END_SRC
```

**** Import from ProtonMail via HKP for Python Example no. 2

```
   :PROPERTIES:
   :CUSTOM_ID: import-hkp4py-pm2
   :END:
```

Like
its counterpart above, this script can also be found with the
rest of the examples, by the name pmkey-import-hkp-alt.py.

With this script a modicum of effort has been made to treat anything
passed as a =homedir= which either does not exist or which is not a
directory, as also being a pssible user ID to check for. It's not
guaranteed to pick up on all such cases, but it should cover most of
them.

```
#+BEGIN_SRC python -i
import gpg
import hkp4py
import os.path
import sys

print("""
This script searches the ProtonMail key server for the specified key and
imports it.  Optionally enables specifying a different GnuPG home directory.

Usage:  pmkey-import-hkp.py [homedir] [search string]
  or:  pmkey-import-hkp.py [search string]
""")

c = gpg.Context(armor=True)
server = hkp4py.KeyServer("hkps://api.protonmail.ch")
keyterms = []
ksearch = []
allkeys = []
results = []
paradox = []
homeless = None

if len(sys.argv) > 3:
   homedir = sys.argv[1]
   keyterms = sys.argv[2:]
elif len(sys.argv)
 == 3:
   homedir = sys.argv[1]
   keyterm = sys.argv[2]
   keyterms.append(keyterm)
elif len(sys.argv) == 2:
   homedir = ""
   keyterm = sys.argv[1]
```

```
  keyterms.append(keyterm)
else:
  keyterm = input("Enter the key ID, UID or search string: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")
  keyterms.append(keyterm)

if len(homedir) == 0:
  homedir = None
  homeless = False

if homedir is not None:
  if homedir.startswith("~"):
    if os.path.exists(os.path.expanduser(homedir)) is True:
      if os.path.isdir(os.path.expanduser(homedir)) is True:
        c.home_dir = os.path.realpath(os.path.expanduser(homedir))
      else:
        homeless = True
    else:
      homeless = True
  elif os.path.exists(os.path.realpath(homedir)) is True:
    if os.path.isdir(os.path.realpath(homedir)) is True:
      c.home_dir = os.path.realpath(homedir)
    else:
      homeless = True
   else:
    homeless = True

# First check to see if the homedir really is a homedir and if not, treat it as
# a search string.
if homeless is True:
  keyterms.append(homedir)
  c.home_dir = None
else:
  pass

for keyterm in keyterms:
  if keyterm.count("@") == 2 and keyterm.startswith("@") is True:
    ksearch.append(keyterm[1:])
    ksearch.append(keyterm[1:])
    ksearch.append(keyterm[1:])
  elif keyterm.count("@") == 1 and keyterm.startswith("@") is True:
    ksearch.append("{0}@protonmail.com".format(keyterm[1:]))
    ksearch.append("{0}@protonmail.ch".format(keyterm[1:]))
    ksearch.append("{0}@pm.me".format(keyterm[1:]))
  elif keyterm.count("@") == 0:
    ksearch.append("{0}@protonmail.com".format(keyterm))
    ksearch.append("{0}@protonmail.ch".format(keyterm))
    ksearch.append("{0}@pm.me".format(keyterm))
```

```
  elif keyterm.count("@") == 2 and keyterm.startswith("@") is False:
     uidlist = keyterm.split("@")

  for uid in uidlist:
        ksearch.append("{0}@protonmail.com".format(uid))
        ksearch.append("{0}@protonmail.ch".format(uid))
        ksearch.append("{0}@pm.me".format(uid))
  elif keyterm.count("@") > 2:
     uidlist = keyterm.split("@")
     for uid in uidlist:
        ksearch.append("{0}@protonmail.com".format(uid))
        ksearch.append("{0}@protonmail.ch".format(uid))
        ksearch.append("{0}@pm.me".format(uid))
  else:
     ksearch.append(keyterm)

for k in ksearch:
  print("Checking for key for: {0}".format(k))
  try:
     keys = server.search(k)
     if isinstance(keys, list) is True:
        for key in keys:
           allkeys.append(key)
           try:
              import_result = c.key_import(key.key_blob)
           except Exception as e:
              import_result = c.key_import(key.key)
     else:
        paradox.append(keys)
        import_result = None
  except Exception
 as e:
     import_result = None
  results.append(import_result)

for result in results:
  if result is not None and hasattr(result, "considered") is False:
     print("{0} for {1}".format(result.decode(), k))
  elif result is not None and hasattr(result, "considered") is True:
     num_keys = len(result.imports)
     new_revs = result.new_revocations
     new_sigs = result.new_signatures
     new_subs = result.new_sub_keys
     new_uids = result.new_user_ids
     new_scrt = result.secret_imported
     nochange = result.unchanged
     print("""
The total number of keys considered for import was:  {0}
```

With UIDs wholely or partially matching the following string:

      {1}

  Number of keys revoked: {2}
Number of new signatures: {3}
   Number of new subkeys: {4}
  Number of new user IDs: {5}
Number of new secret keys: {6}
Number of unchanged keys: {7}

The key IDs for all considered keys were:
""".format(num_keys, k, new_revs, new_sigs,
 new_subs, new_uids, new_scrt,
          nochange))
       for i in range(num_keys):
           print(result.imports[i].fpr)
       print("")
   elif result is None:
       pass
#+END_SRC

** Exporting keys
  :PROPERTIES:
  :CUSTOM_ID: howto-export-key
  :END:

Exporting keys remains a reasonably simple task, but has been
separated into three different functions for the OpenPGP cryptographic
engine. Two of those functions are for exporting public keys and the
third is for exporting secret keys.

*** Exporting public keys
   :PROPERTIES:
   :CUSTOM_ID: howto-export-public-key
   :END:

There are two methods of exporting public keys, both of which are very
similar to the other. The default method, =key_export()=, will export
a public key or keys matching a specified pattern as normal. The
alternative, the =key_export_minimal()= method, will do the same thing
except producing a minimised output with extra signatures and third
party signatures or certifications removed.

#+BEGIN_SRC

```
 python -i
import gpg
import os.path
import sys

print("""
This script exports one or more public keys.
""")

c = gpg.Context(armor=True)

if len(sys.argv) >= 4:
  keyfile = sys.argv[1]
  logrus = sys.argv[2]
  homedir = sys.argv[3]
elif len(sys.argv) == 3:
  keyfile = sys.argv[1]
  logrus = sys.argv[2]
  homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
  keyfile = sys.argv[1]
  logrus = input("Enter the UID matching the key(s) to export: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")
else:
  keyfile = input("Enter the path and filename to save the secret key to: ")
  logrus = input("Enter the UID matching the key(s) to export: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")

if homedir.startswith("~"):
  if os.path.exists(os.path.expanduser(homedir)) is True:
     c.home_dir = os.path.expanduser(homedir)
  else:
     pass
elif
 os.path.exists(homedir) is True:
  c.home_dir = homedir
else:
  pass

try:
  result = c.key_export(pattern=logrus)
except:
  result = c.key_export(pattern=None)

if result is not None:
  with open(keyfile, "wb") as f:
     f.write(result)
else:
```

```
  pass
#+END_SRC
```

It should be noted that the result will only return =None= when a
search pattern has been entered, but has not matched any keys. When
the search pattern itself is set to =None= this triggers the exporting
of the entire public keybox.

```
#+BEGIN_SRC python -i
import gpg
import os.path
import sys

print("""
This script exports one or more public keys in minimised form.
""")

c = gpg.Context(armor=True)

if len(sys.argv) >= 4:
  keyfile = sys.argv[1]
  logrus = sys.argv[2]
  homedir = sys.argv[3]
elif len(sys.argv) == 3:
  keyfile = sys.argv[1]
  logrus = sys.argv[2]
  homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
  keyfile = sys.argv[1]
  logrus
 = input("Enter the UID matching the key(s) to export: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")
else:
  keyfile = input("Enter the path and filename to save the secret key to: ")
  logrus = input("Enter the UID matching the key(s) to export: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")

if homedir.startswith("~"):
  if os.path.exists(os.path.expanduser(homedir)) is True:
     c.home_dir = os.path.expanduser(homedir)
  else:
     pass
elif os.path.exists(homedir) is True:
  c.home_dir = homedir
else:
  pass

try:
```

```
  result = c.key_export_minimal(pattern=logrus)
except:
  result = c.key_export_minimal(pattern=None)

if result is not None:
  with open(keyfile, "wb") as f:
     f.write(result)
else:
  pass
#+END_SRC
```

*** Exporting secret keys
  :PROPERTIES:
  :CUSTOM_ID: howto-export-secret-key
  :END:

Exporting secret keys is, functionally, very similar to exporting
public
 keys; save for the invocation of =pinentry= via =gpg-agent= in
order to securely enter the key's passphrase and authorise the export.

The following example exports the secret key to a file which is then
set with the same permissions as the output files created by the
command line secret key export options.

```
#+BEGIN_SRC python -i
import gpg
import os
import os.path
import sys

print("""
This script exports one or more secret keys.

The gpg-agent and pinentry are invoked to authorise the export.
""")

c = gpg.Context(armor=True)

if len(sys.argv) >= 4:
  keyfile = sys.argv[1]
  logrus = sys.argv[2]
  homedir = sys.argv[3]
elif len(sys.argv) == 3:
  keyfile = sys.argv[1]
  logrus = sys.argv[2]
  homedir = input("Enter the GPG configuration directory path (optional): ")
```

```
elif len(sys.argv) == 2:
  keyfile = sys.argv[1]
  logrus = input("Enter the UID matching the secret key(s) to export: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")
else:
   keyfile = input("Enter the path and filename to save the secret key to: ")
  logrus = input("Enter the UID matching the secret key(s) to export: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")

if len(homedir) == 0:
  homedir = None
elif homedir.startswith("~"):
  userdir = os.path.expanduser(homedir)
  if os.path.exists(userdir) is True:
     homedir = os.path.realpath(userdir)
  else:
     homedir = None
else:
  homedir = os.path.realpath(homedir)

if os.path.exists(homedir) is False:
  homedir = None
else:
  if os.path.isdir(homedir) is False:
     homedir = None
  else:
     pass

if homedir is not None:
  c.home_dir = homedir
else:
  pass

try:
  result = c.key_export_secret(pattern=logrus)
except:
  result = c.key_export_secret(pattern=None)

if result is not None:
  with open(keyfile, "wb") as f:
     f.write(result)
  os.chmod(keyfile, 0o600)
else:
  pass
#+END_SRC
```

Alternatively the approach

of the following script can be used. This
longer example saves the exported secret key(s) in files in the GnuPG
home directory, in addition to setting the file permissions as only
readable and writable by the user. It also exports the secret key(s)
twice in order to output both GPG binary (=.gpg=) and ASCII armoured
(=.asc=) files.

```
#+BEGIN_SRC python -i
import gpg
import os
import os.path
import subprocess
import sys

print("""
This script exports one or more secret keys as both ASCII armored and binary
file formats, saved in files within the user's GPG home directory.

The gpg-agent and pinentry are invoked to authorise the export.
""")

if sys.platform == "win32":
  gpgconfcmd = "gpgconf.exe --list-dirs homedir"
else:
  gpgconfcmd = "gpgconf --list-dirs homedir"

a = gpg.Context(armor=True)
b = gpg.Context()
c = gpg.Context()

if len(sys.argv) >= 4:
  keyfile = sys.argv[1]
  logrus = sys.argv[2]
  homedir = sys.argv[3]
elif len(sys.argv) == 3:
  keyfile = sys.argv[1]
   logrus = sys.argv[2]
  homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
  keyfile = sys.argv[1]
  logrus = input("Enter the UID matching the secret key(s) to export: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")
else:
  keyfile = input("Enter the filename to save the secret key to: ")
  logrus = input("Enter the UID matching the secret key(s) to export: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")

if len(homedir) == 0:
```

```
  homedir = None
elif homedir.startswith("~"):
  userdir = os.path.expanduser(homedir)
  if os.path.exists(userdir) is True:
     homedir = os.path.realpath(userdir)
  else:
     homedir = None
else:
  homedir = os.path.realpath(homedir)

if os.path.exists(homedir) is False:
  homedir = None
else:
  if os.path.isdir(homedir) is False:
     homedir = None
  else:
     pass

if homedir is not None:
  c.home_dir
 = homedir
else:
  pass

if c.home_dir is not None:
  if c.home_dir.endswith("/"):
     gpgfile = "{0}{1}.gpg".format(c.home_dir, keyfile)
     ascfile = "{0}{1}.asc".format(c.home_dir, keyfile)
  else:
     gpgfile = "{0}/{1}.gpg".format(c.home_dir, keyfile)
     ascfile = "{0}/{1}.asc".format(c.home_dir, keyfile)
else:
  if os.path.exists(os.environ["GNUPGHOME"]) is True:
     hd = os.environ["GNUPGHOME"]
  else:
     try:
        hd = subprocess.getoutput(gpgconfcmd)
     except:
        process = subprocess.Popen(gpgconfcmd.split(),
                                   stdout=subprocess.PIPE)
        procom = process.communicate()
        if sys.version_info[0] == 2:
           hd = procom[0].strip()
        else:
           hd = procom[0].decode().strip()
  gpgfile = "{0}/{1}.gpg".format(hd, keyfile)
  ascfile = "{0}/{1}.asc".format(hd, keyfile)
```

```
try:
  a_result = a.key_export_secret(pattern=logrus)
  b_result
 = b.key_export_secret(pattern=logrus)
except:
  a_result = a.key_export_secret(pattern=None)
  b_result = b.key_export_secret(pattern=None)

if a_result is not None:
  with open(ascfile, "wb") as f:
     f.write(a_result)
  os.chmod(ascfile, 0o600)
else:
  pass

if b_result is not None:
  with open(gpgfile, "wb") as f:
     f.write(b_result)
  os.chmod(gpgfile, 0o600)
else:
  pass
#+END_SRC
```

*** Sending public keys to the SKS Keyservers
  :PROPERTIES:
  :CUSTOM_ID: howto-send-public-key
  :END:

As with the previous section on importing keys, the =hkp4py= module adds another option with exporting keys in order to send them to the public keyservers.

The following example demonstrates how this may be done.

```
#+BEGIN_SRC python -i
import gpg
import hkp4py
import os.path
import sys

print("""
This script sends one or more public keys to the SKS keyservers and is
essentially a slight variation on the export-key.py script.
""")

c = gpg.Context(armor=True)
server
```

```
 = hkp4py.KeyServer("hkps://hkps.pool.sks-keyservers.net")

if len(sys.argv) > 2:
  logrus = " ".join(sys.argv[1:])
elif len(sys.argv) == 2:
  logrus = sys.argv[1]
else:
  logrus = input("Enter the UID matching the key(s) to send: ")

if len(logrus) > 0:
  try:
    export_result = c.key_export(pattern=logrus)
  except Exception as e:
    print(e)
    export_result = None
else:
  export_result = c.key_export(pattern=None)

if export_result is not None:
  try:
    try:
      send_result = server.add(export_result)
    except:
      send_result = server.add(export_result.decode())
    if send_result is not None:
      print(send_result)
    else:
      pass
  except Exception as e:
    print(e)
else:
  pass
#+END_SRC
```

An expanded version of this script with additional functions for specifying an alternative homedir location is in the examples directory as =send-key-to-keyserver.py=.

The =hkp4py= module appears to handle both string and byte literal text data equally well, but the GPGME bindings deal primarily with byte literal data only and so this script sends in that format first, then tries the string literal form.

* Basic Functions
 :PROPERTIES:
 :CUSTOM_ID: howto-the-basics

:END:

The most frequently called features of any cryptographic library will be the most fundamental tasks for encryption software. In this section we will look at how to programmatically encrypt data, decrypt it, sign it and verify signatures.

** Encryption
:PROPERTIES:
:CUSTOM_ID: howto-basic-encryption
:END:

Encrypting is very straight forward. In the first example below the message, =text=, is encrypted to a single recipient's key. In the second example the message will be encrypted to multiple recipients.

*** Encrypting to one key
:PROPERTIES:
:CUSTOM_ID: howto-basic-encryption-single
:END:

Once the the Context is set the main issues with encrypting data is essentially reduced
to key selection and the keyword arguments
specified in the =gpg.Context().encrypt()= method.

Those keyword arguments are: =recipients=, a list of keys encrypted to (covered in greater detail in the following section); =sign=, whether or not to sign the plaintext data, see subsequent sections on signing and verifying signatures below (defaults to =True=); =sink=, to write results or partial results to a secure sink instead of returning it (defaults to =None=); =passphrase=, only used when utilising symmetric encryption (defaults to =None=); =always_trust=, used to override the trust model settings for recipient keys (defaults to =False=); =add_encrypt_to=, utilises any preconfigured =encrypt-to= or =default-key= settings in the user's =gpg.conf= file (defaults to =False=); =prepare=, prepare for encryption (defaults to =False=); =expect_sign=, prepare for signing (defaults to =False=); =compress=, compresses the plaintext prior to encryption (defaults to =True=).

#+BEGIN_SRC python -i
import
gpg

a_key = "0x12345678DEADBEEF"
text = b"""Some text to test with.

Since the text in this case must be bytes, it is most likely that
the input form will be a separate file which is opened with "rb"
as this is the simplest method of obtaining the correct data format.
"""

```
c = gpg.Context(armor=True)
rkey = list(c.keylist(pattern=a_key, secret=False))
ciphertext, result, sign_result = c.encrypt(text, recipients=rkey, sign=False)

with open("secret_plans.txt.asc", "wb") as afile:
  afile.write(ciphertext)
#+END_SRC
```

Though this is even more likely to be used like this; with the
plaintext input read from a file, the recipient keys used for
encryption regardless of key trust status and the encrypted output
also encrypted to any preconfigured keys set in the =gpg.conf= file:

```
#+BEGIN_SRC python -i
import gpg

a_key = "0x12345678DEADBEEF"

with open("secret_plans.txt", "rb") as afile:
  text = afile.read()

c = gpg.Context(armor=True)
rkey = list(c.keylist(pattern=a_key, secret=False))
ciphertext,
 result, sign_result = c.encrypt(text, recipients=rkey, sign=True,
                                 always_trust=True,
                                 add_encrypt_to=True)

with open("secret_plans.txt.asc", "wb") as afile:
  afile.write(ciphertext)
#+END_SRC
```

If the =recipients= parameter is empty then the plaintext is encrypted
symmetrically. If no =passphrase= is supplied as a parameter or via a
callback registered with the =Context()= then an out-of-band prompt
for the passphrase via pinentry will be invoked.

*** Encrypting to multiple keys
  :PROPERTIES:
  :CUSTOM_ID: howto-basic-encryption-multiple
  :END:

Encrypting to multiple keys essentially just expands upon the key
selection process and the recipients from the previous examples.

The following example encrypts a message (=text=) to everyone with an
email address on the =gnupg.org= domain,[fn:4] but does /not/ encrypt
to a default key or other key which is configured to
 normally encrypt
to.

```
#+BEGIN_SRC python -i
import gpg

text = b"""Oh look, another test message.

The same rules apply as with the previous example and more likely
than not, the message will actually be drawn from reading the
contents of a file or, maybe, from entering data at an input()
prompt.

Since the text in this case must be bytes, it is most likely that
the input form will be a separate file which is opened with "rb"
as this is the simplest method of obtaining the correct data
format.
"""

c = gpg.Context(armor=True)
rpattern = list(c.keylist(pattern="@gnupg.org", secret=False))
logrus = []

for i in range(len(rpattern)):
  if rpattern[i].can_encrypt == 1:
     logrus.append(rpattern[i])

ciphertext, result, sign_result = c.encrypt(text, recipients=logrus,
                                  sign=False, always_trust=True)

with open("secret_plans.txt.asc", "wb") as afile:
  afile.write(ciphertext)
#+END_SRC
```

All it would take to change the above example to sign
 the message
and also encrypt the message to any configured default keys would
be to change the =c.encrypt= line to this:

```
#+BEGIN_SRC python -i
ciphertext, result, sign_result = c.encrypt(text, recipients=logrus,
```

```
                                always_trust=True,
                                add_encrypt_to=True)
#+END_SRC
```

The only keyword arguments requiring modification are those for which the default values are changing. The default value of =sign= is =True=, the default of =always_trust= is =False=, the default of =add_encrypt_to= is =False=.

If =always_trust= is not set to =True= and any of the recipient keys are not trusted (e.g. not signed or locally signed) then the encryption will raise an error. It is possible to mitigate this somewhat with something more like this:

```
#+BEGIN_SRC python -i
import gpg

with open("secret_plans.txt.asc", "rb") as afile:
  text = afile.read()

c = gpg.Context(armor=True)
rpattern = list(c.keylist(pattern="@gnupg.org",
 secret=False))
logrus = []

for i in range(len(rpattern)):
  if rpattern[i].can_encrypt == 1:
    logrus.append(rpattern[i])

  try:
    ciphertext, result, sign_result = c.encrypt(text, recipients=logrus,
                                      add_encrypt_to=True)
  except gpg.errors.InvalidRecipients as e:
    for i in range(len(e.recipients)):
      for n in range(len(logrus)):
        if logrus[n].fpr == e.recipients[i].fpr:
          logrus.remove(logrus[n])
        else:
          pass
    try:
      ciphertext, result, sign_result = c.encrypt(text,
                                        recipients=logrus,
                                        add_encrypt_to=True)
      with open("secret_plans.txt.asc", "wb") as afile:
        afile.write(ciphertext)
    except:
      pass
#+END_SRC
```

This will attempt to encrypt to all the keys searched
 for, then remove
invalid recipients if it fails and try again.

** Decryption
  :PROPERTIES:
  :CUSTOM_ID: howto-basic-decryption
  :END:

Decrypting something encrypted to a key in one's secret keyring is
fairly straight forward.

In this example code, however, preconfiguring either =gpg.Context()=
or =gpg.core.Context()= as =c= is unnecessary because there is no need
to modify the Context prior to conducting the decryption and since the
Context is only used once, setting it to =c= simply adds lines for no
gain.

#+BEGIN_SRC python -i
import gpg

ciphertext = input("Enter path and filename of encrypted file: ")
newfile = input("Enter path and filename of file to save decrypted data to: ")

with open(ciphertext, "rb") as cfile:
  try:
     plaintext, result, verify_result = gpg.Context().decrypt(cfile)
  except gpg.errors.GPGMEError as e:
     plaintext = None
     print(e)

if plaintext is not None:
  with open(newfile, "wb") as nfile:
    nfile.write(plaintext)

  else:
     pass
#+END_SRC

The data available in =plaintext= in this example is the decrypted
content as a byte object, the recipient key IDs and algorithms in
=result= and the results of verifying any signatures of the data in
=verify_result=.

If =gpg.Context().decrypt(cfile, verify=False)= is called instead,
then =verify_result= will be returned as =None= and the rest remains

as described here.

** Signing text and files
 :PROPERTIES:
 :CUSTOM_ID: howto-basic-signing
 :END:

The following sections demonstrate how to specify keys to sign with.

*** Signing key selection
  :PROPERTIES:
  :CUSTOM_ID: howto-basic-signing-signers
  :END:

By default GPGME and the Python bindings will use the default key
configured for the user invoking the GPGME API. If there is no
default key specified and there is more than one secret key available
it may be necessary to specify the key or keys with which to sign
messages and files.

#+BEGIN_SRC python -i
import gpg

logrus = input("Enter
 the email address or string to match signing keys to: ")
hancock = gpg.Context().keylist(pattern=logrus, secret=True)
sig_src = list(hancock)
#+END_SRC

The signing examples in the following sections include the explicitly
designated =signers= parameter in two of the five examples; once where
the resulting signature would be ASCII armoured and once where it
would not be armoured.

While it would be possible to enter a key ID or fingerprint here to
match a specific key, it is not possible to enter two fingerprints and
match two keys since the patten expects a string, bytes or None and
not a list. A string with two fingerprints won't match any single
key.

*** Normal or default signing messages or files
  :PROPERTIES:
  :CUSTOM_ID: howto-basic-signing-normal
  :END:

The normal or default signing process is essentially the same as is most often invoked when also encrypting a message or file. So when the encryption component is not utilised, the result is to produce an encoded
and signed output which may or may not be ASCII armoured and which may or may not also be compressed.

By default compression will be used unless GnuPG detects that the plaintext is already compressed. ASCII armouring will be determined according to the value of =gpg.Context().armor=.

The compression algorithm is selected in much the same way as the symmetric encryption algorithm or the hash digest algorithm is when multiple keys are involved; from the preferences saved into the key itself or by comparison with the preferences with all other keys involved.

```
#+BEGIN_SRC python -i
import gpg

text0 = """Declaration of ... something.

"""
text = text0.encode()

c = gpg.Context(armor=True, signers=sig_src)
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.NORMAL)

with open("/path/to/statement.txt.asc", "w") as afile:
  afile.write(signed_data.decode())
#+END_SRC
```

Though everything in this example is accurate, it is more likely that reading the input data from another
file and writing the result to a
new file will be performed more like the way it is done in the next example. Even if the output format is ASCII armoured.

```
#+BEGIN_SRC python -i
import gpg

with open("/path/to/statement.txt", "rb") as tfile:
  text = tfile.read()

c = gpg.Context()
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.NORMAL)

with open("/path/to/statement.txt.sig", "wb") as afile:
```

```
  afile.write(signed_data)
#+END_SRC
```

*** Detached signing messages and files
  :PROPERTIES:
  :CUSTOM_ID: howto-basic-signing-detached
  :END:

Detached signatures will often be needed in programmatic uses of
GPGME, either for signing files (e.g. tarballs of code releases) or as
a component of message signing (e.g. PGP/MIME encoded email).

```
#+BEGIN_SRC python -i
import gpg

text0 = """Declaration of ... something.

"""
text = text0.encode()

c = gpg.Context(armor=True)
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.DETACH)

with open("/path/to/statement.txt.asc",
 "w") as afile:
  afile.write(signed_data.decode())
#+END_SRC
```

As with normal signatures, detached signatures are best handled as
byte literals, even when the output is ASCII armoured.

```
#+BEGIN_SRC python -i
import gpg

with open("/path/to/statement.txt", "rb") as tfile:
  text = tfile.read()

c = gpg.Context(signers=sig_src)
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.DETACH)

with open("/path/to/statement.txt.sig", "wb") as afile:
  afile.write(signed_data)
#+END_SRC
```

*** Clearsigning messages or text
  :PROPERTIES:

```
  :CUSTOM_ID: howto-basic-signing-clear
  :END:
```

Though PGP/in-line messages are no longer encouraged in favour of PGP/MIME, there is still sometimes value in utilising in-line signatures. This is where clear-signed messages or text is of value.

```
#+BEGIN_SRC python -i
import gpg

text0 = """Declaration of ... something.

"""
text = text0.encode()

c = gpg.Context()
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.CLEAR)

with
 open("/path/to/statement.txt.asc", "w") as afile:
  afile.write(signed_data.decode())
#+END_SRC
```

In spite of the appearance of a clear-signed message, the data handled by GPGME in signing it must still be byte literals.

```
#+BEGIN_SRC python -i
import gpg

with open("/path/to/statement.txt", "rb") as tfile:
  text = tfile.read()

c = gpg.Context()
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.CLEAR)

with open("/path/to/statement.txt.asc", "wb") as afile:
  afile.write(signed_data)
#+END_SRC
```

```
** Signature verification
 :PROPERTIES:
 :CUSTOM_ID: howto-basic-verification
 :END:
```

Essentially there are two principal methods of verification of a signature. The first of these is for use with the normal or default signing method and for clear-signed messages. The second is for use

with files and data with detached signatures.

The following example is intended for use with the default signing
method where the file was not ASCII armoured:

```
#+BEGIN_SRC python
 -i
import gpg
import time

filename = "statement.txt"
gpg_file = "statement.txt.gpg"

c = gpg.Context()

try:
   data, result = c.verify(open(gpg_file))
   verified = True
except gpg.errors.BadSignatures as e:
   verified = False
   print(e)

if verified is True:
   for i in range(len(result.signatures)):
      sign = result.signatures[i]
      print("""Good signature from:
{0}
with key {1}
made at {2}
""".format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
         time.ctime(sign.timestamp)))
else:
   pass
#+END_SRC
```

Whereas this next example, which is almost identical would work with
normal ASCII armoured files and with clear-signed files:

```
#+BEGIN_SRC python -i
import gpg
import time

filename = "statement.txt"
asc_file = "statement.txt.asc"

c = gpg.Context()

try:
```

```
  data, result = c.verify(open(asc_file))
  verified = True
except gpg.errors.BadSignatures as e:
  verified = False
  print(e)

if verified is True:
  for i in range(len(result.signatures)):
      sign = result.signatures[i]
      print("""Good signature from:
{0}
with key {1}
made at {2}
""".format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
        time.ctime(sign.timestamp)))
else:
  pass
#+END_SRC
```

In both of the previous examples it is also possible to compare the original data that was signed against the signed data in =data= to see if it matches with something like this:

```
#+BEGIN_SRC python -i
with open(filename, "rb") as afile:
  text = afile.read()

if text == data:
  print("Good signature.")
else:
  pass
#+END_SRC
```

The following two examples, however, deal with detached signatures. With his method of verification the data that was signed does not get returned since it is already being explicitly referenced in the first argument of =c.verify=. So =data= is =None= and only the information in =result= is available.

```
#+BEGIN_SRC python -i
import gpg
import time

filename = "statement.txt"
sig_file = "statement.txt.sig"

c = gpg.Context()
```

```
try:
  data,
 result = c.verify(open(filename), open(sig_file))
  verified = True
except gpg.errors.BadSignatures as e:
  verified = False
  print(e)

if verified is True:
  for i in range(len(result.signatures)):
    sign = result.signatures[i]
    print("""Good signature from:
{0}
with key {1}
made at {2}
""".format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
       time.ctime(sign.timestamp)))
else:
  pass
#+END_SRC

#+BEGIN_SRC python -i
import gpg
import time

filename = "statement.txt"
asc_file = "statement.txt.asc"

c = gpg.Context()

try:
  data, result = c.verify(open(filename), open(asc_file))
  verified = True
except gpg.errors.BadSignatures as e:
  verified = False
  print(e)

if verified is True:
  for i in range(len(result.signatures)):
    sign = result.signatures[i]
    print("""Good signature from:
{0}
with key {1}
made at {2}
""".format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
       time.ctime(sign.timestamp)))
else:
  pass
```

#+END_SRC

*
Creating keys and subkeys
:PROPERTIES:
:CUSTOM_ID: key-generation
:END:

The one thing, aside from GnuPG itself, that GPGME depends on, of course, is the keys themselves. So it is necessary to be able to generate them and modify them by adding subkeys, revoking or disabling them, sometimes deleting them and doing the same for user IDs.

In the following examples a key will be created for the world's greatest secret agent, Danger Mouse. Since Danger Mouse is a secret agent he needs to be able to protect information to =SECRET= level clearance, so his keys will be 3072-bit keys.

The pre-configured =gpg.conf= file which sets cipher, digest and other preferences contains the following configuration parameters:

#+BEGIN_SRC conf
expert
allow-freeform-uid
allow-secret-key-import
trust-model tofu+pgp
tofu-default-policy unknown
enable-large-rsa
enable-dsa2
cert-digest-algo SHA512
default-preference-list TWOFISH CAMELLIA256 AES256 CAMELLIA192 AES192 CAMELLIA128
AES BLOWFISH IDEA CAST5 3DES SHA512 SHA384 SHA256 SHA224 RIPEMD160 SHA1 ZLIB BZIP2 ZIP
Uncompressed
personal-cipher-preferences TWOFISH CAMELLIA256 AES256 CAMELLIA192 AES192 CAMELLIA128 AES
BLOWFISH IDEA CAST5 3DES
personal-digest-preferences SHA512 SHA384 SHA256 SHA224 RIPEMD160 SHA1
personal-compress-preferences ZLIB BZIP2 ZIP Uncompressed
#+END_SRC

** Primary key
:PROPERTIES:
:CUSTOM_ID: keygen-primary
:END:

Generating a primary key uses the =create_key= method in a Context.
It contains multiple arguments and keyword arguments, including:

=userid=, =algorithm=, =expires_in=, =expires=, =sign=, =encrypt=,
=certify=, =authenticate=, =passphrase= and =force=. The defaults for
all of those except =userid=, =algorithm=, =expires_in=, =expires= and
=passphrase= is =False=. The defaults for =algorithm= and
=passphrase= is =None=. The default for =expires_in= is =0=. The
default for =expires= is =True=. There is no default for =userid=.

If =passphrase= is left as =None=
 then the key will not be generated
with a passphrase, if =passphrase= is set to a string then that will
be the passphrase and if =passphrase= is set to =True= then gpg-agent
will launch pinentry to prompt for a passphrase. For the sake of
convenience, these examples will keep =passphrase= set to =None=.

```
#+BEGIN_SRC python -i
import gpg

c = gpg.Context()

c.home_dir = "~/.gnupg-dm"
userid = "Danger Mouse <dm@secret.example.net>"

dmkey = c.create_key(userid, algorithm="rsa3072", expires_in=31536000,
                     sign=True, certify=True)
#+END_SRC
```

One thing to note here is the use of setting the =c.home_dir=
parameter. This enables generating the key or keys in a different
location. In this case to keep the new key data created for this
example in a separate location rather than adding it to existing and
active key store data. As with the default directory, =~/.gnupg=, any
temporary or separate directory needs the permissions set to only
permit access by the directory
 owner. On posix systems this means
setting the directory permissions to 700.

The =temp-homedir-config.py= script in the HOWTO examples directory
will create an alternative homedir with these configuration options
already set and the correct directory and file permissions.

The successful generation of the key can be confirmed via the returned
=GenkeyResult= object, which includes the following data:

```
#+BEGIN_SRC python -i
print("""
Fingerprint:  {0}
Primary Key:  {1}
 Public Key:  {2}
```

```
 Secret Key:  {3}
Sub Key:  {4}
User IDs:  {5}
""".format(dmkey.fpr, dmkey.primary, dmkey.pubkey, dmkey.seckey, dmkey.sub,
        dmkey.uid))
#+END_SRC
```

Alternatively the information can be confirmed using the command line program:

```
#+BEGIN_SRC shell
 bash-4.4$ gpg --homedir ~/.gnupg-dm -K
 ~/.gnupg-dm/pubring.kbx
 ----------------------
 sec   rsa3072 2018-03-15 [SC] [expires: 2019-03-15]
 177B7C25DB99745EE2EE13ED026D2F19E99E63AA
 uid           [ultimate] Danger Mouse <dm@secret.example.net>

  bash-4.4$
#+END_SRC
```

As with generating keys manually, to preconfigure expanded preferences for the cipher, digest and compression algorithms, the =gpg.conf= file must contain those details in the home directory in which the new key is being generated. I used a cut down version of my own =gpg.conf= file in order to be able to generate this:

```
#+BEGIN_SRC shell
 bash-4.4$ gpg --homedir ~/.gnupg-dm --edit-key 177B7C25DB99745EE2EE13ED026D2F19E99E63AA showpref
quit
 Secret key is available.

 sec  rsa3072/026D2F19E99E63AA
     created: 2018-03-15  expires: 2019-03-15  usage: SC
     trust: ultimate      validity: ultimate
 [ultimate] (1). Danger Mouse <dm@secret.example.net>

 [ultimate] (1). Danger Mouse <dm@secret.example.net>
     Cipher: TWOFISH, CAMELLIA256, AES256, CAMELLIA192, AES192, CAMELLIA128, AES, BLOWFISH,
IDEA, CAST5, 3DES
     Digest: SHA512, SHA384, SHA256, SHA224, RIPEMD160, SHA1
     Compression: ZLIB, BZIP2, ZIP, Uncompressed
     Features: MDC, Keyserver
 no-modify

 bash-4.4$
#+END_SRC
```

** Subkeys
  :PROPERTIES:
  :CUSTOM_ID: keygen-subkeys
  :END:

Adding subkeys to a primary key is fairly similar to creating the
primary key with the =create_subkey= method. Most of the arguments
are the same, but not quite all. Instead of the =userid= argument
there is now a =key= argument for selecting which primary key to add
the subkey to.

In the following example an encryption subkey will be added to the
primary key. Since Danger Mouse is a security conscious secret agent,
this subkey will only be valid for about six months, half the length
of the primary key.

```
#+BEGIN_SRC python -i
import gpg

c = gpg.Context()
c.home_dir = "~/.gnupg-dm"

key = c.get_key(dmkey.fpr, secret=True)
dmsub = c.create_subkey(key, algorithm="rsa3072", expires_in=15768000,
                        encrypt=True)
#+END_SRC
```

As with the primary key, the results here can be checked with:

```
#+BEGIN_SRC python -i
print("""
Fingerprint:  {0}
Primary Key:  {1}
  Public Key:  {2}
 Secret Key:  {3}
Sub Key:  {4}
User IDs:  {5}
""".format(dmsub.fpr, dmsub.primary, dmsub.pubkey, dmsub.seckey, dmsub.sub,
           dmsub.uid))
#+END_SRC
```

As well as on the command line with:

```
#+BEGIN_SRC shell
 bash-4.4$ gpg --homedir ~/.gnupg-dm -K
 ~/.gnupg-dm/pubring.kbx
 ----------------------
```

```
 sec   rsa3072 2018-03-15 [SC] [expires: 2019-03-15]
 177B7C25DB99745EE2EE13ED026D2F19E99E63AA
 uid           [ultimate] Danger Mouse <dm@secret.example.net>
 ssb   rsa3072 2018-03-15 [E] [expires: 2018-09-13]

 bash-4.4$
#+END_SRC


** User IDs
  :PROPERTIES:
  :CUSTOM_ID: keygen-uids
  :END:


*** Adding User IDs
   :PROPERTIES:
   :CUSTOM_ID: keygen-uids-add
   :END:

By comparison to creating primary keys and subkeys, adding a new user
ID to an existing key is much simpler.  The method used to do this is
=key_add_uid= and the only arguments it takes are for the =key= and
the new =uid=.

#+BEGIN_SRC python -i
import gpg

c = gpg.Context()
c.home_dir = "~/.gnupg-dm"

dmfpr
 = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
key = c.get_key(dmfpr, secret=True)
uid = "Danger Mouse <danger.mouse@secret.example.net>"

c.key_add_uid(key, uid)
#+END_SRC

Unsurprisingly the result of this is:

#+BEGIN_SRC shell
 bash-4.4$ gpg --homedir ~/.gnupg-dm -K
 ~/.gnupg-dm/pubring.kbx
 ----------------------
 sec   rsa3072 2018-03-15 [SC] [expires: 2019-03-15]
 177B7C25DB99745EE2EE13ED026D2F19E99E63AA
 uid           [ultimate] Danger Mouse <danger.mouse@secret.example.net>
```

```
uid          [ultimate] Danger Mouse <dm@secret.example.net>
ssb   rsa3072 2018-03-15 [E] [expires: 2018-09-13]

bash-4.4$
#+END_SRC
```

```
*** Revoking User IDs
  :PROPERTIES:
  :CUSTOM_ID: keygen-uids-revoke
  :END:
```

Revoking a user ID is a fairly similar process, except that it uses the =key_revoke_uid= method.

```
#+BEGIN_SRC python -i
import gpg

c = gpg.Context()
c.home_dir = "~/.gnupg-dm"

dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
key = c.get_key(dmfpr, secret=True)
uid
 = "Danger Mouse <danger.mouse@secret.example.net>"

c.key_revoke_uid(key, uid)
#+END_SRC
```

```
** Key certification
 :PROPERTIES:
 :CUSTOM_ID: key-sign
 :END:
```

Since key certification is more frequently referred to as key signing, the method used to perform this function is =key_sign=.

The =key_sign= method takes four arguments: =key=, =uids=, =expires_in= and =local=. The default value of =uids= is =None= and which results in all user IDs being selected. The default value of both =expires_in= and =local= is =False=; which results in the signature never expiring and being able to be exported.

The =key= is the key being signed rather than the key doing the signing. To change the key doing the signing refer to the signing key selection above for signing messages and files.

If the =uids= value is not =None= then it must either be a string to
match a single user ID or a list of strings to match multiple user
IDs. In this case the matching of those strings must be precise and
it
 is case sensitive.

To sign Danger Mouse's key for just the initial user ID with a
signature which will last a little over a month, do this:

#+BEGIN_SRC python -i
import gpg

c = gpg.Context()
uid = "Danger Mouse <dm@secret.example.net>"

dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
key = c.get_key(dmfpr, secret=True)
c.key_sign(key, uids=uid, expires_in=2764800)
#+END_SRC

*** Verifying key certifications
  :PROPERTIES:
  :CUSTOM_ID: key-sign-verify
  :END:

#+BEGIN_SRC python -i
import gpg
import time

c = gpg.Context()
dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
keys = list(c.keylist(pattern=dmuid, mode=gpg.constants.keylist.mode.SIGS))
key = keys[0]

for user in key.uids:
  for sig in user.signatures:
    print("0x{0}".format(sig.keyid), "", time.ctime(sig.timestamp), "",
          sig.uid)
#+END_SRC

Which for Danger Mouse displays the following:

#+BEGIN_EXAMPLE
 0x92E3F6115435C65A Thu Mar 15 13:17:44 2018 Danger Mouse <dm@secret.example.net>
  0x321E4E2373590E5D Mon Nov 26 12:46:05 2018 Ben McGinnes <ben@adversary.org>
#+END_EXAMPLE

The two key signatures listed are for the self-certification of Danger Mouse's key made when the key was created in March, 2018; and the second is a signature made by the author and set to expire at the end of the year. Note that the second signature was made with the following code (including the preceding code to display the output of the certifications or key signatures):

```
#+BEGIN_SRC python -i
import gpg
import math
import pendulum
import time

hd = "/home/dm/.gnupg"
c = gpg.Context()
d = gpg.Context(home_dir=hd)
dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
dmuid = "Danger Mouse <dm@secret.example.net>"
dkeys = list(c.keylist(pattern=dmuid))
dmkey = dkeys[0]

c.key_import(d.key_export(pattern=None))

tp = pendulum.period(pendulum.now(tz="local"), pendulum.datetime(2019, 1, 1))
ts = tp.total_seconds()
total_secs = math.ceil(ts)
c.key_sign(dmkey, uids=dmuid, expires_in=total_secs)

d.key_import(c.key_export(pattern=dmuid))
keys
 = list(c.keylist(pattern=dmuid, mode=gpg.constants.keylist.mode.SIGS))
key = keys[0]

for user in key.uids:
  for sig in user.signatures:
    print("0x{0}".format(sig.keyid), "", time.ctime(sig.timestamp), "",
        sig.uid)
#+END_SRC
```

Note that this final code block includes the use of a module which is /not/ part of Python's standard library, the [[https://pendulum.eustace.io/][pendulum module]]. Unlike the standard datetime module, pendulum makes working with dates and times significantly easier in Python; just as the requests module makes working with HTTP and HTTPS easier than the builtin modules do.

Though neither requests nor pendulum are required modules for using the GPGME Python bindings, they are both highly recommended more generally.

* Advanced or Experimental Use Cases
 :PROPERTIES:
 :CUSTOM_ID: advanced-use
 :END:

** C plus Python plus SWIG plus Cython
  :PROPERTIES:
  :CUSTOM_ID: cython
  :END:

In
 spite of the apparent incongruence of using Python bindings to a C
interface only to generate more C from the Python; it is in fact quite
possible to use the GPGME bindings with [[http://docs.cython.org/en/latest/index.html][Cython]]. Though in many cases
the benefits may not be obvious since the most computationally
intensive work never leaves the level of the C code with which GPGME
itself is interacting with.

Nevertheless, there are some situations where the benefits are
demonstrable. One of the better and easier examples being the one of
the early examples in this HOWTO, the [[#howto-keys-counting][key counting]] code. Running that
example as an executable Python script, =keycount.py= (available in
the =examples/howto/= directory), will take a noticeable amount of time
to run on most systems where the public keybox or keyring contains a
few thousand public keys.

Earlier in the evening, prior to starting this section, I ran that
script on my laptop; as I tend to do periodically
 and timed it using
=time= utility, with the following results:

#+BEGIN_SRC shell
 bash-4.4$ time keycount.py

 Number of secret keys: 23
 Number of public keys: 12112

 real 11m52.945s
 user 0m0.913s
 sys 0m0.752s

 bash-4.4$
#+END_SRC

Sometime after that I imported another key and followed it with a
little test of Cython. This test was kept fairly basic, essentially
lifting the material from the [[http://docs.cython.org/en/latest/src/tutorial/cython_tutorial.html][Cython Basic Tutorial]] to demonstrate
compiling Python code to C. The first step was to take the example
key counting code quoted previously, essentially from the importing of
the =gpg= module to the end of the script:

```
#+BEGIN_SRC python -i
import gpg

c = gpg.Context()
seckeys = c.keylist(pattern=None, secret=True)
pubkeys = c.keylist(pattern=None, secret=False)

seclist = list(seckeys)
secnum = len(seclist)

publist = list(pubkeys)
pubnum = len(publist)

print("""
   Number of secret keys:  {0}
   Number
 of public keys:  {1}

""".format(secnum, pubnum))
#+END_SRC
```

Save that into a file called =keycount.pyx= and then create a
=setup.py= file which contains this:

```
#+BEGIN_SRC python -i
from distutils.core import setup
from Cython.Build import cythonize

setup(
   ext_modules = cythonize("keycount.pyx")
)
#+END_SRC
```

Compile it:

```
#+BEGIN_SRC shell
 bash-4.4$ python setup.py build_ext --inplace
 bash-4.4$
#+END_SRC
```

Then run it in a similar manner to =keycount.py=:

#+BEGIN_SRC shell
 bash-4.4$ time python3.7 -c "import keycount"

 Number of secret keys: 23
 Number of public keys: 12113

 real 6m47.905s
 user 0m0.785s
 sys 0m0.331s

 bash-4.4$
#+END_SRC

Cython turned =keycount.pyx= into an 81KB =keycount.o= file in the
=build/= directory, a 24KB =keycount.cpython-37m-darwin.so= file to be
imported into Python 3.7 and a 113KB =keycount.c= generated C source
code file of nearly three thousand lines. Quite a bit bigger than the
314 bytes of the =keycount.pyx= file or the full
 1,452 bytes of the
full executable =keycount.py= example script.

On the other hand it ran in nearly half the time; taking 6 minutes and
47.905 seconds to run. As opposed to the 11 minutes and 52.945 seconds
which the CPython script alone took.

The =keycount.pyx= and =setup.py= files used to generate this example
have been added to the =examples/howto/advanced/cython/= directory
The example versions include some additional options to annotate the
existing code and to detect Cython's use. The latter comes from the
[[http://docs.cython.org/en/latest/src/tutorial/pure.html#magic-attributes-within-the-pxd][Magic Attributes]] section
of the Cython documentation.

* Miscellaneous extras and work-arounds
 :PROPERTIES:
 :CUSTOM_ID: cheats-and-hacks
 :END:

Most of the things in the following sections are here simply because
there was no better place to put them, even though some are only
peripherally related to the GPGME Python bindings. Some are also
workarounds for functions not integrated
 with GPGME as yet. This is
especially true of the first of these, dealing with [[#group-lines][group lines]].

** Group lines
  :PROPERTIES:
  :CUSTOM_ID: group-lines
  :END:

There is not yet an easy way to access groups configured in the
gpg.conf file from within GPGME. As a consequence these central
groupings of keys cannot be shared amongst multiple programs, such as
MUAs readily.

The following code, however, provides a work-around for obtaining this
information in Python.

```
#+BEGIN_SRC python -i
import subprocess
import sys

if sys.platform == "win32":
  gpgconfcmd = "gpgconf.exe --list-options gpg"
else:
  gpgconfcmd = "gpgconf --list-options gpg"

process = subprocess.Popen(gpgconfcmd.split(), stdout=subprocess.PIPE)
procom = process.communicate()

if sys.version_info[0] == 2:
  lines = procom[0].splitlines()
else:
  lines = procom[0].decode().splitlines()

for line in lines:
  if line.startswith("group") is True:
     break

groups = line.split(":")[-1].replace("",
 ").split(',')

group_lines = []
group_lists = []

for group in groups:
  group_lines.append(group.split("="))
  group_lists.append(group.split("="))

for glist in group_lists:
  glist[1] = glist[1].split()
```

#+END_SRC

The result of that code is that =group_lines= is a list of lists where
=group_lines[i][0]= is the name of the group and =group_lines[i][1]=
is the key IDs of the group as a string.

The =group_lists= result is very similar in that it is a list of
lists. The first part, =group_lists[i][0]= matches
=group_lines[i][0]= as the name of the group, but =group_lists[i][1]=
is the key IDs of the group as a list.

A demonstration of using the =groups.py= module is also available in
the form of the executable =mutt-groups.py= script. This second
script reads all the group entries in a user's =gpg.conf= file and
converts them into crypt-hooks suitable for use with the Mutt and
Neomutt mail clients.

** Keyserver access for Python
  :PROPERTIES:
  :CUSTOM_ID:
 hkp4py
  :END:

The [[https://github.com/Selfnet/hkp4py][hkp4py]] module by Marcel Fest was originally a port of the old
[[https://github.com/dgladkov/python-hkp][python-hkp]] module from Python 2 to Python 3 and updated to use the
[[http://docs.python-requests.org/en/latest/index.html][requests]] module instead. It has since been modified to
provide
support for Python 2.7 as well and is available via PyPI.

Since it rewrites the =hkp= protocol prefix as =http= and =hkps= as
=https=, the module is able to be used even with servers which do not
support the full scope of keyserver functions.[fn:5] It also works quite
readily when incorporated into a [[#cython][Cython]] generated and compiled version
of any code.

*** Key import format
   :PROPERTIES:
   :CUSTOM_ID: hkp4py-strings
   :END:

The hkp4py module returns key data via requests as string literals
(=r.text=) instead of byte literals (=r.content=). This means that
the retrurned key data must be encoded to UTF-8 when importing
 that
key material using a =gpg.Context().key_import()= method.

For this reason an alternative method has been added to the =search=
function of =hkp4py.KeyServer()= which returns the key in the correct
format as expected by =key_import=. When importing using this module,
it is now possible to import with this:

```
#+BEGIN_SRC python -i
for key in keys:
  if key.revoked is False:
     gpg.Context().key_import(key.key_blob)
  else:
     pass
#+END_SRC
```

Without that recent addition it would have been necessary to encode
the contents of each =hkp4py.KeyServer().search()[i].key= in
=hkp4py.KeyServer().search()= before trying to import it.

An example of this is included in the [[#howto-import-key][Importing Keys]] section of this
HOWTO and the corresponding executable version of that example is
available in the =lang/python/examples/howto= directory as normal; the
executable version is the =import-keys-hkp.py= file.

** GPGME version checking
 :PROPERTIES:
 :CUSTOM_ID: gpgme-version-check
  :END:

For various reasons it may be necessary to check which version of
GPGME the bindings have been built against; including whether a
minimum required version of GPGME is in use.

For the most part the =gpg.version.versionstr= and
=gpg.version.versionlist= methods have been quite sufficient. The
former returns the same string as =gpgme-config --version=, while the
latter returns the major, minor and patch values in a list.

To check if the installed bindings have actually been built against
the current installed libgpgme version, this check can be performed:

```
#+BEGIN_SRC python -i
import gpg
import subprocess
import sys

gpgme_version_call = subprocess.Popen(["gpgme-config", "--version"],
                                      stdout=subprocess.PIPE,
                                      stderr=subprocess.PIPE)
```

```
gpgme_version_str = gpgme_version_call.communicate()

if sys.version_info[0] == 2:
  gpgme_version = gpgme_version_str[0].strip()
elif sys.version_info[0]
 >= 3:
  gpgme_version = gpgme_version_str[0].decode().strip()
else:
  gpgme_version = None

if gpgme_version is not None:
  if gpgme_version == gpg.version.versionstr:
    print("The GPGME Python bindings match libgpgme.")
  else:
    print("The GPGME Python bindings do NOT match libgpgme.")
else:
  print("Upgrade Python and reinstall the GPGME Python bindings.")
#+END_SRC
```

For many developers, however, the preferred checking means checking
for a minimum version or point release. This is now readily available
via the =gpg.version.versionintlist= method (added in version
=1.12.1-beta79=). It is also now possible to easily check whether the
installed GPGME Python bindings were built from a development or beta
branch of the GPGME source code.

The following code demonstrates how both of those methods may be used:

```
#+BEGIN_SRC python -i
import gpg

try:
  if gpg.version.is_beta is True:
    print("The installed GPGME Python bindings were built from beta code.")
   else:
    print("The installed GPGME Python bindings are a released version.")
except Exception as e:
  print(e)

try:
  if gpg.version.versionintlist[0] == 1:
    if gpg.version.versionintlist[1] == 12:
      if gpg.version.versionintlist[2] == 1:
        print("This is the minimum version for using versionintlist.")
      elif gpg.version.versionintlist[2] > 1:
        print("The versionintlist method is available.")
      else:
        pass
```

```
        elif gpg.version.versionintlist[1] > 12:
            print("The versionintlist method is available.")
        else:
            pass
    elif gpg.version.versionintlist[0] > 1:
        print("The versionintlist method is available.")
    else:
        pass
except Exception as e:
    print(e)
#+END_SRC
```

The points where =pass= is used in the above example will most likely
also produce an =Exception= error since those results should only
occur in versions which do not have the =gpgme.version.is_beta=
 and
=gpgme.version.versionintlist= methods available.

* Copyright and Licensing
 :PROPERTIES:
 :CUSTOM_ID: copyright-and-license
 :END:

** Copyright
  :PROPERTIES:
  :CUSTOM_ID: copyright
  :END:

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** Draft Editions of this HOWTO
  :PROPERTIES:
  :CUSTOM_ID: draft-editions
  :END:

Draft editions of this HOWTO may be periodically available directly
from the author at any of the following URLs:

- [[https://files.au.adversary.org/crypto/gpgme-python-howto.html][GPGME Python Bindings HOWTO draft (HTML single file, AWS S3 SSL)]]
- [[http://files.au.adversary.org/crypto/gpgme-python-howto.html][GPGME Python Bindings HOWTO draft (HTML single file, AWS S3 no SSL)]]
- [[https://files.au.adversary.org/crypto/gpgme-python-howto-split/index.html][GPGME Python Bindings HOWTO draft (HTML multiple files, AWS S3 SSL)]]
- [[http://files.au.adversary.org/crypto/gpgme-python-howto/index.html][GPGME Python Bindings HOWTO draft

(HTML
 multiple files, AWS S3 no SSL)]]

These draft versions have been generated from this document via GNU
Emacs [[https://orgmode.org/][Org mode]] to =.texi= and [[https://www.gnu.org/software/texinfo/][GNU Texinfo]]
to HTML. Though it is
likely that the specific [[https://files.au.adversary.org/crypto/gpgme-python-howto][file]]
[[http://files.au.adversary.org/crypto/gpgme-python-howto.org][version]] used will be on the same server
with the generated output formats. Occasionally I may include the Org
mode generated XHTML versions:

- [[https://files.au.adversary.org/crypto/gpgme-python-howto.xhtml][GPGME Python Bindings HOWTO draft
(HTML single file, AWS S3 SSL)]]
- [[http://files.au.adversary.org/crypto/gpgme-python-howto.xhtml][GPGME Python Bindings HOWTO draft
(HTML single file, AWS S3 no SSL)]]

That XHTML version, however, is exported in a way which inherits a
colour scheme from [[https://github.com/holomorph/emacs-zenburn][the author's Emacs theme]] (which is a higher
contrast
version
 of [[http://kippura.org/zenburnpage/][Zenburn]] ported by [[https://github.com/holomorph][Holomorph]]). So it's
fine for people who
prefer dark themed web pages, but not so great for everyone else.

The GNU Texinfo and reStructured Text versions ship with the software,
while the GNU Emacs Info version is generated from the Texinfo
version using GNU Texinfo or GNU Makeinfo. The Texinfo format is
generated from the original Org mode source file in Org mode itself
either within GNU Emacs or via the command line by invoking Emacs in
batch mode:

#+BEGIN_SRC shell
 emacs gpgme-python-howto.org --batch -f org-texinfo-export-to-texinfo --kill
 emacs gpgme-python-howto --batch -f org-texinfo-export-to-texinfo --kill
#+END_SRC

The reStructuredText format is also generated from the Org mode source
file, except it is generated using [[https://pandoc.org][Pandoc]] with either of the following
commands (depending on the filename):

#+BEGIN_SRC shell
 pandoc -f org -t rst+smart -o gpgme-python-howto.rst
 gpgme-python-howto.org
 pandoc -f org -t rst+smart -o gpgme-python-howto.rst gpgme-python-howto
#+END_SRC

Note that the Org mode source files are identified as such via a mode
line at the top of each file and have had their =.org= file extensions

dropped in order to make scripted generation of output formats easier
and not require renaming files post-conversion.

Due to a bug in Org mode's texinfo conversion method, the recommended
steps for generating the Texinfo files for all the files in the
=lang/python/doc/src/= directory are as follows:

```
#+BEGIN_SRC shell
 for x in * ; do
    emacs $x --batch -f org-texinfo-export-to-texinfo --kill
    cat $x.texi | sed -e 's/@documentencoding UTF-8/@documentencoding utf-8/g' > ../texinfo/$x.texi
    pandoc -f org -t rst+smart -o ../rst/$x.rst $x
 done ;
 rm -fv *.texi
 cd ../texinfo
 mkdir info
 mkdir html
 for x in *.texi ; do
    makeinfo -v $x
    makeinfo --html --no-split $x
 done ;
 mv *.info info/
 mv
 *.html html/
#+END_SRC
```

This code snippet includes the generation of the reStructuredText
files and would be expected to be run from the =doc/src/= directory
containing the Org mode source files. It also assumes that the
commands are being run on POSIX compliant systems with basic tools
like sed, the Bourne shell and GNU Emacs[fn:6] available. The code
snippet also includes the steps for generating the Emacs Info files
and HTML files from the Texinfo files. Using reStructuredText files
with Sphinx is best left for the documentation of that project.

In addition to these there is a significantly less frequently updated
version as a HTML [[https://files.au.adversary.org/crypto/gpgme-python/dita/webhelp/index.html][WebHelp site]]
(AWS S3 SSL); generated from DITA XML
source files, which can be found in [[https://dev.gnupg.org/source/gpgme/browse/ben%252Fhowto-dita/][an
alternative branch]] of the GPGME
git repository.

Various generated output formats may occasionally be found in
subdirectories
 of the [[https://s3.amazonaws.com/files.au.adversary.org/crypto/gpgme-python][gpgme-python]] directory. In
particular within
the [[https://s3.amazonaws.com/files.au.adversary.org/crypto/gpgme-python/dita][DITA]],
[[https://s3.amazonaws.com/files.au.adversary.org/crypto/gpgme-python/rst][reStructuredText]] and

[[https://s3.amazonaws.com/files.au.adversary.org/crypto/gpgme-python/texinfo][Texinfo]] subdirectories. The
=rst=
directory contains output files generated with Sphinx and may include a
considerable number of its possible output formats, but there are no
guarantees as to how recent these are or even if they are present.

These draft editions are not official documents and the version of
documentation in the master branch or which ships with released
versions is the only official documentation. Nevertheless, these
draft editions may occasionally be of use by providing more accessible
web versions which are updated between releases. They are provided on
the understanding
that they may contain errors or may contain content
subject to change prior to an official release.

** License GPL compatible
:PROPERTIES:
:CUSTOM_ID: license
:END:

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unlimited permission to copy and/or distribute it, with or without
modifications, as long as this notice is preserved.

This file is distributed in the hope that it will be useful, but
WITHOUT ANY WARRANTY, to the extent permitted by law; without even the
implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
PURPOSE.

* Footnotes

[fn:1] =short-history= and/or =short-history.html=.

[fn:2] With no issues reported specific to Python 3.7, the release of
Python 3.7.1 at around the same time as GPGME 1.12.0 and the testing
with Python 3.7.1rc1, there is no reason to delay moving 3.7 ahead of
3.6 now. Production environments with more conservative requirements
will always enforce their own policies anyway and installation to each
supported
minor release is quite possible too.

[fn:3] Yes, even if you use virtualenv with everything you do in
Python. If you want to install this module as just your user account
then you will need to manually configure, compile and install the
/entire/ GnuPG stack as that user as well. This includes libraries
which are not often installed that way. It can be done and there are

circumstances under which it is worthwhile, but generally only on POSIX systems which utilise single user mode (some even require it).

[fn:4] You probably don't really want to do this. Searching the keyservers for "gnupg.org" produces over 400 results, the majority of which aren't actually at the gnupg.org domain, but just included a comment regarding the project in their key somewhere.

[fn:5] Such as with ProtonMail servers. This also means that restricted servers which only advertise either HTTP or HTTPS end points and not HKP or HKPS end points must still be identified as as HKP or HKPS within the Python
Code. The =hkp4py= module will rewrite
these appropriately when the connection is made to the server.

[fn:6] Okay, Emacs might not necessarily qualify as a basic tool, but it is common enough that having it installed on a system isn't too great an expectation, nor is it difficult to add to most POSIX systems, even if the users of those systems do not personally use it.

```
{
  "fingerprint":  "*"
}
{
   "op": "delete",
   "key": "E8143C489C8D41124DC40D0B47AF4B6961F04784"
}
{
   "op": "createkey",
   "userid": "foo@bar.baz",
   "algo": "rsa1024"
}
{
   "op": "sign",
   "keys": "A0FF4590BB6122EDEF6E3C542D727CC768697734",
   "sender": "alpha@example.net",
   "data": "Hello world",
   "armor": true,
   "base64": false
}
```

2011-12-02 Werner Koch <wk@g10code.com>

NB: ChangeLog files are no longer manually maintained. Starting on December 1st, 2011 we put change information only in the GIT commit log, and generate a top-level ChangeLog file from logs at "make dist". See doc/HACKING for details.

2011-10-25 Marcus Brinkmann <marcus@g10code.com>

* Makefile.am: Remove build rules for libgpgme-pth.
* gpgme.m4: Remove support for libgpgme-pth.

2011-05-26 Marcus Brinkmann <marcus@g10code.com>

* decrypt.c (gpgme_op_decrypt_start, gpgme_op_decrypt): Check CTX.
* decrypt-verify.c (gpgme_op_decrypt_verify_start)
(gpgme_op_decrypt_verify): Likewise.
* delete.c (gpgme_op_delete_start, gpgme_op_delete): Likewise.
* edit.c (gpgme_op_edit_start, gpgme_op_edit)
(gpgme_op_card_edit_start, gpgme_op_card_edit): Likewise.
* encrypt.c (gpgme_op_encrypt_start, gpgme_op_encrypt): Likewise.
* encrypt-sign.c (gpgme_op_encrypt_sign_start)
(gpgme_op_encrypt_sign): Likewise.
* export.c (gpgme_op_export_start,
gpgme_op_export)
(gpgme_op_export_ext_start, gpgme_op_export_ext)
(gpgme_op_export_keys_start, gpgme_op_export_keys): Likewise.
* genkey.c (gpgme_op_genkey_start, gpgme_op_genkey): Likewise.
* getauditlog.c (gpgme_op_getauditlog_start)
(gpgme_op_getauditlog): Likewise.
* gpgconf.c (gpgme_op_conf_load, gpgme_op_conf_save): Likewise.
* import.c (gpgme_op_import_start, gpgme_op_import_keys_start)
(gpgme_op_import_keys, gpgme_op_import): Likewise.
* keylist.c (gpgme_op_keylist_start, gpgme_op_keylist_ext_start):
Likewise.
* opassuan.c (gpgme_op_assuan_transact_start)
(gpgme_op_assuan_transact_ext): Likewise.
* passwd.c (gpgme_op_passwd_start, gpgme_op_passwd): Likewise.
* sign.c (gpgme_op_sign_start, gpgme_op_sign): Likewise.
* trustlist.c (gpgme_op_trustlist_start)
(gpgme_op_trustlist_next): Likewise.
* verify.c (gpgme_op_verify_start, gpgme_get_sig_key): Likewise.
* op-support.c (_gpgme_op_data_lookup): Likewise.
* vfs-create.c (gpgme_op_vfs_transact, gpgme_op_vfs_create):
Likewise.
* vfs-mount.c (gpgme_op_vfs_mount, gpgme_op_vfs_transact): Likewise.
* gpgme.c (gpgme_set_protocol)
(gpgme_set_sub_protocol)
(gpgme_set_armor, gpgme_set_include_certs)
(gpgme_set_keylist_mode, gpgme_set_passphrase_cb)
(gpgme_set_progress_cb, gpgme_set_io_cbs, gpgme_set_locale)
(gpgme_ctx_set_engine_info, gpgme_sig_notation_clear): Likewise.
* gpgme.c (gpgme_new): Check for valid R_CTX.
(gpgme_cancel, gpgme_cancel_async, gpgme_release): Likewise.

2011-04-06 Werner Koch <wk@g10code.com>

* gpgme-config.in: Add option --host. Change options --cflags and
--libs to collapse duplicate include and lib dirs. Try to put
extra libs at the end.

* gpgme.h.in: Use INSERT__TYPEDEFS_FOR_GPGME_H to include platform
specific typedefs.

2011-02-03 Werner Koch <wk@g10code.com>

* extra-stati.h: New.
* mkstatus: Extend to also process extra-stati.h
* Makefile.am (main_sources): Add extra-stati.h
(status-table.h): Depend on extra-stati.h and adjust rule.

2011-02-03
 Marcus Brinkmann <marcus@g10code.com>

* w32-io.c (_gpgme_io_socket): Return fd, not res.

2011-02-02 Marcus Brinkmann <mb@g10code.com>

* assuan-support.c (my_socket, my_connect): New functions.
(_gpgme_assuan_system_hooks): Add my_Socket, my_connect.
* priv-io.h (_gpgme_io_socket): New prototype.
* w32-io.c (pid_to_handle, handle_to_oid, fd_to_handle): Remove macros.
(is_socket): Remove function.
(_gpgme_io_spawn) [HAVE_W32CE_SYSTEM]: Remove some dead code.
(_gpgme_io_spawn): Translate handles before DuplicateHandle them.

2011-02-02 Marcus Brinkmann <mb@g10code.com>

* w32-util.c (mkstemp): Don't use CreateFile instead of open (the
function is not used on Windows CE, and the callers were not
adjusted).

2011-01-21 Marcus Brinkmann <mb@g10code.com>

* engine-gpgconf.c (_gpgme_conf_opt_change): Fix the case that is
not self-assignment.

2010-12-08 Werner Koch <wk@g10code.com>

* gpgme-tool.c (strcpy_escaped_plus): New.
(DIM, xtoi_1, xtoi_2): New.
(cmd_keylist):
Allow for multiple patterns.

2010-11-23 Marcus Brinkmann <mb@g10code.com>

* w32-io.c (create_reader, create_writer): Use small stack size on
Windows CE.

2010-11-23 Marcus Brinkmann <mb@g10code.com>

* gpgme.h.in (gpgme_conf_arg_new): Make VALUE arg const void *.
* gpgconf.c (_gpgme_conf_arg_new): Likewise.
(gpgme_conf_arg_new): Likewise.
* engine-gpgconf.c (_gpgme_conf_arg_new): Likewise.
(gpgconf_write): Remove debug hack.

2010-11-19 Marcus Brinkmann <mb@g10code.com>

* engine-gpgconf.c (_gpgme_conf_opt_change): Support
self-assignment. Requested by Marc Mutz.

2010-11-17 Marcus Brinkmann <mb@g10code.com>

* vasprintf.c (int_vasprintf) [HAVE_W32CE_SYSTEM]: Just use a
fixed size buffer, as va_copy is not easy to fake.

2010-11-15 Marcus Brinkmann <mb@g10code.com>

* w32-ce.h (strcasecmp, strdup) [_MSC_VER]: Define.
* genkey.c, passphrase.c: Include util.h.

* w32-util.c (_gpgme_w32ce_get_debug_envvar): Fix return value.

2010-11-15 Werner Koch <wk@g10code.com>

*
data-compat.c (gpgme_data_new_from_filepart)
(gpgme_data_new_from_file) [W32CE && _MSC_VER]: Return not
GPG_ERR_NOT_IMPLEMENTED.

* w32-ce.h (HKEY_PERFORMANCE_DATA, HKEY_CURRENT_CONFIG, _IOLBF)
(abort) [_MSC_VER]: Provide these macros.

* ath.h [W32CE && _MSC_VER]: Include winsock2.h.

* ath.c (ath_read, ath_write) [W32CE && _MSC_VER]: Do not call
non-available functions.

2010-11-04 Werner Koch <wk@g10code.com>

* w32-ce.h [_MSC_VER && W32CE]: Undef leave.
* export.c: Include util.h so that we get the above undef.

* memrchr.c: Remove. Used to be a replacement function required
by the formerly included assuan code.

2010-11-03 Werner Koch <wk@g10code.com>

* debug.c (_gpgme_debug) [W32CE]: Replace locatime by GetLocalTime.

* signers.c (gpgme_signers_clear): Remove useless return.
Reported by Patrick Spendrin.

* w32-util.c: s/__inline__/GPG_ERR_INLINE/

* setenv.c: Include string.h due to our strerror replacement.

* w32-ce.h (access, bsearch):
New macros.
* w32-ce.c (_gpgme_wince_access): New.
(RegQueryValueExA): Change DATA to a void*.
(_gpgme_wince_bsearch): New. Taken from glibc 2.6.

Guard include of sys/stat.h and sys/types.h.

2010-11-02 Werner Koch <wk@g10code.com>

* data-fd.c (read, write, lseek) [W32CE && ! __MINGW32CE__]: New.
Taken from Pedro Alves Public Domain code.

* w32-ce.h (SHGetSpecialFolderPath): Remove our defines and
prototypes. We use the system provided prototypes now.
* w32-ce.c: Include shlobj.h
(_WIN32_IE): Define to 0x0400
(CreateFileA): New.
* w32-util.c: Explicitly include windows headers before util.h.
(_gpgme_w32ce_get_debug_envvar): Do not use wchar_t strings for
read_w32_registry_string.
(mkstemp): Use CreateFile instead of open.

* w32-io.c (handle_to_fd, fd_tohandle): Add. We need them for W32.
* w32-util.c (_WIN32_IE): Define to 0x0400.

* util.h [W32]: Include windows.h.
* w32-sema.c: Do not include windows.h directly.
* ath.c (ssize_t, pid_t)[_MSC_VER]: Add new
types.
* gpgme.c (gpgme_result_ref, gpgme_result_unref): Do not use a
void pointer in pointer arithmetic.
* w32-util.c: Include util.h prior to ath.h. Don't include

windows.h directly.
(F_OK): Define if not defined.
* w32-ce.c: Include string.h.
(RegQueryValueExA): Use WINAPI modifier to match the declaration.
* vfs-create.c: Include string.h because under W32CE with MSC we
get a warning related to our strerror replacement.
* encrypt-sign.c: Include stdlib.h, string.h and errno.h.
* priv-io.h [W32CE]: Include w32-ce.h
* w32-ce.h: Include winsock2.h and ws2tcpip.h.
(_MSV_VER): Remove useless macro.
(pid_t): Add typedef.

Guard all includes of unistd.h and sys/time.h.

2010-10-28 Marcus Brinkmann <marcus@g10code.com>

* opassuan.c (gpgme_op_assuan_transact_ext): Fix uninitialized
value use. Reported by Marc Mutz.

2010-10-07 Werner Koch <wk@g10code.com>

* gpgme-tool.c (ARGP_ERR_UNKNOWN): Use EDEADLK if available.

* w32-util.c (_gpgme_w32ce_get_debug_envvar) [W32CE]:
New.
* debug.c (debug_init) [W32CE]: Use new function.

2010-09-16 Werner Koch <wk@g10code.com>

* import.c: Include "util.h".
(parse_import): Return GPG_ERR_MISSING_ISSUER_CERT.

* util.h: Add fallback define for GPG_ERR_MISSING_ISSUER_CERT.
* op-support.c: Include "util.h".
(_gpgme_parse_inv_recp): Handle new code 12.

2010-09-02 Marcus Brinkmann <marcus@g10code.de>

* error.c (gpgme_err_code_to_errno): Fix cut and paste bug (thanks
to Marc Mutz).

2010-09-01 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c: Revert change from 2009-06-18, as it created a race
condition.

2010-08-18 Marcus Brinkmann <marcus@g10code.de>

* gpgme.def: Add gpgme_err_code_from_syserror and gpgme_err_set_errno.
* libgpgme.vers: Likewise.
* gpgme.h.in (gpgme_error_from_errno): Fix return type to
gpgme_error_t.
(gpgme_err_code_from_syserror, gpgme_err_set_errno): New prototype.
(gpgme_error_from_syserror): New inline function (why are
gpgme_err_make_from_errno and gpgme_error_from_errno
not inline
functions?).
* error.c (gpgme_error_from_errno): Fix return type to gpgme_error_t.
(gpgme_err_set_errno, gpgme_err_code_from_syserror): New functions.

2010-08-03 Marcus Brinkmann <marcus@g10code.de>

* gpgme-tool.c (result_encrypt_to_xml, result_sign_to_xml)
(result_verify_to_xml, result_import_to_xml)
(result_genkey_to_xml): Check vigorously for null pointers.

* w32-io.c (GPGCEDEV_IOCTL_ASSIGN_RVID): New macro.
(_gpgme_io_spawn): Use ASSIGN_RVID.

2010-06-11 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c (_gpgme_io_spawn): Remove debug printf.

2010-06-10 Marcus Brinkmann <marcus@g10code.de>

* gpgme-tool.c (gpgme_server): Use special hack for Windows CE to
get at stdin and stdout.

* engine-gpgsm.c (gpgsm_new): Translate returned achild_fds back
to child_fds.

* debug.h (TRACE_SUC6): New macro.
* w32-io.c (MAX_SLAFD): New macro.
(fd_table): New static variable.
(new_fd, release_fd): New functions.
(fd_to_handle, handle_to_fd, handle_to_socket):
Remove macros.
(MAX_READERS, MAX_WRITERS): Increase to 64.
(notify_table): Increase to MAX_SLAFD.
(struct reader_context_s, struct writer_context_s): Add member
file_sock.
(reader, writer): Use file_hd vs file_sock to decide if socket
operations to use. Remove auto-detect mode.
(create_reader, create_writer): Set file_sock. Unblock pending
thread only if this is a pipe fd.
(_gpgme_io_pipe): Allocate fds from table and return slot indices

instead of windows handles. This allows to properly handle RVIDs.
(_gpgme_io_close): Handle dup'ed file descriptors.
(build_commandline) [HAVE_W32_SYSTEM]: Use RVID from fd table now.
(_gpgme_io_spawn): Use fd table now.
(_gpgme_io_fd2str): Use RVID from fd table now.
(_gpgme_io_dup): Implement using fd table.
(_gpgme_io_socket): Allocate fds from table.
(_gpgme_io_connect): Use fd from table.

* w32-glib-io.c (find_channel): Check that the slot is used.

2010-06-09 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c [HAVE_W32CE_SYSTEM]:
Include assuan.h and winioctl.h.
(GPGCEDEV_IOCTL_UNBLOCK) [HAVE_W32CE_SYSTEM]: Define.
(set_synchronize) [HAVE_W32CE_SYSTEM]: Stub it out.
(is_socket): Allow to return -1 for auto-detect (old behaviour).
(is_socket) [HAVE_W32CE_SYSTEM]: Return -1.
(reader): Handle auto-detect case. Handle ctx->stop_me before
checking for EOF.
(destroy_reader) [HAVE_W32CE_SYSTEM]: Unblock a pending reader.
(writer): Handle auto-detect case. Handle ctx->stop_me with
ERROR_BUSY.
(destroy_writer) [HAVE_W32CE_SYSTEM]: Unblock a pending writer.
(_gpgme_io_pipe) [HAVE_W32CE_SYSTEM]: Implement in terms of a
half-pipe.
(build_commandline) [HAVE_W32CE_SYSTEM]: New function.
(_gpgme_io_spawn) [HAVE_W32CE_SYSTEM]: Implement it differently
for this platform.
(_gpgme_io_fd2str) [HAVE_W32CE_SYSTEM]: Implement it for RVIDs.
(_gpgme_io_dup) [HAVE_W32CE_SYSTEM]: Stub it out.

* gpgme-tool.c (result_add_timestamp): Add missing NULL argument.
(result_sign_to_xml): Protect against NULL
fingerprint.
(struct server): New members input_fd, input_filename,
input_stream output_fd, output_filename, output_stream,
message_filename, message_stream.
(server_reset_fds): Deallocate those.
(server_parse_fd): New function.
(server_data_obj): Take optional filename argument and direction
argument. Also take new argument to return a filestream that
needs to be closed after destroying the data object.
Change all callers, too.
(input_notify, output_notify): Removed.
(cmd_input, cmd_output): New functions.
(gpgme_server): Do not register input and output notifier.

(register_commands): Use cmd_input and cmd_output.
(cmd_message): Rewritten to use server_parse_fd.
(cmd_delete, cmd_keylist): Fix inverted option check.
(main) [HAVE_W32CE_SYSTEM]: Sleep a bit to work around bug in ssh.

* genkey.c (gpgme_op_genkey): Return err with TRACE_ERR.

2010-05-12 Marcus Brinkmann <marcus@g10code.de>

* conversion.c (_gpgme_timegm) [HAVE_W32_SYSTEM]: New static
function.
(_gpgme_parse_timestamp)
[HAVE_W32_SYSTEM]: Use it.

* gpgme-tool.c (main): Protect call to setlocale with
HAVE_SETLOCALE.

* Makefile.am (system_components): Remove custom cppflags from
RCCOMPILE (because gpg-error adds -idirafter that makes RC bail.
[HAVE_W32CE_SYSTEM]: Add w32-ce.h and w32-ce.c, clear
libexec_PROGRAMS.
* w32-ce.h, w32-ce.c: New files.

* priv-io.h: Include <sys/types.h>
* util.h: Likewise.

2010-05-11 Marcus Brinkmann <marcus@g10code.de>

* w32-util.c: Include ath.h
(HAVE_ALLOW_SET_FOREGROUND_WINDOW) [!HAVE_W32CE_SYSTEM]: Define
it.
(RTLD_LAZY, dlopen, dlsym,
dlclose) [!HAVE_ALLOW_SET_FORGROUND_WINDOW]: Don't define anymore.
(_gpgme_allow_set_foreground_window) [!HAVE_ALLOW_SET_FOREGROUND_WINDOW]:
Make it a stub.
(read_w32_registry_string): Use FooA variants of Windows functions
instead of Foo (which dispatches depending on UNICODE).
[!HAVE_W32CE_SYSTEM]: Don't check environment.
(w32_shgetfolderpath): Remove.
(find_program_at_standard_place): Call
SHGetSpecialFolderPath
(which is available on all Windows systems
and also Windows CE).
(mkstemp): Use ath_self instead of getpid.
(_gpgme_mkstemp): Use GetTempPathA instead of GetTempPath.

* gpgme.h.in: Use _WIN32 instead of _MSC_VER. Include time.h for
time_t.

2010-05-07 Marcus Brinkmann <marcus@g10code.de>

* engine-g13.c, gpgme.c, engine-gpgsm.c, engine-gpg.c,
op-support.c, engine-assuan.c, gpgme-tool.c: Include <locale.h>
only if available with HAVE_LOCALE_H and conditionalize use of
LC_CTYPE on its definition.
* engine-gpgconf.c: Do not include <locale.h>.

* engine-gpgsm.c (gpgsm_new, start): Cast between int and
assuan_fd_t.
* assuan-support.c (my_pipe, my_close, my_read, my_write): Likewise.
* gpgme-tool.c (server_data_obj, server_reset_fds, gpgme_server),
(my_recvmsg, my_sendmsg, my_spawn): Likewise.
* engine-assuan.c (start): Likewise.
* engine-g13.c (start): Likewise.

2010-05-06 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c, w32-io.c, w32-qt-io.cpp,
w32-sema.c, w32-util.c:
Do not include <signal.h>.

* sign.c, data-user.c, conversion.c, debug.c, verify.c, data.c,
decrypt.c, delete.c, assuan-support.c, import.c, engine-gpgsm.c,
data-mem.c, op-support.c, w32-io.c, w32-util.c, data-compat.c: Use
gpg_error_from_syserror instead gpg_error_from_errno, and use
gpg_err_set_errno to set error number.
* setenv.c: Include <gpg-error.h> and define __set_errno to use
gpg_err_set_errno.
* gpgme-tool.c (ARGP_ERR_UNKNOWN): Define to EDEADLOCK (which is
mapped in Windows CE) instead of E2BIG (which is not).
(gt_import_keys): Initialize err.

2010-04-19 Marcus Brinkmann <marcus@g10code.de>

* assuan-support.c (my_spawn): Cast to avoid warning.
* engine-g13.c (g13_new): Make ARGV array of pointer to const
char.
(g13_assuan_simple_command) [!USE_DESCRIPTOR_FUNCTION]: Don't define.
* ops.h (_gpgme_key_append_name): Same in prototype.
* key.c (_gpgme_key_append_name): Make SRC argument pointer to
const char.
* posix-util.c
(_gpgme_get_uiserver_socket_path): Make HOMEDIR
const.
* vfs-mount.c (gpgme_op_vfs_transact_start): Never define this
potentially useful but currently unused function.

* vfs-create.c (gpgme_op_vfs_transact_start): Likewise.

2010-04-16 Werner Koch <wk@g10code.com>

* w32-io.c (is_socket): New.
(reader, writer): Use it to figure out the API to use.

2010-03-15 Werner Koch <wk@g10code.com>

* gpgme.h.in: Add autoconf template to set generated file to
read-only in an emacs buffer.

2010-03-12 Werner Koch <wk@g10code.com>

* gpgme.h.in (GPGME_STATUS_SUCCESS): Use the right file for the
change; see below.

* passwd.c (op_data_t): New.
(passwd_start): Setup OPD.
(passwd_status_handler): Return GPG_ERR_NOT_SUPPORTED if needed.
* context.h (OPDATA_PASSWD): New.
* gpgme.h (GPGME_STATUS_SUCCESS): New.

2010-03-09 Werner Koch <wk@g10code.com>

* engine-gpgsm.c (gpgsm_keylist): Try to start the agent.

2010-02-17 Werner Koch <wk@g10code.com>

* posix-io.c (notify_table):
Change implementation.
(notify_table_item_t, notify_table_size, notify_table_lock): New.
(_gpgme_io_close, _gpgme_io_set_close_notify): Adjust for new
implementation.

2010-02-16 Werner Koch <wk@g10code.com>

* gpgme-tool.c (spacep, has_option, skip_options): New.
(cmd_export): Implement option --minimal.

* gpgme.h.in (GPGME_EXPORT_MODE_MINIMAL): New.
* export.c (export_start, export_ext_start): Implement it.
* engine-gpg.c (export_common): Ditto.

2010-01-25 Werner Koch <wk@g10code.com>

* w32-io.c (_gpgme_io_connect): Fix return code check to make it work.

* version.c (do_subsystem_inits): Remove superfluous second
WSAStartup.

2010-01-22 Werner Koch <wk@g10code.com>

* w32-io.c (writer): Try to use send first.
(reader): Try to use recv first.

2010-01-08 Werner Koch <wk@g10code.com>

* engine-gpg.c (gpg_passwd): New.
(_gpgme_engine_ops_gpg): Register.
* passwd.c (parse_error): New.
(passwd_status_handler): Use it.

2010-01-07 Marcus Brinkmann <marcus@g10code.de>

*
gpgme-tool.c (result_xml_write_cb_t, struct result_xml_state):
New types.
(MAX_TAGS): New macro.
(result_init, result_xml_indent, result_xml_tag_start)
(result_xml_tag_data, result_xml_tag_end, result_add_error)
(result_add_pubkey_algo, result_add_hash_algo, result_add_keyid)
(result_add_fpr, result_add_timestamp, result_add_sig_mode)
(result_add_value, result_add_string, result_encrypt_to_xml)
(result_decrypt_to_xml, result_sign_to_xml)
(result_verify_to_xml, result_import_to_xml)
(result_genkey_to_xml, result_keylist_to_xml)
(result_vfs_mount_to_xml): New functions.
(gt_result): Rewritten.

2010-01-05 Werner Koch <wk@g10code.com>

* gpgme-tool.c (gt_passwd, cmd_passwd): New.
(register_commands): Register.

* gpgme.h.in (gpgme_op_passwd_start, gpgme_op_passwd): New.
* libgpgme.vers, gpgme.def: Add new functions.
* passwd.c: New.
* Makefile.am (main_sources): Add passwd.c
* engine.c, engine.h (_gpgme_engine_op_passwd): New.
* engine-backend.h (struct
engine_ops): Add PASSWD.
* engine-gpgsm.c (gpgsm_passwd): New.
(_gpgme_engine_ops_gpgsm): Register.
(gpgsm_reset): Reset only if we have a connection.

* gpgme.h.in (GPGME_PK_ECDSA, GPGME_PK_ECDH): New.
* gpgme.c (gpgme_pubkey_algo_name): Add them.

2009-12-22 Marcus Brinkmann <marcus@g10code.de>

* debug.c: Test for TLS, not __GNUC__

2009-12-15 Marcus Brinkmann <marcus@g10code.de>

* assuan-support.c (my_spawn): Calloc, not malloc, the fd_items.

2009-12-10 Werner Koch <wk@g10code.com>

* debug.c (debug_init): Test on sgid process.

2009-12-08 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (LTRCCOMPILE): Refactor with ...
(RCCOMPILE): ... this new macro.
(SUFFIXES): Add .lo.
(gpgme_res_ldflag): Removed.
(gpgme_res): Use libtool object file name here.
(libgpgme_la_LDFLAGS): Remove gpgme_res_ldflag usage.
(libgpgme_la_LIBADD): Add gpgme_res.

* ath.c (ath_self) [HAVE_W32_SYSTEM]: Fix typo.

2009-12-02 Werner Koch <wk@g10code.com>

* gpgconf.c (gpgme_conf_arg_release):
No return in a function
returning void. Reported by Wyllys Ingersoll.

2009-12-01 Werner Koch <wk@g10code.com>

* gpgme-tool.c (cmd_getauditlog): Add flag --html.
(hlp_getauditlog): New.

* gpgme-tool.c (GT_GCC_A_SENTINEL, GT_GCC_A_PRINTF): New.
(gt_write_status): Use sentinel.
(argp_error, log_error): Use printf attribute.
(argp_parse): Remove extra argument to argp_error.
(_gt_progress_cb, gt_get_engine_info, gt_get_keylist_mode)
(gt_result): Add NULL arg.

2009-11-26 Marcus Brinkmann <marcus@g10code.de>

* opassuan.c (opassuan_start): Allocate result structure before

beginning operation.

2009-11-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme-tool.c (gpgme_server): Use assuan_fd_t and assuan_fdopen
on fds.

2009-11-13   <wk@g10code.com>

* sign.c (_gpgme_sign_status_handler): Handle SIG_CREATED_SEEN.
* engine-uiserver.c (uiserver_sign): Make sending SENDER optional.

2009-11-10 Marcus Brinkmann <marcus@g10code.de>

* op-support.c (_gpgme_op_reset):
Instead of last change, only set
sub protocol if it is not the default.

2009-11-10 Werner Koch <wk@g10code.com>

* op-support.c (_gpgme_op_reset): Ignore GPG_ERR_NOT_IMPLEMENTED
while setting the sub protocol.

* engine-uiserver.c (uiserver_new): Pass fdpassing flag to
assuan_socket_connect.
(set_recipients): Replace fingerprint by user id.

* engine-gpgsm.c (set_recipients): Fix non-terminating loop in
case of a missing key.

2009-11-10 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_new): Set default sub protocol.
* gpgme-tool.c: Implement get sub protocol.

* gpgme.h.in (gpgme_get_sub_protocol): Add prototype.
* gpgme.def, libgpgme.vers: Add gpgme_get_sub_protocol.
* context.h (struct gpgme_context): New member sub_protocol.
* gpgme.c (gpgme_set_sub_protocol): Set CTX->sub_protocol.
(gpgme_get_sub_protocol): New function.
* op-support.c (_gpgme_op_reset): Set sub protocol.

* Makefile.am (uiserver_components): New variable.
(main_sources):
Add it.
* ops.h, key.c (_gpgme_key_append_name): Take CONVERT argument,
implement it. Adjust callers.
(gpgme_key_from_uid): New function.

* gpgme.h.in (gpgme_protocol_t): Add GPGME_PROTOCOL_DEFAULT.
(gpgme_encrypt_flags_t): Add GPGME_ENCRYPT_PREPARE,
GPGME_ENCRYPT_EXPECT_SIGN.
(gpgme_set_sub_protocol, gpgme_key_from_uid): New functions.
* libgpgme.vers, gpgme.def: Add new functions.
* gpgme.c (gpgme_set_protocol): Add UIServer protocol.
(gpgme_set_sub_protocol): New function.
(gpgme_get_protocol_name): Add UIServer and default protocol.
* assuan-support.c: Return correct error values, implement
socketpair for POSIX.
* priv-io.h, posix-io.c, w32-io.c, w32-glib-io.c,
w32-qt-io.cpp (_gpgme_io_spawn): Add ATFORK and ATFORKVALUE
arguments. Implement it for POSIX. Adjust all callers.
* engine.h, engine-backend.h (_gpgme_engine_set_protocol)
(_gpgme_engine_op_decrypt_verify): New prototypes. Adjust all
users.
* engine.c (engine_ops, gpgme_get_engine_info): Add UIServer
engine.
(_gpgme_engine_set_protocol,
_gpgme_engine_op_decrypt_verify): New
function.
* decrypt-verify.c (decrypt_verify_start): Call
_gpgme_engine_op_decrypt_verify.
* util.h, posix-util.c,
w32-util.c (_gpgme_get_uiserver_socket_path): New function.
* engine-gpgsm.c (gpgsm_set_fd): Fix _gpgme_io_pipe invocation.
* gpgme-tool.c: Some support for UIServer protocol.
* engine-uiserver.c: New file.

2009-11-09 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_new): Close server side FDs.

2009-11-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme-tool.c (struct gpgme_tool): New members write_data and
write_data_hook.
(gt_write_data): New function.
(gt_result): Output vfs_mount result.
(server_write_data): New function.
(gpgme_server): Initialize write_data members.

2009-11-05 Marcus Brinkmann <marcus@g10code.de>

* engine-g13.c (struct engine_g13): Remove members RESULT_CB and
RESULT_CB_VALUE.
(g13_assuan_simple_command, status_handler): Don't use those

anymore.
(g13_transact): Remove them from argument list, too.
* vfs-mount.c (_gpgme_vfs_mount_status_handler): New function.
(_gpgme_op_vfs_mount): Pass it to transact.

* engine-assuan.c (llass_new): Update use of assuan_socket_connect.
* engine-gpgsm.c (gpgsm_new): Update use of assuan_pipe_connect.
* engine-g13.c (g13_new): Likewise.

* priv-io.h (IOSPAWN_FLAG_NOCLOSE): New flag.
* w32-io.c (_gpgme_io_spawn): Implement this flag.
* posix-io.c (_gpgme_io_spawn): Likewise.
* w32-glib-io.c (_gpgme_io_spawn): Likewise.
* assuan-support.c (my_spawn): Set this flag.

* decrypt.c (gpgme_op_decrypt_start): Fix use of debug macro.
* decrypt-verify.c (gpgme_op_decrypt_verify_start): Likewise.
* delete.c (gpgme_op_delete_start): Likewise.
* edit.c (gpgme_op_edit_start, gpgme_op_card_edit_start):
Likewise.
* encrypt.c (gpgme_op_encrypt_start): Likewise.
* encrypt-sign.c (gpgme_op_encrypt_sign_start): Likewise.
* export.c (gpgme_op_export_start, gpgme_op_export_ext_start)
(gpgme_op_export_keys_start,
gpgme_op_export_keys): Likewise.
* genkey.c (gpgme_op_genkey_start): Likewise.
* getauditlog.c (gpgme_op_getauditlog_start): Likewise.
* import.c (gpgme_op_import_start, gpgme_op_import_keys_start):
Likewise.
* opassuan.c (gpgme_op_assuan_transact_start): Likewise.
* sign.c (gpgme_op_sign_start): Likewise.
* verify.c (gpgme_op_verify_start): Likewise.
* vfs-create.c (gpgme_op_vfs_create): Likewise.
* vfs-mount.c (gpgme_op_vfs_mount): Likewise.

2009-11-04 Marcus Brinkmann <marcus@g10code.de>

* ath.h (ath_self): New prototype. Include <stdint.h>
* ath.c, ath-pth.c, ath-pthread.c (ath_self): New function.
* debug.h: Rewrite most macros to beautify debug output.
(_gpgme_debug_buffer): Remove tagname and tag argument.
(_gpgme_debug_frame_begin, _gpgme_debug_frame_end): New prototypes.
* debug.c: Include <time.h>. Don't include assuan.h.
(frame_nr, FRAME_NR): New thread-specific variable and macro.
(debug_init): Do not initialize assuan.
Call _gpgme_debug after
initialization instead using printf directly.
(_gpgme_debug): Do not call debug_init (we now ensure proper

initialization by user). Add timestamp and thread/process ID.
(_gpgme_debug_buffer): Do not take tagname and tag argument.
(_gpgme_debug_frame_begin, _gpgme_debug_frame_end): New functions.
* version.c (gpgme_check_version_internal, gpgme_check_version):
Fix debug string. Do not initialize assuan.
* posix-io.c (get_max_fds): Use 0 not NULL (nicer debug output).

2009-11-04 Werner Koch <wk@g10code.com>

* gpgme-tool.c (register_commands): Add HELP feature.

2009-11-03 Werner Koch <wk@g10code.com>

* gpgme.h.in (GPGME_PROTOCOL_UISERVER): New.

2009-11-03 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (main_sources): Change g13.c to vfs-mount.c. Add
vfs-create.c
* vfs-create.c: New file.
* g13.c: Renamed to ...
* vfs-mount.c: ... this new file.
* gpgme.h.in (gpgme_op_vfs_create): New prototype.
* gpgme.def, libgpgme.vers: Add gpgme_op_vfs_create.
*
gpgme-tool.c (gt_vfs_create, cmd_vfs_create): New functions.
(register_commands): Add VFS_CREATE and CREAET.

2009-11-02 Marcus Brinkmann <marcus@g10code.de>

* debug.h (_gpgme_debug_buffer): Make TAG argument const const.
* debug.c (_gpgme_debug_buffer): Likewise.
* gpgme-tool.c (input_notify, output_notify): Adjust type to new
assuan interface.
* decrypt.c (gpgme_op_decrypt_result): Remove unused variable.
* opassuan.c (gpgme_op_assuan_transact): Fix return value.

2009-10-30 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (noinst_PROGRAMS): New target gpgme-tool.
(gpgme_tool_LDADD): New variable.
* gpgme-tool.c: New file.
* ops.h (_gpgme_sig_notation_clearm _gpgme_signers_clear): New
prototypes.
* gpgme.c (gpgme_set_protocol): Allow GPGME_PROTOCOL_GPGCONF (when
had that gone missing?).
(_gpgme_sig_notation_clear): New function without debug output.
(gpgme_release): Call it and _gpgme_signers_clear.

* signers.c (_gpgme_signers_clear): New
function without debug output.
* g13.c (gpgme_op_vfs_mount): Add debug output.
* assuan-support.c (my_spawn): Allow fd_child_list to be NULL.
* conversion.c (_gpgme_encode_percent_string): Fix infinite loop.
* debug.h: Put tag in front of debug lines, should make for nicer
output.
* engine-assuan.c (llass_new): Use our new system hooks for libassuan.
* engine-g13.c (g13_new): Remove redundant assuan context allocation.
* version.c (gpgme_check_version_internal): Delay debug output
until after gpgme_check_version was called.

2009-10-28 Marcus Brinkmann <marcus@g10code.de>

* signers.c, encrypt-sign.c, encrypt.c, delete.c, keylist.c,
edit.c, import.c, export.c: Fix last change in debug output.

2009-10-27 Marcus Brinkmann <marcus@g10code.de>

* edit.c (gpgme_op_edit_start, gpgme_op_edit)
(gpgme_op_card_edit_start, gpgme_op_card_edit): Add debug output.
* encrypt-sign.c (gpgme_op_encrypt_sign_start)
(gpgme_op_encrypt_sign): Likewise.
* encrypt.c (gpgme_op_encrypt_start,
gpgme_op_encrypt)
(gpgme_op_encrypt_result): Likewise.
* export.c (gpgme_op_export_start, gpgme_op_export)
(gpgme_op_export_ext_start, gpgme_op_export_ext)
(gpgme_op_export_keys_start, gpgme_op_export_keys): Likewise.
* genkey.c (gpgme_op_genkey_start, gpgme_op_genkey)
(gpgme_op_genkey_result): Likewise.
* getauditlog.c (gpgme_op_getauditlog_start)
(gpgme_op_getauditlog): Likewise.
* import.c (gpgme_op_import_result, gpgme_op_import_start)
(gpgme_op_import): Likewise.
* keylist.c (gpgme_op_keylist_result, keylist_colon_handler)
(gpgme_op_keylist_start, gpgme_op_keylist_ext_start)
(gpgme_op_keylist_next, gpgme_op_keylist_end, gpgme_get_key): Likewise.
* opassuan.c (gpgme_op_assuan_transact_start)
(gpgme_op_assuan_transact_ext, gpgme_op_assuan_result)
(gpgme_op_assuan_transact): Likewise.
* signers.c (gpgme_signers_add, gpgme_signers_clear): Likewise.
* trustlist.c (gpgme_op_trustlist_start)
(gpgme_op_trustlist_next, gpgme_op_trustlist_end): Likewise.
* verify.c (gpgme_op_verify_start,
gpgme_op_verify)
(gpgme_op_verify_result): Likewise.

2009-10-26 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h.in (struct gpgme_io_event_done_data)
(gpgme_io_event_done_data_t): New types.
(struct _gpgme_op_assuan_result): Deprecate the err member.
(gpgme_op_assuan_result): Deprecate (for now).
(gpgme_op_assuan_transact_ext): New prototype.
(gpgme_op_assuan_transact): Deprecate.
(struct _gpgme_op_g13_result): Replace with ...
(struct _gpgme_op_vfs_mount_result): ... this.
(gpgme_op_g13_mount): Replace with ...
(gpgme_op_vfs_mount): ... this.
* gpgme.def (gpgme_op_assuan_transact_ext, gpgme_wait_ext)
(gpgme_op_vfs_mount_result, gpgme_op_vfs_mount): New.
(gpgme_op_g13_mount): Remove.
* libgpgme.vers: Likewise.
* engine-backend.h (struct engine_ops): Remove RESULT_CB and
RESULT_CB_VALUE args in opassuan_transact member. Add CANCEL_OP
member.
* ops.h (_gpgme_cancel_with_err, _gpgme_wait_on_condition): Add
OP_ERR argument.
(_gpgme_wait_one_ext):
New prototype.
* context.h (ctx_op_data_id_t): Add OPDATA_VFS_MOUNT.
* engine-g13.c (g13_cancel_op): New function.
(parse_status): Remove declaration.
(g13_assuan_simple_command): Do nothing with status lines for now.
(status_handler): Update opaque value access.
(_gpgme_engine_ops_g13): Add new cancel_op member.
* gpgme.c (_gpgme_cancel_with_err): Add new parameter OP_ERR.
Handle operational errors.
(gpgme_cancel, gpgme_io_read, gpgme_io_write): Add debug output.
* data.c (_gpgme_data_inbound_handler)
(_gpgme_data_outbound_handler): Adjust opaque value access.
* engine-gpg.c (command_handler, status_handler)
(colon_line_handler): Likewise.
* engine-gpgsm.c (status_handler): Likewise.
* engine-gpg.c (_gpgme_engine_ops_gpg): Add cancel_op member.
* engine-gpgsm.c (_gpgme_engine_ops_gpgsm): Likewise.
* g13.c: Rewritten (and will be rewritten again).
* engine.h (_gpgme_engine_op_assuan_transact): Remove result_cb
and result_cb_value parameters from prototype.
(_gpgme_engine_cancel_op):
New prototype.
* engine.c (engine_ops) [! ENABLE_ASSUAN]: Add missing comma.
(_gpgme_engine_op_assuan_transact): Remove result_cb and
result_cb_value parameter.
(_gpgme_engine_cancel_op): New function.

* wait.h (_gpgme_run_io_cb): Add new argument OP_ERR.
(struct io_cb_data): New struct to pass opaque data and get a
op_err return value. Needed because we can't modify I/O callback
handler signature because it is exposed to the user.
* wait.c (_gpgme_run_io_cb): Add OP_ERR parameter. Handle
operational errors.
* wait-user.c (_gpgme_user_io_cb_handler): Handle operational
errors.
* wait-private.c (_gpgme_wait_on_condition): New argument to
retrieve the operational result. Handle operational errors in
session based protocols.
(_gpgme_wait_one_ext): New function.
(_gpgme_wait_one): Pass argument in invocation of
_gpgme_wait_on_condition.
* wait-global.c (struct ctx_list_item): Add member OP_ERR.
(ctx_done): New argument OP_ERR.
(ctx_wait): New argument
OP_ERR.
(gpgme_wait_ext): New function based on gpgme_wait but handling
operational errors.
(gpgme_wait): Implement in term of gpgme_wait_ext.
* keylist.c (gpgme_op_keylist_next): Pass argument in invocation
of _gpgme_wait_on_condition.
* trustlist.c (gpgme_op_trustlist_next): Pass argument in
invocation of _gpgme_wait_on_condition.
* engine-assuan.c (struct engine_llass): Replace members RESULT_CB
and RESULT_CB_VALUE by LAST_OP_ERR.
(_gpgme_engine_assuan_last_op_err): Add this hack function.
(llass_cancel_op): New function.
(_gpgme_engine_llass_ops): Add cancel_op member.
(llass_status_handler): Update opaque value access.
(llass_transact): Remove RESULT_CB and RESULT_CB_VALUE arguments.
* opassuan.c: Move compat hacks to the end of file.
(opassuan_start): Do not set OPD->result.err.
Do not pass RESULT_Cb and CTX to _gpgme_engine_op_assuan_transact.
(gpgme_op_assuan_transact_ext): New function.

* debug.h (DEBUG_GLOBAL): New debug level.
* conversion.c (gnupg_errors,
_gpgme_map_gnupg_error): Removed.
* data-user.c (gpgme_data_new_from_cbs): Add debug output.
* data-fd.c (gpgme_data_new_from_fd): Likewise.
* data-stream.c (gpgme_data_new_from_stream): Likewise.
* decrypt.c (gpgme_op_decrypt_result, gpgme_op_decrypt_start)
(gpgme_op_decrypt): Likewise.
* delete.c (gpgme_op_delete_start, gpgme_op_delete): Likewise.
* decrypt-verify.c (gpgme_op_decrypt_verify_start)
(gpgme_op_decrypt_verify): Likewise.

* sign.c (gpgme_op_sign_result): Fix debug message.
* data-mem.c (gpgme_data_new): Improve debug output.
* verify.c (parse_trust): Use atoi instead of
_gpgme_map_gnupg_error.
* decrypt.c (_gpgme_decrypt_status_handler): Likewise.

2009-10-22 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am: Remove @NETLIBS@ from LIBADDs.
(g13_components): New variable.
(main_sources): Add $(g13_components).
* g13.c, engine-g13.c: New files.
* engine.c (engine_ops): Check for assuan for assuan engine, add
g13 engine.
* util.h (_gpgme_get_g13_path,
_gpgme_encode_percent_string): New
prototypes.
* conversion.c (_gpgme_encode_percent_string): New function.
* gpgme.h.in (gpgme_protocol_t): Add GPGME_PROTOCOL_G13.
(struct _gpgme_op_g13_result, gpgme_g13_result_t): New types.
(gpgme_op_g13_mount): New function.
* gpgme.def, libgpgme.vers: Add gpgme_op_g13_mount.
* gpgme.c (gpgme_set_protocol): Allow GPGME_PROTOCOL_G13.
(gpgme_get_protocol_name): Add GPGME_PROTOCOL_G13.
* posix-util.c (_gpgme_get_g13_path): New function.
* w32-util.c (_gpgme_get_g13_path): New function.
* engine-backend.h (_gpgme_engine_ops_g13): New declaration.

2009-10-20 Marcus Brinkmann <marcus@g10code.de>

* gpgme-config.in (netlibs): Remove.
(assuan_cflags, assuan_libs): Add.

* Makefile.am (assuan_cppflags, assuan_libobjs): Removed.
(gpgsm_components): Move engine-assuan.c to ...
(assuan_components): ... this new variable.
(main_sources): Add this new variable.
(AM_CPPFLAGS): Remove $(assuan_cppflags).
(AM_CFLAGS): Add @LIBASSUAN_CFLAGS@.
(libgpgme_la_DEPENDENCIES,
libgpgme_pth_la_DEPENDENCIES)
(libgpgme_glib_la_DEPENDENCIES, libgpgme_qt_la_DEPENDENCIES)
(libgpgme_pthread_la_DEPENDENCIES): Remove $(assuan_libobjs).
(libgpgme_la_LIBADD, libgpgme_pth_la_LIBADD)
(libgpgme_glib_la_LIBADD, libgpgme_qt_la_LIBADD))
(libgpgme_pthread_la_LIBADD): Replace $(assuan_libobjs) by
@LIBASSUAN_LIBS@.
* priv-io.h [!HAVE_W32_SYSTEM]: Declare _gpgme_io_recvmsg,

_gpgme_io_sendmsg, _gpgme_io_waitpid.
* engine-backend.h: Define with [ENABLE_ASSUAN] instead
of [ENABLE_GPGSM].
* posix-io.c (_gpgme_io_waitpid): Make non-static.
* util.h (ENABLE_ASSUAN): Declare _gpgme_assuan_system_hooks,
_gpgme_assuan_malloc_hooks, _gpgme_assuan_log_cb.
* engine-gpgsm.c: Don't map assuan error codes. Use
assuan_release instead of assuan_disconnect.
(map_assuan_error): Remove function.
(gpgsm_new): Use new assuan context interface.
* engine-assuan.c: Use assuan_release instead of
assuan_disconnect.
(llass_new): Use new assuan context
interface.

2009-10-07 <wk@g10code.com>

* priv-io.h [W32]: Include windows.h instead of sys/socket.h.

2009-08-06 Werner Koch <wk@g10code.com>

* op-support.c (_gpgme_parse_inv_recp): Allow for no fingerprint.

* engine-gpgsm.c (gpgsm_sign): Hook up the status func for the
SIGNER command.
* gpgme.h.in (GPGME_STATUS_INV_SGNR, GPGME_STATUS_NO_SGNR): New.
* sign.c (op_data_t): Add fields IGNORE_INV_RECP and INV_SGNR_SEEN.
(_gpgme_op_sign_init_result): Factor code out to ...
(sign_init_result): .. new. Init new fields.
(sign_start): Use sign_init_result.
(_gpgme_sign_status_handler): Take care of the new INV_SGNR.
Return an error if no signature has been created.

2009-07-07 Werner Koch <wk@g10code.com>

* engine-gpgsm.c (struct engine_gpgsm): Add fields
input_helper_data and input_helper_memory.
(close_notify_handler): Release these new fields.
(gpgsm_import): Implement the keyarray feature.

* engine-gpg.c (gpg_import): Actually return GPG_ERR_INV_VALUE.

*
engine-gpgsm.c (gpgsm_import): Return an error for unknown data
encodings.

2009-06-22 Marcus Brinkmann <marcus@g10code.de>

* debug.h: Everywhere, use %p instead of 0x%x to print pointer.
[HAVE_STDINT_H]: Include <stdint.h>.
(_TRACE, TRACE, TRACE0, TRACE1, TRACE2, TRACE3, TRACE6): Cast tag
to (uintptr_t) before casting it to (void*) to silence GCC
warning.

* gpgme.h.in (_GPGME_DEPRECATED_OUTSIDE_GPGME): New macro.
* sign.c (_GPGME_IN_GPGME): Define it.
* keylist.c (_GPGME_IN_GPGME): Define it.

* debug.c (_gpgme_debug_begin, _gpgme_debug_add): Handle error in
vasprintf and asprintf.

* priv-io.h: Include <sys/socket.h>. Declare _gpgme_io_connect.

2009-06-18 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h.in (GPGME_CONF_PATHNAME): Revert last change, it's
back! (GPA still uses it...).

* gpgme.def: Fix stupid typo.
* w32-io.c (_gpgme_io_pipe): Add missing declaration.

* gpgme.h.in (GPGME_CONF_PATHNAME): Remove obsolete macro.

* w32-io.c (_gpgme_io_pipe): Allocate
reader/writer thread right
away.
(_gpgme_io_read, _gpgme_io_write, _gpgme_io_select)
(_gpgme_io_dup): Never allocate threads here.
(find_writer, find_reader): Check return value of thread creation
function.

* context.h (CTX_OP_DATA_MAGIC): New macro.
(struct ctx_op_data): New member MAGIC.
* op-support.c (_gpgme_op_data_lookup): Initialize magic.
* gpgme.c (gpgme_result_unref, gpgme_result_ref): Check magic.

2009-06-16 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_result_unref): Hot fix to release a lock.

* gpgme.c (result_ref_lock): New global variable.
(gpgme_result_ref, gpgme_result_unref): use it.

2009-06-16 Werner Koch <wk@g10code.com>

* version.c: Include stdlib.h.

* gpgme.h.in (gpgme_data_encoding_t): Add GPGME_DATA_ENCODING_URL,
GPGME_DATA_ENCODING_URLESC, GPGME_DATA_ENCODING_URL0.
* data.c (gpgme_data_set_encoding): Adjust for new values.
* engine-gpg.c (string_from_data): New.
(gpg_import): Implement --fetch-key feature.

* gpgme.h.in
(gpgme_op_export_keys_start, gpgme_op_export_keys): New.
* gpgme.def, libgpgme.vers: Add them.
* export.c (gpgme_op_export_keys_start, gpgme_op_export_keys): New.
(export_keys_start): New.

* gpgme.h.in (gpgme_export_mode_t, GPGME_EXPORT_MODE_EXTERN): New.
(gpgme_op_export_start, gpgme_op_export, gpgme_op_export_ext_start)
(gpgme_op_export_ext): Change arg RESERVED to MODE of new
compatible type.
* export.c (gpgme_export_ext_start, gpgme_op_export)
(gpgme_op_export_ext_start, gpgme_op_export_ext): Ditto.
(export_start): Ditto.
* engine.c (_gpgme_engine_op_export): Ditto.
* engine-backend.h (struct engine_ops): Ditto.
* engine-gpgsm.c (gpgsm_export, gpgsm_export_ext): Ditto.
* engine-gpg.c (gpg_export, gpg_export_ext): Ditto. Implement
mode EXTERN.
(gpg_export, gpg_export_ext): Factor common code out to ..
(export_common): .. this.

* gpgme.h.in (gpgme_op_import_keys_start, gpgme_op_import_keys): New.
* gpgme.def, libgpgme.vers: Add them.
* import.c (gpgme_op_import_keys_start,
gpgme_op_import_keys): New.
(_gpgme_op_import_keys_start): New.
* engine.c (_gpgme_engine_op_import): Add arg KEYARRAY.
* engine-backend.h (struct engine_ops): Ditto.
* engine-gpgsm.c (gpgsm_import): Ditto. Not functional.
* engine-gpg.c (gpg_import): Ditto. Implement it.

2009-06-15 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h.in (gpgme_result_ref, gpgme_result_unref): Add
prototypes.
* gpgme.def, libgpgme.vers (gpgme_result_ref, gpgme_result_unref):
Add these.
* context.h (struct ctx_op_data): Add member "references".
* gpgme.c (gpgme_result_ref, gpgme_result_unref): New functions.
(_gpgme_release_result): Use gpgme_result_unref.
* op-support.c (_gpgme_op_data_lookup): Initialize references.

2009-06-12 Werner Koch <wk@g10code.com>

* gpgme-w32spawn.c (translate_get_from_file): Parse optional spawn
flags. Add new arg R_FLAGS. Fix segv on file w/o LF.
(translate_handles): Add new arg R_FLAGS. Avoid possible segv.
(main): Pass flags for my_spawn.
(my_spawn):
Add arg FLAGS and implement AllowSetForegroundWindow.

* priv-io.h (IOSPAWN_FLAG_ALLOW_SET_FG): New.
* w32-io.c (_gpgme_io_spawn): Add arg FLAGS and implement it.
* w32-glib-io.c (_gpgme_io_spawn): Ditto.
* w32-qt-io.cpp (_gpgme_io_spawn): Ditto.
* posix-io.c (_gpgme_io_spawn): Add dummy arg FLAGS.
* engine-gpg.c (start): Call spawn with new flag.

* w32-util.c (_gpgme_allow_set_foregound_window): Rename to
_gpgme_allow_set_foreground_window. Change all callers.
* posix-util.c (_gpgme_allow_set_foreground_window): Ditto.

2009-06-10 Werner Koch <wk@g10code.com>

* w32-util.c (_gpgme_allow_set_foregound_window): Add trace support.

2009-06-09 Werner Koch <wk@g10code.com>

* engine-gpg.c (gpg_io_event): Test for cmd.fd.

* version.c (gpgme_check_version_internal): Make result const.

* gpgme.c: Include priv-io.h.
(gpgme_io_read, gpgme_io_write): New.
* libgpgme.vers (GPGME_1.1): Add them.
* gpgme.def: Ditto.

* Makefile.am (main_sources): Remove gpgme.h.
(include_HEADERS):
Rename to nodist_include_HEADERS so that a
VPATH build won't use the distributed one.

* util.h (GPG_ERR_NOT_OPERATIONAL): Define.

2009-05-28 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h.in (gpgme_check_version_internal): New prototype.
(gpgme_check_version): New macro, overriding function of the same
name.

* libgpgme.vers, gpgme.def: Add gpgme_check_version_internal.o
* context.h (_gpgme_selftest): New variable declaration.
* version.c: Include "context.h".
(gpgme_check_version): Set _gpgme_selftest on success.
(gpgme_check_version_internal): New function.
* gpgme.c (_gpgme_selftest): Define it.
(gpgme_new): Check the selftest result.

2009-05-18 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h.in (gpgme_encrypt_flags_t): Add
GPGME_ENCRYPT_NO_ENCRYPT_TO.
* engine-gpg.c (gpg_encrypt): Pass --no-encrypt-to to gpg if
GPGME_ENCRYPT_NO_ENCRYPT_TO flag is set.

2009-05-14 Werner Koch <wk@g10code.com>

* gpgme.h.in (gpgme_status_code_t):
Explicitly initialize for
better maintainability and to help debugging.

2009-05-05 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h.in: Add compile time check for _FILE_OFFSET_BITS.

2009-04-15 Marcus Brinkmann <marcus@g10code.de>

* posix-io.c (_gpgme_io_socket, _gpgme_io_connect): New functions.
* w32-io.c (_gpgme_io_connect): Fix stupid error.

2009-04-08 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c (giochannel_table): New members used, fd, socket.
(find_channel): Drop CREATE argument.
(new_dummy_channel_from_fd, new_channel_from_fd)
(new_channel_from_socket): New functions.
(_gpgm_io_fd2str): Implement for sockets.
(_gpgme_io_write, _gpgme_io_read): Translate EAGAIN errors
correctly.
(_gpgme_io_pipe): Fix for new channel bookkeeping.
(_gpgme_io_close, _gpgme_io_dup): Likewise.
(wsa2errno, _gpgme_io_socket, _gpgme_io_connect): New.
* w32-io.c (MAX_READERS, MAX_WRITERS): Bump up to 40.
(wsa2errno, _gpgme_io_socket, _gpgme_io_connect): New.
* w32-qt-io.cpp
(_gpgme_io_socket, _gpgme_io_connect): New stubs.
* version.c [HAVE_W32_SYSTEM]: Include "windows.h.
(do_subsystem_inits) [HAVE_W32_SYSTEM]: Call WSAStartup.

* engine-assuan.c (llass_status_handler): Ignore EAGAIN errors.

2009-03-18 Werner Koch <wk@g10code.com>

* gpgme.h.in (GPGME_KEYLIST_MODE_EPHEMERAL): New.
* engine-gpgsm.c (gpgsm_keylist): Send new option.

2009-03-13 Werner Koch <wk@g10code.com>

* gpgme-config.in: Make sure locale is set to C.

2009-02-24 Werner Koch <wk@g10code.com>

* gpgme.h.in (struct _gpgme_op_assuan_result): New.
(gpgme_assuan_result_t): New.
(gpgme_op_assuan_result): Change return type.
(struct _gpgme_assuan_sendfnc_ctx)
(gpgme_assuan_sendfnc_ctx_t, gpgme_assuan_sendfnc_t):Remove.
(gpgme_assuan_inquire_cb_t): Changed.
* opassuan.c (op_data_t): Make use of a result structure.
(gpgme_op_assuan_result): Change return type.
(opassuan_start): Use result structure.
(result_cb): Ditto.
* engine-assuan.c (struct _gpgme_assuan_sendfnc_ctx):
Remove.
(inquire_cb_sendfnc): Remove.
(inquire_cb): Change for new callback scheme. Not yet finished.
(llass_status_handler): Allow sending a CANCEL from the inquire CB.

2009-02-04 Werner Koch <wk@g10code.com>

* w32-glib-io.c (_gpgme_io_spawn): Make ARGV argument const to
match prototype.
* w32-qt-io.cpp (_gpgme_io_spawn): Ditto.

2009-02-03 Werner Koch <wk@g10code.com>

* gpgme.h.in (struct _gpgme_subkey): Add fields IS_CARDKEY and
CARD_NUMBER..
* key.c (gpgme_key_unref): Release field CARD_NUMBER.
* keylist.c (keylist_colon_handler): Factor common code out to ...
(parse_sec_field15): New. Set card number.

2009-01-26 Werner Koch <wk@g10code.com>

* opassuan.c, dirinfo.c, engine-assuan.c: New.
* Makefile.am: Add them.
* engine-backend.h: Add _gpgme_engine_ops_assuan.

(struct engine_ops): Add field OPASSUAN_TRANSACT. Update all
engine intializers.
* Makefile.am (gpgsm_components): Add engine-assuan.c.
* gpgme.h.in (gpgme_protocol_t): Add GPGME_PROTOCOL_ASSUAN.
(gpgme_assuan_data_cb_t,
gpgme_assuan_sendfnc_ctx_t)
(gpgme_assuan_inquire_cb_t, gpgme_assuan_status_cb_t): New.
(gpgme_op_assuan_transact_start, gpgme_op_assuan_transact): New.
* gpgme.c (gpgme_get_protocol_name): Ditto.
(gpgme_set_protocol): Support it.
* engine.c (gpgme_get_engine_info): Ditto.
(engine_ops): Register it.
(_gpgme_engine_op_assuan_transact): New.
* libgpgme.vers (gpgme_op_assuan_transact_start)
(gpgme_op_assuan_transact): New.
* gpgme.def (gpgme_op_assuan_transact_start)
(gpgme_op_assuan_transact): New.
* engine-backend.h (struct engine_ops): Add GET_HOME_DIR and
initialize to NULL for all engines.
* engine.c (engine_get_home_dir): New.
(gpgme_get_engine_info): Use it.
(_gpgme_set_engine_info): Use it.
* engine.h (engine_assuan_result_cb_t): New.
* context.h (ctx_op_data_id_t): Add OPDATA_ASSUAN.

* util.h (GPG_ERR_UNFINISHED): Define if not yet defined.

* version.c (gpgme_check_version): Protect trace arg against NULL.

2009-01-19 Werner
Koch <wk@g10code.com>

* rungpg.c: Rename to engine-gpg.c
* Makefile.am (main_sources): Ditto.

2008-12-03 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (status-table.h): Use $(builddir) to find gpgme.h.

2008-11-18 Werner Koch <wk@g10code.com>

* version.c (do_subsystem_inits): Always initialize I/O
subsystem. Fixes regression from 2007-08-02.

* decrypt.c (_gpgme_decrypt_status_handler): Use
_gpgme_map_gnupg_error to parse the error code for decrypt.algorithm.

2008-10-30 Marcus Brinkmann <marcus@g10code.de>

* wait-private.c (_gpgme_wait_on_condition): Remove unused
variable IDX.
* wait-global.c: Include ops.h to silence gcc warning.
(_gpgme_wait_global_event_cb): Pass error value directly.
* wait-user.c: Include ops.h to silence gcc warning.

* posix-io.c (_gpgme_io_spawn): Make ARGV argument const to
silence gcc warning. Cast argument to execv to silence warning.
* w32-io.c (_gpgme_io_spawn): Likewise.
* priv-io.h (_gpgme_io_spawn): Likewise for
prototype.

2008-10-24 Werner Koch <wk@g10code.com>

* rungpg.c (gpg_keylist_preprocess): Escape backslashes too.

2008-10-23 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (gpg_keylist_preprocess): Convert percent escaped
string to C coded string.

2008-10-20 Werner Koch <wk@g10code.com>

* Makefile.am (EXTRA_DIST): Add gpgme.h.in.

* gpgme.h: Rename to gpgme.h.in.
* gpgme.h.in (GPGME_VERSION): Use autoconf substitution.

* posix-io.c: Include sys/uio.h. Fixes bug #818.

2008-10-18 Marcus Brinkmann <marcus@g10code.com>

* w32-util.c (find_program_in_registry): Don't define.
(_gpgme_get_gpg_path, _gpgme_get_gpgsm_path)
(_gpgme_get_gpgconf_path): Do not check for fooProgram in the
registry anymore. It is now no longer possible to overwrite the
default location in that way.

2008-10-17 Werner Koch <wk@g10code.com>

* w32-glib-io.c (_gpgme_io_fd2str): Use "%d" and not "%ld" to work
around a bug in mingw32.

2008-09-23 Marcus Brinkmann <marcus@g10code.com>

*

gpgme.c (gpgme_sig_notation_clear): Clear CTX->sig_notations.
Submitted by "Daniel Mueller" <daniel@danm.de>

2008-09-16 Marcus Brinkmann <marcus@g10code.com>

* rungpg.c (gpg_new): Don't use errno with ttyname_r.

2008-08-11 Marcus Brinkmann <marcus@g10code.com>

* rungpg.c (gpg_cancel): Remove cmd fd before status fd.
* gpgme.c (_gpgme_cancel_with_err): New function.
(gpgme_cancel): Reimplement in terms of _gpgme_cancel_with_err.
* wait-private.c (_gpgme_wait_on_condition): Use
_gpgme_cancel_with_err.
* wait-user.c (_gpgme_user_io_cb_handler): Likewise.
* wait-global.c (_gpgme_wait_global_event_cb, gpgme_wait): Likewise.

2008-08-08 Marcus Brinkmann <marcus@g10code.com>

* rungpg.c (command_handler): Remove I/O callback on error, too.

2008-06-29 Marcus Brinkmann <marcus@g10code.com>

* gpgme.c (gpgme_cancel_async): Remove unused variable.

2008-06-27 Marcus Brinkmann <marcus@g10code.de>

* libgpgme.vers: Add gpgme_cancel_async.
* gpgme.def: Likewise.

* context.h:
Include "sema.h".
(struct gpgme_context): New members lock and canceled.
* gpgme.c (gpgme_new): Initialize lock.
(gpgme_release): Destroy lock.
(gpgme_cancel_async): New function.
* op-support.c (_gpgme_op_reset): Reset the canceled flag.
* wait-global.c (gpgme_wait): Check cancel flag before processing
any I/O callbacks.
* wait-private.c (_gpgme_wait_on_condition): Likewise.
* wait-user.c (_gpgme_user_io_cb_handler): Likewise.

2008-06-26 Werner Koch <wk@g10code.com>

* w32-util.c (_gpgme_mkstemp): Replace sprint by stpcpy.
(mkstemp): Need to use GetSystemTimeAsFileTime for better
compatibility.

2008-06-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme-w32spawn.c: New file.
* Makefile.am (libexec_PROGRAMS) [HAVE_W32_SYSTEM]: New variable
with gpgme-w32spawn.
* engine-gpgsm.c (gpgsm_new): Use server translated handles.
(gpgsm_set_locale): Return early if locale value is NULL.
* util.h (_gpgme_mkstemp)
(_gpgme_get_w32spawn_path) [HAVE_W32_SYSTEM]: New function
prototypes.
*
w32-util.c: Include <stdint.h>, <sys/stat.h> and <unistd.h>.
(letters, mkstemp, _gpgme_mkstemp, _gpgme_get_w32spawn_path): New
functions.
* rungpg.c (gpg_decrypt, gpg_encrypt, gpg_encrypt_sign)
(gpg_genkey, gpg_import, gpg_verify, gpg_sign): Pass data over
special filename FD rather than stdin.
(struct arg_and_data_s): Add member ARG_LOCP.
(struct fd_data_map_s): Add member ARG_LOC.
(struct engine_gpg): Add member ARG_LOC to status and colon.
(_add_arg, add_arg_with_locp): New function.
(add_arg_ext): Reimplement in terms of _add_arg.
(gpg_new): Remember argument location for status FD.
(build_argv): Set argument location if requested. Also set
argument location of fd_data_map for data items.
(start): Adjust caller of _gpgme_io_spawn.
* priv-io.h (struct spawn_fd_item_s): Add members peer_name and
arg_loc.
(_gpgme_io_spawn): Remove parent fd list argument.
* posix-io.c (get_max_fds): New function.
(_gpgme_io_dup): Add tracing.
(_gpgme_io_spawn):
Remove parent fd list. Change meaning of child
fd list to contain all child fds that should be inherited. Close
all other file descriptors after fork.
* w32-io.c, w32-glib-io.c, w32-qt-io.c(_gpgme_io_spawn): Remove
parent fd list. Change meaning of child fd list to contain all
child fds that should be inherited. Do not inherit any file
descriptors, but DuplicateHandle them. Spawn process through
wrapper process. Provide wrapper process with a temporary file
containing handle translation data. Return translated handle
names.
* w32-io.c (reader): Add more tracing output.
(_gpgme_io_read): Likewise.
* engine-gpgconf.c (gpgconf_read): Adjust caller of
_gpgme_io_spawn.
* version.c (_gpgme_get_program_version): Likewise.

2008-06-20 Werner Koch <wk@g10code.com>

* engine-gpgconf.c (gpgconf_read): Change ARGV initialization for
compatibility with old compilers. Fix amount of memmove. Fix
CR removal.

2008-06-19 Werner Koch <wk@g10code.com>

* gpgme.h (GPGME_CONF_PATHNAME):
Replace by GPGME_CONF_FILENAME,
change all callers and provide compatibility macro.
(gpgme_conf_type_t): Add complex types 34..37.
* engine-gpgconf.c (gpgconf_parse_option, arg_to_data)
(_gpgme_conf_arg_new, _gpgme_conf_arg_release): Add new types.

2008-06-19 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgconf.c (gpgconf_parse_option): Fix comma detection.

2008-05-09 Werner Koch <wk@g10code.com>

* engine-gpgconf.c (gpgconf_read): Do not pass empty lines to the
callback.

2008-05-07 Werner Koch <wk@g10code.com>

* engine-gpgconf.c (gpgconf_write): Change argv[0] to a
self-explaining string. Needs a proper fix, though.

* rungpg.c (gpg_keylist, gpg_keylist_ext): Factor common code out
to ..
(gpg_build_keylist_options): .. new. Allow combination of extern
and intern mode.
(gpg_new): DFT_TTYNAME is an array, thus check the first character.

2008-05-06 Werner Koch <wk@g10code.com>

* version.c (extract_version_string): New.
(_gpgme_get_program_version):
Use it to allow for suffixes in the
version line.

2008-04-28 Werner Koch <wk@g10code.com>

* engine-gpgconf.c (gpgconf_read): Fixed segv. Avoid memmove for
each line.

2008-04-22 Marcus Brinkmann <marcus@g10code.de>

* w32-qt-io.cpp, kdpipeiodevice.cpp: New versions from Frank
Osterfeld, implement blocking select.

2008-03-11 Marcus Brinkmann <marcus@g10code.de>

* data.c (gpgme_data_read, gpgme_data_write): Retry on EINTR.

2008-03-06 Marcus Brinkmann <marcus@g10code.de>

* key.c (_gpgme_key_add_sig): Terminate UID in case SRC is NULL.
Reported by Marc Mutz.

2008-03-05 Marcus Brinkmann <marcus@g10code.de>

* decrypt.c (release_op_data): Release OPD->result.recipients.
* encrypt.c (release_op_data): Release invalid_recipient.

2008-02-15 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgconf.c (gpgconf_read): Fix end-of-line handline.

2008-02-14 Werner Koch <wk@g10code.com>

* w32-io.c (_gpgme_io_spawn): Add arg R_PID to return the pid.
* posix-io.c
(_gpgme_io_spawn): Ditto.
* w32-glib-io.c (_gpgme_io_spawn): Ditto.
* w32-qt-io.cpp (_gpgme_io_spawn): Ditto.
* priv-io.h (_gpgme_io_spawn): Adjust prototyp and change all callers.
* rungpg.c (start): Call _gpgme_allow_set_foregound_window.

* w32-util.c (_gpgme_allow_set_foregound_window): New.
* posix-util.c (_gpgme_allow_set_foregound_window): New.
* engine-gpgsm.c (default_inq_cb): New.
(gpgsm_new) [W32]: Enable pinentry notifications.
(status_handler): Handle inquiries.

2008-01-30 Marcus Brinkmann <marcus@g10code.de>

* kdpipeiodevice.cpp: New version by Frank Osterfeld, fixes race
condition.

2008-01-28 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (map_input_enc): Rename to ...
(map_data_enc): ... this. Also change all callers.
(gpgsm_encrypt, gpgsm_export, gpgsm_export_ext, gpgsm_genkey)

(gpgsm_sign): Set encoding for output.

2008-01-28 Werner Koch <wk@g10code.com>

* keylist.c (gpgme_get_key): Skip duplicated keys. Fixes bug 876.

2008-01-14
Marcus Brinkmann <marcus@g10code.de>

* engine-gpgconf.c (gpgconf_config_load_cb): Fix program_name
field.

2008-01-10 Marcus Brinkmann <marcus@g10code.de>

* kdpipeiodevice.cpp: New version from Frank Osterfeld.

* engine-gpgconf.c (gpgconf_config_load_cb2): Handle the flag
NO_ARG_DESC.

2008-01-04 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (gpgconf_components): New variable.
(main_sources): Add gpgconf.c.
* gpgme.h (gpgme_protocol_t): New protocol GPGME_PROTOCOL_GPGCONF.
(gpgme_conf_level_t, gpgme_conf_type_t, gpgme_conf_arg_t)
(gpgme_conf_opt_t, gpgme_conf_comp_t, gpgme_conf_arg_new)
(gpgme_conf_arg_release, gpgme_conf_opt_change)
(gpgme_conf_release, gpgme_op_conf_load, gpgme_op_conf_save): New
types.
* gpgconf.c, engine-gpgconf.c: New files.
* engine.h: (_gpgme_engine_op_conf_load,
(_gpgme_engine_op_conf_save): New prototypes.
* op-support.c (_gpgme_op_reset): Ignore not implemented locale
function.
* posix-util.c (_gpgme_get_gpgconf_path): New
function.
* w32-util.c (_gpgme_get_gpgconf_path): New function.
* engine-gpgsm.c:
(_gpgme_engine_ops_gpgsm): Add stubs for conf_load and conf_save.
* rungpg.c:
(_gpgme_engine_ops_gpg): Add stubs for conf_load and conf_save.
* gpgme.def: Add new gpgconf related interfaces.
* libgpgme.vers: Likewise.
* util.h (_gpgme_get_gpgconf_path): New prototype.
* gpgme.h (gpgme_protocol_t): Add GPGME_PROTOCOL_GPGCONF.
* engine-backend.h (_gpgme_engine_ops_gpgconf): New prototype.
(struct engine_ops): Add members for conf_load and conf_save.
* engine.c (engine_ops): Add _gpgme_engine_ops_gpgconf.

(_gpgme_engine_op_conf_load,
(_gpgme_engine_op_conf_save): New functions.
(gpgme_get_engine_info): Allow protocol GPGME_PROTOCOL_GPGCONF.

2007-11-28 Marcus Brinkmann <marcus@g10code.de>

* w32-util.c (_gpgme_get_gpg_path, _gpgme_get_gpgsm_path): Search
for installation directory. Remove old fallback default.
(find_program_in_inst_dir): New function.

2007-11-26 Werner Koch <wk@g10code.com>

*
engine-gpgsm.c (struct engine_gpgsm): Add field INLINE_DATA and
always reset it before calling start.
(gpgsm_new): Clear it.
(status_handler): Implement it.
(gpgsm_getauditlog) [USE_DESCRIPTOR_PASSING]: Use INLINE_DATA.

2007-11-23 Werner Koch <wk@g10code.com>

* op-support.c (_gpgme_op_reset): Implement a no-reset flag.
* getauditlog.c (getauditlog_start): Use that flag.

2007-11-20 Werner Koch <wk@g10code.com>

* op-support.c (_gpgme_parse_inv_recp): Add new reason code 11.

2007-11-22 Werner Koch <wk@g10code.com>

* gpgme.h (gpgme_op_getauditlog_start, gpgme_op_getauditlog): New.
* libgpgme.vers: Ditto.
* gpgme.def: Ditto.
* getauditlog.c: New.
* engine-backend.h (struct engine_ops): Add member GETAUDITLOG.
* engine-gpgsm.c (gpgsm_getauditlog): New.
(_gpgme_engine_ops_gpgsm): Insert new function.
(gpgsm_new): Try to enable audit log support.
* rungpg.c (_gpgme_engine_ops_gpg): Insert dummy entry.

2007-11-12 Marcus Brinkmann <marcus@g10code.de>

*
kdpipeiodevice.cpp: New version from Frank Osterfeld.

2007-10-11 Marcus Brinkmann <marcus@g10code.de>

* kdpipeiodevice.cpp: New version from Frank Osterfeld.

2007-10-09 Marcus Brinkmann <marcus@g10code.de>

* kdpipeiodevice.cpp: New version from Frank Osterfeld and Marc
Mutz.

2007-10-05 Marcus Brinkmann <marcus@g10code.de>

* kdpipeiodevice.cpp, w32-qt-io.cpp: New versions from Frank
Osterfeld.

2007-10-04 Marcus Brinkmann <marcus@g10code.de>

* kdpipeiodevice.h, kdpipeiodevice.cpp, kdpipeiodevice.moc,
w32-qt-io.cpp: New versions from Frank Osterfeld.

2007-10-02 Marcus Brinkmann <marcus@g10code.de>

* kdpipeiodevice.cpp, kdpipeiodevice.moc: New versions.
* w32-qt-io.cpp (_gpgme_io_fd2str): Print actual_fd if available.
(_gpgme_io_dup): Only acquire a reference, do not actually dup.
Submitted by Frank Osterfeld.

* priv-io.h, engine-gpgsm.c: Add comments.
* w32-qt-io.cpp (_gpgme_io_select): Remove code handling frozen FDs.
* w32-glib-io.c (_gpgme_io_close):
Always dereference the channel,
even if not primary.
(_gpgme_io_dup): Acquire a reference. Replace unused
implementation by assertion.

2007-09-28 Werner Koch <wk@g10code.com>

* engine-gpgsm.c (iocb_data_t): Add SERVER_FD_STR.
(gpgsm_new): Set it.
(gpgsm_set_fd): Use it.

* w32-glib-io.c (find_channel): Add a new primary flag.
(_gpgme_io_close): Close channel only if primary.
(_gpgme_io_dup): Put newfd into the table as shallow copy.

* priv-io.h (struct io_select_fd_s): Remove member FROZEN.
* w32-io.c (_gpgme_io_select): Ditto.
* w32-glib-io.c (_gpgme_io_select): Ditto.

* posix-io.c (_gpgme_io_select): Ditto.
* rungpg.c (read_status): Ditto.
* wait.c (fd_table_put): Ditto.

* rungpg.c (gpg_io_event): Add tracing.
(start): Use gpg_io_event for sending the start event.
* engine-gpgsm.c (gpgsm_io_event): Add tracing.
(start): Use gpgsm_io_event for sending the start event.
* wait.c (_gpgme_add_io_cb, _gpgme_run_io_cb): Add tracing.

2007-09-28 Marcus Brinkmann
<marcus@g10code.de>

* kdpipeiodevice.moc, w32-qt-io.cpp, kdpipeiodevice.cpp: New
versions from Frank Osterfeld.

2007-09-27 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c (_gpgme_io_spawn),
w32-qt-io.cpp (_gpgme_io_spawn), w32-io.c (_gpgme_io_spawn): Close
the process handle, return 0.

* gpgme.h (gpgme_protocol_t): Add GPGME_PROTOCOL_UNKNOWN.
* gpgme.c (gpgme_get_protocol_name): Implement support for
GPGME_PROTOCOL_UNKNOWN.

* kdpipeiodevice.h: Fix last change.

* w32-glib-io.c (_gpgme_io_pipe), w32-qt-io.c (_gpgme_io_pipe),
w32-io.c (_gpgme_io_pipe), posix-io.c (_gpgme_io_pipe): Fix debug
output.

2007-09-25 Marcus Brinkmann <marcus@g10code.de>

* conversion.c, keylist.c: Include <sys/types.h>.

* kdpipeiodevice.h: Use namespace _gpgme_.
* kdpipeiodevice.cpp: Use namespace _gpgme_.
[Q_OS_WIN32 && NOMINMAX]: Do not define NOMINMAX again.
* w32-qt-io.cpp: Change namespace of KDPipeIODevice to
gpgme::KDPipeIODevice.

2007-09-17 Werner Koch <wk@g10code.com>

*
rungpg.c (gpg_new): Make robust against undefined ttyname or
ttytype.

2007-09-14 Werner Koch <wk@g10code.com>

* data-mem.c (gpgme_data_release_and_get_mem): Fix tracing bug.

2007-09-14 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_release): Call gpgme_sig_notation_clear.

2007-09-13 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (gpg_new): Handle return value of _gpgme_getenv (fixes
small memory leak).

2007-09-07 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (libgpgme_qt_la_SOURCES): Move
moc_kdpipeiodevice.cpp to EXTRA_DIST, as this is only included by
another file (it's more like a header file than a cpp file, but
automake doesn't know that).

* w32-qt-io.cpp (_gpgme_io_spawn): Fix several cast errors and typos.
* w32-io.c (_gpgme_io_write): Use TRACE_SYSRES instead of TRACE_SYS.
(libgpgme_qt_la_LIBADD): Add QT4_CORE_LIBS, not QT4_CORE_LIB.

* kdpipeiodevice.h, kdpipeiodevice.cpp, moc_kdpipeiodevice.cpp,
kdpipeiodevice.moc, w32-qt-io.c:
New files.
* Makefile.am (ltlib_gpgme_extra): Rename to ltlib_gpgme_glib.
(ltlib_gpgme_qt): New variable.
(lib_LTLIBRARIES): Add $(ltlib_gpgme_qt).
(libgpgme_qt_la_SOURCES): New variable.
(AM_CPPFLAGS): Add @QT4_CORE_INCLUDES@
(AM_CFLAGS): Add @QT4_CORE_CFLAGS@.
(libgpgme_qt_la_LDFLAGS, libgpgme_qt_la_DEPENDENCIES)
(libgpgme_qt_la_LIBADD): New variables.

* sema.h (struct critsect_s): Rename "private" to "priv" to make
C++ users happy. Change users.
* posix-sema.c (_gpgme_sema_cs_enter, _gpgme_sema_cs_leave)
(_gpgme_sema_cs_destroy): Likewise.
* w32-sema.c (critsect_init, _gpgme_sema_cs_enter)
(_gpgme_sema_cs_leave, _gpgme_sema_cs_destroy): Likewise.
* w32-glib-io.c (gpgme_get_giochannel): Change return type to
void*.
(gpgme_get_fdptr): New function.
* w32-io.c (gpgme_get_fdptr): New function
* gpgme.def: Add gpgme_get_fdptr.

2007-08-22 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c (_gpgme_io_write): Return early if COUNT is zero.

(writer): Remove superfluous
check.

2007-08-20 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Move include of gpg-error.h out of extern "C".

2007-08-07 Werner Koch <wk@g10code.com>

* gpgme.h (struct _gpgme_signature): Add member CHAIN_MODEL.
* verify.c (parse_trust): Set Chain_MODEL.

2007-08-02 Werner Koch <wk@g10code.com>

* w32-glib-io.c (_gpgme_io_spawn): Use DETACHED_PROCESS flag.
* w32-io.c (_gpgme_io_spawn): Ditto.
(_gpgme_io_write): Map ERROR_NO_DATA to EPIPE.
* debug.c (_gpgme_debug): Enable assuan logging.
(_gpgme_debug_subsystem_init): New.
* version.c (do_subsystem_inits): Disable assuan logging and
initialize the debug system.
(gpgme_check_version): Do not trace before the subsystems are
initialized.

2007-07-17 Marcus Brinkmann <marcus@g10code.de>

* debug.c: Include <errno.h> and "debug.h".
(_gpgme_debug): Save and restore ERRNO.
(TOHEX): New macro.
(_gpgme_debug_buffer): New function.
* conversion.c, data-compat.c, data-mem.c, data.c, engine-gpgsm.c,
gpgme.c,
keylist.c, posix-io.c, rungpg.c, sign.c, version.c,
w32-io.c, wait.c: Replace DEBUG macros by TRACE_* variants. In
most of these files, add many more tracepoints.

2007-07-16 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (status_handler): Do not send BYE here.

* w32-io.c (struct reader_context_s, struct writer_context_s): New
members REFCOUNT.
(create_reader, create_writer): Initialize C->refcount to 1.
(destroy_reader, destroy_writer): Only destroy if C->refcount
drops to 0.
(find_reader, find_writer, kill_reader, kill_writer): Beautify.
* priv-io.h (_gpgme_io_dup): New prototype.
* posix-io.c (_gpgme_io_dup): New function.

* w32-io.c (_gpgme_io_dup): Likewise.
* w32-glib-io.c (_gpgme_io_dup): Likewise.
* engine-gpgsm.c (start): Reverting to version 2007-07-10.

2007-07-13 Marcus Brinkmann <marcus@g10code.de>

* data-user.c (user_read, user_write, user_seek): Set errno and
return -1 instead returning the error code directly.
* data-compat.c (old_user_seek):
Likewise.
* gpgme.c (gpgme_sig_notation_add): Return error properly.

* Revert the "close_notify_handler" returns int stuff. Always
close in the _gpgme_io_close implementations.
* engine-gpgsm.c (status_handler): Try to terminate the connection
in case of error.
* w32-io.c (_gpgme_io_read): Return C->error_code in ERRNO.
(_gpgme_io_write): Likewise.

* priv-io.h (_gpgme_io_set_close_notify): Change type of HANDLER
to _gpgme_close_notify_handler.
(_gpgme_close_notify_handler): New type.
(_gpgme_io_dup): Remove prototype.
* posix-io.c (notify_table, _gpgme_io_set_close_notify): Change
type of HANDLER to _gpgme_close_notify_handler_t.
(_gpgme_io_close): Do not close the FD if handler returns 0.
(_gpgme_io_dup): Remove function.
* w32-io.c (notify_table, _gpgme_io_set_close_notify,
_gpgme_io_close): Change type of HANDLER to
_gpgme_close_notify_handler_t.
(_gpgme_io_close): Do not close the FD if handler returns 0.
(_gpgme_io_dup): Remove function.
* w32-glib-io.c
(_gpgme_io_dup): Remove function.
(_gpgme_io_set_close_notify, notify_table): Change type of HANDLER
to _gpgme_close_notify_handler_t.
(_gpgme_io_close): Do not close the FD if handler returns 0.
* rungpg.c (close_notify_handler): Change return type to int,
return 1.
* engine-gpgsm.c (close_notify_handler): Change return type to
int, return 0 for status FD and 1 for all other FDs.
(start): Do not duplicate the status FD.

2007-07-12 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am: Replace implicit rule by suffix rule. Add
SUFFIXES for that.

2007-07-12 Werner Koch <wk@g10code.com>

 * version.c (do_subsystem_inits) [W32]: Make sure that the socket
 system has been started.

2007-07-10 Marcus Brinkmann <marcus@g10code.de>

 * priv-io.h (_gpgme_io_dup): New prototype.
 * posix-io.c (_gpgme_io_dup): New function.
 * w32-io.c (_gpgme_io_dup): Likewise.
 * w32-glib-io.c (_gpgme_io_dup): Likewise.
 * engine-gpgsm.c (start): Use _gpgme_dup() instead of dup().

2007-07-08
 Marcus Brinkmann <marcus@g10code.de>

 * engine-gpgsm.c [HAVE_W32_SYSTEM]: Enable the bunch of the file.
 * funopen.c (funopen): Rename to _gpgme_funopen.

2007-04-30 Marcus Brinkmann <marcus@g10code.de>

 * engine-gpgsm.c (gpgsm_new): Fix error handling for ttyname_r.
 * rungpg.c (gpg_new): Likewise.
 Submitted by Stephen Tether.

2007-02-26 Werner Koch <wk@g10code.com>

 * verify.c (op_data_t): New element PLAINTEXT_SEEN.
 (_gpgme_verify_status_handler): Return an error if more than one
 plaintext has been seen.
 (parse_error): New arg SET_STATUS. Also detect it based on an
 ERROR status (gpg > 1.4.6).

2007-01-26 Werner Koch <wk@g10code.com>

 * w32-io.c (build_commandline): Fixed stupid quoting bug.
 * w32-glib-io.c (build_commandline): Ditto.

 * rungpg.c (gpg_set_locale): Avoid dangling pointer after free.

 * gpgme-config.in: New options --get-gpg and --get-gpgsm.

2007-01-18 Marcus Brinkmann <marcus@g10code.de>

 * data.h (_gpgme_data_get_fd): Add prototype.
 (gpgme_data_get_fd_cb):
 New type.
 (struct _gpgme_data_cbs): New member get_fd.

* data.c (_gpgme_data_get_fd): New function.
* data-fd.c (fd_get_fd): New function.
(fd_cbs): Add fd_get_fd.
* data-stream.c (stream_get_fd): New function.
(stream_cbs): Add stream_get_fd.
* data-mem.c (mem_cbs): Add NULL for get_fd callback.
* data-user.c (user_cbs): Likewise.
* engine-gpgsm.c (gpgsm_set_fd) [USE_DESCRIPTOR_PASSING]: Try to
short-cut by passing the data descriptor directly.

2007-01-17 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c (build_commandline): Quote all command line arguments.
* w32-glib-io.c (build_commandline): Likewise.

2007-01-10 Werner Koch <wk@g10code.com>

* ttyname_r.c (ttyname_r) [W32]: Return a dummy name.

2007-01-08 Werner Koch <wk@g10code.com>

* version.c (do_subsystem_inits): Do assuan init only if building
with Assuan.
* setenv.c: Include assuan-def.h only if building with Assuan
support.

* op-support.c (_gpgme_op_reset): Set LC_MESSAGES only if
if
defined.
* engine-gpgsm.c (gpgsm_set_locale): Ditto.
* rungpg.c (gpg_set_locale): Ditto.

2006-12-17 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_set_protocol): Shut down the engine when
switching protocols.
(gpgme_ctx_set_engine_info): Likewise for engine info.
* engine.h (_gpgme_engine_reset): New function prototype.
* engine.c (_gpgme_engine_reset): New function.
* engine-backend.h (struct engine_ops): New member RESET.
* rungpg.c (_gpgme_engine_ops_gpg): Add NULL for reset function.
* engine-gpgsm.c (_gpgme_engine_ops_gpgsm)
[USE_DESCRIPTOR_PASSING]: Add gpgsm_reset for reset.
(_gpgme_engine_ops_gpgsm) [!USE_DESCRIPTOR_PASSING]: Add NULL for
reset function.
(gpgsm_reset) [USE_DESCRIPTOR_PASSING]: New function.
* op-support.c (_gpgme_op_reset): Try to use the engine's reset
function if available.

* engine-gpgsm.c (gpgsm_new): Move code to dup status_fd to ...
(start): ... here.
* posix-io.c (_gpgme_io_recvmsg, _gpgme_io_sendmsg): New functions.

*
engine.h (_gpgme_engine_new): Remove arguments lc_ctype and
lc_messages from prototype.
(_gpgme_engine_set_locale): New prototype.
* engine.c (_gpgme_engine_set_locale): New function.
* op-support.c (_gpgme_op_reset): Call _gpgme_engine_set_locale.
* engine-backend.h (struct engine_ops): Add new member SET_LOCALE.
Remove arguments lc_messages and lc_ctype from member NEW.
* engine-gpgsm.c (struct engine_gpgsm): New members lc_ctype_set
and lc_messages_set.
(gpgsm_new): Remove lc_messages and lc_ctype
arguments.
(gpgsm_set_locale): New function.
(_gpgme_engine_ops_gpgsm): Add gpgsm_set_locale.
* rungpg.c (struct engine_gpg): Add new members lc_messages and
lc_ctype.
(gpg_release): Release lc_messages and lc_ctype if set.
(gpg_new): Remove lc_messages and lc_ctype arguments.
(gpg_set_locale): New function.
(_gpgme_engine_ops_gpg): Add gpg_set_locale.
(add_arg): Implement in terms of:
(add_arg_ext): New function.
(start): Set lc-messages and lc-ctype arguments here.

2006-12-03
Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (struct engine_gpgsm): Move members
input_fd_server, output_fd_server, message_fd_server to ...
(iocb_data): ... here (as server_fd).
(close_notify_handler): Reset tags as well.
(gpgsm_new): Implement support for descriptor
passing.
(fd_type_t): New type.
(gpgsm_clear_fd): New function. Use it instead of _gpgsm_io_close
for unused communication channels.
(gpgsm_set_fd): Rewritten to support descriptor passing. All
relevant callers adjusted as well (previously of _gpgme_io_close).

2006-12-02 Marcus Brinkmann <marcus@g10code.de>

* version.c: Include "assuan.h".
(do_subsystem_inits): Call assuan_set_assuan_err_source.

2006-12-01 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (libgpgme_real_la_SOURCES): Rename to main_sources.
(libgpgme_la_SOURCES, libgpgme_pthread_la_SOURCES,
libgpgme_glib_la_SOURCES, libgpgme_pth_la_SOURCES): Add
$(main_sources).
(libgpgme_la_DEPENDENCIES, libgpgme_la_LIBADD,
libgpgme_pthread_la_DEPENDENCIES,
libgpgme_pthread_la_LIBADD,
libgpgme_pth_la_DEPENDENCIES, libgpgme_pth_la_LIBADD,
libgpgme_glib_la_DEPENDENCIES, libgpgme_glib_la_LIBADD): Remove
libgpgme-real.la.
(noinst_LTLIBRARIES): Removed.
(libgpgme_glib_la_CFLAGS, libgpgme_pth_la_CFLAGS): Removed.
(AM_CFLAGS): New variable.

2006-11-30 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c: Replace AssuanError with gpg_error_t and
ASSUAN_CONTEXT with assuan_context_t.

2006-11-29 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_new): Check return value of
assuan_pipe_connect.

* rungpg.c: Include <unistd.h>.
(gpg_new): Support --display, --ttyname, --ttytype, --lc-ctype and
--lc-messages. Fixes issue 734.

2006-10-24 Marcus Brinkmann <marcus@g10code.de>

* trustlist.c (gpgme_op_trustlist_next): Return error if OPD is
NULL.

2006-10-23 Marcus Brinkmann <marcus@g10code.de>

* wait-global.c (gpgme_wait): Unlock CTX_LIST_LOCK while calling
_gpgme_engine_io_event().

*
keylist.c (gpgme_op_keylist_next): Return error if OPD is NULL.

2006-09-25 Marcus Brinkmann <marcus@g10code.de>

* data-mem.c (gpgme_data_release_and_get_mem): Release the data
object properly.

2006-09-22 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (keylist_colon_handler): Move debug output after
initialising KEY.

2006-07-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme-config.in (Options): Add NETLIBS.
* Makefile.am (libgpgme_la_LIBADD, libgpgme_pthread_la_LIBADD,
libgpgme_pth_la_LIBADD, libgpgme_glib_la_LIBADD): Add NETLIBS.

* rungpg.c (read_status): Fix comparison disguising as an
assignment.

2005-03-24 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_set_locale): Remove conditional on
HAVE_W32_SYSTEM, and just check for LC_MESSAGES.

2006-07-16 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (read_status): Strip potential carriage return.
* genkey.c (get_key_parameter): Skip potential carriage return.
* version.c (_gpgme_get_program_version):
Strip potential carriage
return.

* data.c (gpgme_data_set_file_name): Allow to clear the file name
by passing NULL.

2006-06-22 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (gpgme_get_key): Also clone the engine info.

2006-03-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme-config.in (cflags_pth): Revert accidental removal of
pthread support with last change.

2006-02-28 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c (O_BINARY) [!O_BINARY]: New macro.
(_gpgme_io_pipe): Open pipes in binary mode.

2006-02-22 Marcus Brinkmann <marcus@g10code.de>

* engine.c (gpgme_engine_check_version): Reimplemented to allow
checking the version correctly even after changing the engine

information. Bug reported by Stphane Corthsy.

* rungpg.c (read_colon_line): Invoke colon preprocess handler if
it is set.
(colon_preprocessor_t): New type.
(struct engine_gpg): New member colon.preprocess_fnc.
(gpg_keylist_preprocess): New function.
* keylist.c
(keylist_colon_handler): Allow short key IDs.

2006-02-15 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c (create_writer): Make C->have_data a manually reset
event.
(writer): Move code from end of if block to beginning, so it
is also run the first time.
(_gpgme_io_write): Move assert check after error check. Reset
the is_empty event, and also do it eagerly.
(_gpgme_io_select): Unconditionally wait for the is_empty event.

2006-01-26 Werner Koch <wk@g10code.com>

* w32-util.c (_gpgme_get_conf_int): New.
* posix-util.c (_gpgme_get_conf_int): New.
* w32-io.c (get_desired_thread_priority): New.
(create_reader, create_writer): Use it here.

2006-01-04 Werner Koch <wk@g10code.com>

* debug.h (_gpgme_debug_srcname): New. Use it with the debug macros.

* w32-glib-io.c (_gpgme_io_set_nonblocking): Add debug
statements. Disable error return for failed nonblocking call.

2006-01-03 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c (_gpgme_io_close): Only close fd if there
is no
channel for it.

2005-12-31 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c (find_channel): Set channel to unbuffered.
(_gpgme_io_select): Fix debug output.

2005-12-23 Werner Koch <wk@g10code.com>

* gpgme.h (struct _gpgme_signature): Append field PKA_ADDRESS.

* verify.c (release_op_data, _gpgme_verify_status_handler): Set
this field.

2005-12-20 Werner Koch <wk@g10code.com>

* gpgme.h (gpgme_status_code_t): Added GPGME_STATUS_PKA_TRUST_BAD
and GPGME_STATUS_PKA_TRUST_GOOD.
(struct _gpgme_signature): New field pka_trust.
* verify.c (_gpgme_verify_status_handler): Set pka_trust.

2005-12-06 Werner Koch <wk@g10code.com>

* keylist.c (keylist_colon_handler): Store fingerprints of the
subkeys. Reset the secret flag of subkeys for stub secret keys.
(NR_FIELDS): Bumped up to 16

2005-11-27 Marcus Brinkmann <marcus@g10code.de>

* engine.c (_gpgme_set_engine_info): Use new_file_name in
engine_get_version invocation. Reported by Stphane Corthsy.

2005-11-24
 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c (_gpgme_io_fd2str): Remove debug printf.

2005-11-18 Werner Koch <wk@g10code.com>

* w32-glib-io.c: Include glib.h before windows to avoid a symbol
shadowing warning.
(find_channel): Better use g_io_channel_win32_new_fd instead of
the autodetection function g_io_channel_unix_new.
(_gpgme_io_select): Rewritten. It is now a fully working select
implementation.

2005-11-18 Marcus Brinkmann <marcus@g10code.de>

* priv-io.h (_gpgme_io_fd2str): New prototype.
* posix-io.c (_gpgme_io_fd2str): New function.
* w32-io.c (_gpgme_io_fd2str): New function.
* rungpg.c: Use this new function.
* w32-glib-io.c (_gpgme_io_fd2str): Rewrote the file handle code
again. Two's company, three's the musketeers.

* w32-glib-io.c: Rewrote the file handle code. We don't create
system fds for every handle (doesn't work for inherited handles),
but we create pseudo fds in a private namespace that designate a
handle and potentially

a giochannel.

2005-11-18 Werner Koch <wk@g10code.com>

* versioninfo.rc.in: Set file version to LT-version + Svn-revision.

2005-11-17 Marcus Brinkmann <marcus@g10code.de>

* w32-glib-io.c: New file.
* gpgme.def (gpgme_get_giochannel): Add symbol.
* Makefile.am (system_components) [HAVE_DOSISH_SYSTEM]: Remove
w32-io.c.
(ltlib_gpgme_extra): New variable.
(lib_LTLIBRARIES): Add $(ltlib_gpgme_extra).
(system_components_not_extra): New variable.
(libgpgme_la_SOURCES, libgpgme_pthread_la_SOURCES,
(libgpgme_pth_la_SOURCES): Add $(system_components_not_extra).
(libgpgme_glib_la_LDFLAGS, libgpgme_glib_la_DEPENDENCIES,
(libgpgme_glib_la_LIBADD, libgpgme_glib_la_CFLAGS)
[BUILD_W32_GLIB]: New variables.
* gpgme-config.in (glib): New option.
* gpgme.m4 (AM_PATH_GPGME_GLIB): New macro.

2005-11-17 Marcus Brinkmann <marcus@g10code.de>

* priv-io.h (_gpgme_io_waitpid, _gpgme_io_kill): Removed.
* w32-io.c (_gpgme_io_waitpid, _gpgme_io_kill): Removed.
* posix-io.c (_gpgme_io_kill):
Removed.
(_gpgme_io_waitpid): Declare static.

2005-10-24 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c (_gpgme_io_spawn): Don't minimize window, hide it.

2005-10-21 Werner Koch <wk@g10code.com>

* Makefile.am: Fixed cut+paste problem

2005-10-20 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am: Build versioninfo.lo, not versioninfo.o. Also, fix
the whole mess.

2005-10-16 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (gpg_edit): Don't add a key argument if in card edit
mode.

2005-10-06 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (gpgme.dll gpgme.dll.a): Use $(srcdir) for
gpgme.def.

* gpgme.h (gpgme_free): New prototype.
* data-mem.c (gpgme_free): New function.
* libgpgme.vers (GPGME_1.1): Add gpgme_free.
* gpgme.def: Add gpgme_free.

2005-10-02 Marcus Brinkmann <marcus@g10code.de>

* util.h (_gpgme_decode_percent_string): Add new argument BINARY
to prototype.
* verify.c (parse_notation): Likewise for invocation.
* conversion.c (_gpgme_decode_percent_string):
Likewise to
declaration. If set, do not replace '\0' characters with a
printable string.
* gpgme.h (struct _gpgme_key_sig): New field notations.
* ops.h (_gpgme_parse_notation): New prototype.
* sig-notation.c (_gpgme_parse_notation): New function.
* key.c (gpgme_key_unref): Free all signature notations.
* keylist.c (op_data_t): New member tmp_keysig.
(finish_key): Clear OPD->tmp_keysig.
* gpgme.c (gpgme_set_keylist_mode): Remove check.
* rungpg.c (gpg_keylist): Support listing signature notations.
(gpg_keylist_ext): Likewise.

2005-10-01 Marcus Brinkmann <marcus@g10code.de>

* engine.h (_gpgme_set_engine_info): Add prototype.
* engine-backend.h (struct engine_ops): Change return type of
get_file_name() to const char * to silence gcc warning.
* engine.c (engine_get_file_name): Change return type to const
char * to silence gcc warning.
(gpgme_get_engine_info): Use transitional variable to go from
const char * to char * to silence gcc warning.
(_gpgme_set_engine_info):
Likewise.
* engine-gpgsm.c (struct engine_gpgsm): Change type of LINE to
char * to silence gcc warning.
(gpgsm_new): Make ARGV a pointer to const char.
(status_handler): Change type of SRC, END, DST, ALINE and NEWLINE
to char * to silence gcc warning.

* gpgme.def: Add gpgme_data_set_file_name,

gpgme_data_get_file_name, gpgme_sig_notation_clear,
gpgme_sig_notation_add and gpgme_sig_notation_get.
* libgpgme.vers: Add gpgme_sig_notation_clear,
gpgme_sig_notation_add and gpgme_sig_notation_get.
* Makefile.am (libgpgme_real_la_SOURCES): Add sig-notation.c.
* context.h (struct gpgme_context): New field sig_notations.
* gpgme.h (struct _gpgme_sig_notation): New member value_len and
critical.
(GPGME_SIG_NOTATION_CRITICAL): New symbol.
(gpgme_sig_notation_flags_t): New type.
(gpgme_sig_notation_add, gpgme_sig_notation_clear,
gpgme_sig_notation_get): New prototypes.
* ops.h (_gpgme_sig_notation_create, _gpgme_sig_notation_free):
New prototypes.
*
sig-notation.c (_gpgme_sig_notation_free): New file.
* verify.c (parse_notation): Use support functions.
(release_op_data): Likewise.
* rungpg.c (append_args_from_sig_notations): New function.
(gpg_encrypt_sign, gpg_sign): Call it.

2005-09-30 Marcus Brinkmann <marcus@g10code.de>

* data.h (struct gpgme_data): New member file_name.
* data.c (gpgme_data_set_filename): New function.
(_gpgme_data_release): Free DH->filename if necessary.
(gpgme_data_get_filename): New function.
* rungpg.c (gpg_encrypt): Set filename option.
(gpg_encrypt_sign): Likewise.
(gpg_sign): Likewise.
* libgpgme.vers (GPGME_1.1): Add gpgme_data_set_file_name and
gpgme_data_get_file_name.

* decrpyt.c, verify.c, gpgme.h: Replace plaintext_filename with
file_name.

2005-09-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_key): Add field is_qualified.
(struct _gpgme_subkey): Likewise.
* keylist.c (set_subkey_capability, set_mainkey_capability): Set
field is_qualified.

2005-09-23
Werner Koch <wk@g10code.com>

* w32-io.c (_gpgme_io_pipe): Removed use of environment variable
again.

(create_reader, create_writer): Set thread priority higher.

2005-09-19 Werner Koch <wk@g10code.com>

* w32-io.c (_gpgme_io_pipe): New environment variable to change
the size of the pipe buffer.

2005-09-13 Werner Koch <wk@g10code.com>

* ath.c: Changes to make it work under W32.

2005-09-12 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (libgpgme_la_SOURCES): Set to ath.h and ath.c.
(ath_pth_src, ath_pthread_src): Removed.
(w32_o_files): Replace ath-compat.o with ath.o.
(libgpgme_pth_la_CFLAGS): New variable.
* ath-compat.c, ath-pthread-compat.c, ath-pth-compat.c: Removed.
* ath.h (ath_pthread_available, ath_pth_available): Removed.
(ath_init) [!_ATH_EXT_SYM_PREFIX]: Do not define macro.
(struct ath_ops, ath_init) [_ATH_COMPAT]: Removed.
(_ATH_COMPAT): Macro removed.
* posix-sema.c (_gpgme_sema_subsystem_init): Do not call
_gpgme_ath_init.

2005-09-12
 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (release_op_data): Do not free opd->tmp_uid.

2005-09-07 Werner Koch <wk@g10code.com>

* w32-io.c (build_commandline): Quote argv[0].

2005-08-26 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (command_handler): Use _gpgme_io_write instead of write.

* edit.c (command_handler): Do not depend on PROCESSED being
available.

* engine.h (engine_command_handler_t): Add new argument processed.
* ops.h (_gpgme_passphrase_command_handler_internal): Rename
prototype to ...
(_gpgme_passphrase_command_handler): ... this one.
* passphrase.c (_gpgme_passphrase_command_handler_internal):
Rename to ...
(_gpgme_passphrase_command_handler): ... this one.

* edit.c (command_handler): Add new argument processed. Remove
local variable with the same name. Always return processed as
true.
* rungpg.c (command_handler): Send a newline character if the
handler did not.

2005-08-26 Werner Koch <wk@g10code.com>

* w32-util.c (read_w32_registry_string):
Updated from code used by
GnuPG. This allows for expanding strings and features the
implicit fallback key.
(w32_shgetfolderpath, find_program_at_standard_place): New.
(_gpgme_get_gpg_path, _gpgme_get_gpgsm_path): With no registry
entry, locate the programs at the standard place.
(dlopen, dlsym, dlclose): New, so that we can keep on using what
we are accustomed to.

* debug.c (debug_init): Use PATHSEP_C so that under W32 a
semicolon is used which allows us to create files with drive
letters.

* w32-io.c (_gpgme_io_read, _gpgme_io_write): Print content in
debug mode too.

2005-07-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (gpgme_status_code_t): Add GPGME_STATUS_PLAINTEXT.
(struct _gpgme_op_decrypt_result): New member plaintext_filename.
(struct _gpgme_op_verify_result): Likewise.
* ops.h (_gpgme_parse_plaintext): Add prototype.
* op-support.c (_gpgme_parse_plaintext): New function.
* decrypt.c (release_op_data): Release
OPD->result.plaintext_filename.
(_gpgme_decrypt_status_handler):
Handle GPGME_STATUS_PLAINTEXT.
* verify.c (release_op_data): Release
OPD->result.plaintext_filename.
(_gpgme_verify_status_handler): Handle GPGME_STATUS_PLAINTEXT.

2005-08-08 Werner Koch <wk@g10code.com>

* util.h (stpcpy): Renamed to ..
(_gpgme_stpcpy): .. this and made inline. This avoids duplicate
definitions when linking statically.
* stpcpy.c: Removed.

2005-08-19 Werner Koch <wk@g10code.com>

* gpgme.def: New.
* versioninfo.rc.in: New.
* Makefile.am: Adds support for building a W32 DLL.

* ttyname_r.c (ttyname_r) [W32]: Return error.
* ath-compat.c [W32]: select and co are not yet supported; return
error.
* data-stream.c (stream_seek): Use ftell if ftello is not available.

2005-07-26 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (gpgme_get_key): Allow key IDs.

2005-06-20 Marcus Brinkmann <marcus@g10code.de>

* gpgme.m4: Only call GPGME_CONFIG if found.

2005-06-03 Marcus Brinkmann <marcus@g10code.de>

*
gpgme.h (struct _gpgme_signature): New members pubkey_algo and
hash_algo.
* verify.c (parse_valid_sig): Parse pubkey and hash algo numbers.
(parse_new_sig): Parse pubkey, hash algo and timestamp for ERRSIG.

(_gpgme_decrypt_status_handler): Fix last change.

* gpgme.h (struct _gpgme_recipient): New structure.
(gpgme_recipient_t): New type.
(struct _gpgme_op_decrypt_result): Add member recipients.
* decrypt.c (op_data_t): New member last_recipient_p.
(_gpgme_op_decrypt_init_result): Initialize last_recipient_p.
(parse_enc_to): New function.
(_gpgme_decrypt_status_handler): Handle status ENC_TO and
NO_SECKEY.

* wait-global.c (gpgme_wait): Break out of the fd processing loop
after an error.
Reported by Igor Belyi <gpgme@katehok.ac93.org>.

2005-06-02 Marcus Brinkmann <marcus@g10code.de>

* wait.h (_gpgme_run_io_cb): New prototype.
* wait.c (_gpgme_run_io_cb): New function.
* wait-global.c (gpgme_wait): Call it.
* wait-user.c (_gpgme_user_io_cb_handler): Likewise.
*

wait-private.c (_gpgme_wait_on_condition): Likewise.

2005-06-02 Werner Koch <wk@g10code.com>

* passphrase.c (_gpgme_passphrase_status_handler): Take care of
GPGME_STATUS_NEED_PASSPHRASE_PIN.
(_gpgme_passphrase_command_handler_internal): Also act on the key
"passphrase.pin.ask".

* gpgme.h: Added status codes GPGME_STATUS_SIG_SUBPACKET,
GPGME_STATUS_NEED_PASSPHRASE_PIN, GPGME_STATUS_SC_OP_FAILURE,
GPGME_STATUS_SC_OP_SUCCESS, GPGME_STATUS_CARDCTRL,
GPGME_STATUS_BACKUP_KEY_CREATED.

2005-05-28 Marcus Brinkmann <marcus@g10code.de>

* data-user.c: Include <errno.h>.

2005-05-17 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_new): Set the CTX->include_certs default to the
default.

2005-05-11 Marcus Brinkmann <marcus@g10code.de>

* w32-io.c (_gpgme_io_select): Fix loop increment.

2005-05-05 Marcus Brinkmann <marcus@g10code.de>

* data-user.c (user_release): Only call user hook if provided.
(user_seek): Return EBADF if no user hook is provided.
(user_read):
Likewise.
(user_write): Likewise.

2005-04-28 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (GPGME_INCLUDE_CERTS_DEFAULT): New macro.
* engine-gpgsm.c (gpgsm_sign): Send the include-certs option after
the reset, just for cleanliness, and do not sent it at all if the
default is requested.
* gpgme.c (gpgme_set_include_certs): Allow to use
GPGME_INCLUDE_CERTS_DEFAULT.

2005-04-21 Werner Koch <wk@g10code.com>

* verify.c (calc_sig_summary): Set the key revoked bit.

2005-04-14 Marcus Brinkmann <marcus@g10code.de>

* wait-global.c (gpgme_wait): Use LI->ctx when checking a context
in the list, not the user-provided CTX.
Reported by Igor Belyi <gpgme@katehok.ac93.org>.

* wait-global.c (gpgme_wait): If no context is found, and we
should not hang, set *status to 0 and return NULL.
Reported by Igor Belyi <gpgme@katehok.ac93.org>.

2005-03-24 Marcus Brinkmann <marcus@g10code.de>

* data.h (EOPNOTSUPP) [_WIN32]: Remove definition.
* data.c (EOPNOTSUPP) [HAVE_W32_SYSTEM]:
Remove definition.
(gpgme_data_read, gpgme_data_write, gpgme_data_seek): Return
ENOSYS instead EOPNOTSUPP.
* data-compat.c (EOPNOTSUPP) [HAVE_W32_SYSTEM]: Remove definition.
(gpgme_error_to_errno): Map GPG_ERR_NOT_SUPPORTED
to ENOSYS.

2005-03-24 Marcus Brinkmann <marcus@g10code.de>

* io.h: Rename to ...
* priv-io.h: ... this.
* Makefile.am (libgpgme_real_la_SOURCES): Change io.h to priv-io.h.
* data.c, engine-gpgsm.c, posix-io.c, rungpg.c, version.c,
w32-io.c, wait-private.c, wait-global.c, wait-user.c, wait.c:
Change all includes of "io.h" to "priv-io.h"

2005-03-09 Werner Koch <wk@g10code.com>

* w32-util.c (_gpgme_get_gpg_path, _gpgme_get_gpgsm_path): Do not
cast away type checks.

* io.h [W32]: Do not include stdio.h. If it is needed do it at
the right place.

* data.h [W32]: Removed kludge for EOPNOTSUP.
* data.c, data-compat.c [W32]: Explicitly test for it here.

Replaced use of _WIN32 by HAVE_W32_SYSTEM except for public header
files.

2005-03-07
 Timo Schulz <twoaday@g10code.de>

    * gpgme.h: [_WIN32] Removed ssize_t typedef.

* ath.h: [_WIN32] Added some (dummy) types.
* io.h: [_WIN32] include stdio.h.
* data.h: [_WIN32] Define EOPNOTSUPP.
* w32-io.c [_WIN32] (_gpgme_io_subsystem_init): New.
* gpgme.c [_WIN32] (gpgme_set_locale): Disabled.

2004-12-12 Marcus Brinkmann <marcus@g10code.de>

* engine.c (_gpgme_set_engine_info): Fix assertion.

2004-12-11 Marcus Brinkmann <marcus@g10code.de>

* util.h [HAVE_CONFIG_H && HAVE_TTYNAME_R] (ttyname_r): Define
prototype.
* ttyname_r.c: New file.

2004-12-07 Marcus Brinkmann <marcus@g10code.de>

* putc_unlocked.c, funopen.c: I just claim copyright on these
files and change their license to LGPL, because they are totally
trivial wrapper functions.
* isascii.c: Change copyright notice to the one from ctype/ctype.h
in the GNU C Library (CVS Head 2004-10-10), where isascii is
defined as a macro doing exactly the same as the
function in this
file.
* memrchr.c: Update from the GNU C Library (CVS Head 2001-07-06).
* stpcpy.c: Update from the GNU C Library (CVS Head 2004-10-10).
* ath.c, ath-compat.c, ath.h, ath-pth.c, ath-pth-compat.c,
ath-pthread.c, ath-pthread-compat.c, context.h, conversion.c,
data.c, data-compat.c, data-fd.c, data.h, data-mem.c,
data-stream.c, data-user.c, debug.c, debug.h, decrypt.c,
decrypt-verify.c, delete.c, edit.c, encrypt.c, encrypt-sign.c,
engine-backend.h, engine.c, engine-gpgsm.c, engine.h, error.c,
export.c, genkey.c, get-env.c, gpgme.c, gpgme.h, import.c, io.h,
key.c, keylist.c, mkstatus, Makefile.am, ops.h, op-support.c,
passphrase.c, posix-io.c, posix-sema.c, posix-util.c, progress.c,
rungpg.c, sema.h, sign.c, signers.c, trust-item.c, trustlist.c,
util.h, verify.c, version.c, w32-io.c, w32-sema.c, w32-util.c,
wait.c, wait-global.c, wait.h, wait-private.c, wait-user.c: Change
license to LGPL.

2004-12-07 Marcus Brinkmann <marcus@g10code.de>

* libgpgme.vers
(GPGME_1.1): New version.
* engine-backend.h (struct engine_ops): Add argument FILE_NAME to
member get_version(). Add arguments FILE_NAME and HOME_DIR to

member new(). Change return type of get_file_name and get_version
to char *.
* engine-gpgsm.c (gpgsm_get_version): Change return type to char
pointer. Do not cache result.
(gpgsm_new): Add file_name and home_dir argument, and use them
instead of the defaults, if set.
* rungpg.c (struct engine_gpg): New member file_name.
(gpg_get_version): Change return type to char pointer, and do not
cache result.
(gpg_release): Free gpg->file_name.
(gpg_new): Take new arguments file_name and home_dir. Set the
--homedir argument if HOME_DIR is not NULL. Set gpg->file_name.
(start): Use gpg->file_name instead _gpgme_get_gpg_path, if set.
* engine.h (_gpgme_engine_info_copy, _gpgme_engine_info_release):
New prototypes.
(_gpgme_engine_new): Change first argument to gpgme_engine_info_t
info.
* engine.c: Include <assert.h>.
(gpgme_get_engine_info):
Set *INFO within the lock. Move
ENGINE_INFO and ENGINE_INFO_LOCK to ....
(engine_info, engine_info_lock): ... here. New static variables.
(engine_get_version): Add file_name argument to
get_version invocation. Change return type to char pointer.
(gpgme_engine_check_version): Rewritten to free() the return value
of engine_get_version after using it.
(_gpgme_engine_info_release): New function.
(gpgme_get_engine_info): Rewritten.
(_gpgme_engine_info_copy): New function.
(_gpgme_set_engine_info): New function.
(gpgme_set_engine_info): New function.
(_gpgme_engine_new): Change first argument to gpgme_engine_info_t
info, and use that.
* gpgme.h (struct _gpgme_engine_info): Change type of file_name
and version to char * (remove the const). New member home_dir.
(gpgme_set_engine_info, gpgme_ctx_get_engine_info,
gpgme_ctx_set_engine_info): New prototypes.
* context.h (struct gpgme_context): New member engine_info.
* gpgme.c (gpgme_new): Allocate CTX->engine_info.
(gpgme_release):
Deallocate CTX->engine_info.
(gpgme_ctx_get_engine_info, gpgme_ctx_set_engine_info): New
functions.
* op-support.c (_gpgme_op_reset): Look for correct engine info and
pass it to _gpgme_engine_new.
* version.c (gpgme_check_version): Adjust to
_gpgme_compare_versions returning an int.
(_gpgme_compare_versions): Return an int value, not a const char

pointer.
* ops.h (_gpgme_compare_versions): Same for prototype.

2004-10-03 Marcus Brinkmann <marcus@g10code.de>

* verify.c (parse_trust): If no reason is provided, set
SIG->validity_reason to 0.
(calc_sig_summary): Set GPGME_SIGSUM_CRL_TOO_OLD if appropriate.

2004-10-22 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (map_assuan_error): Return 0 if ERR is 0.
(start): Call map_assuan_error on return value of
assuan_write_line.

2004-10-05 Marcus Brinkmann <marcus@g10code.de>

* op-support.c (_gpgme_op_data_lookup): Use char pointer for
pointer arithmetic.

2004-09-30 Marcus Brinkmann
<marcus@g10code.de>

* gpgme.m4: Implement the --api-version check.

* rungpg.c (read_status): Move the polling of the output data pipe
to just before removing the command fd, from just before adding
it. This avoids buffering problems.

* data.c (_gpgme_data_inbound_handler): Use _gpgme_io_read, not
read, to improve debug output.

2004-09-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (GPGME_IMPORT_NEW, GPGME_IMPORT_UID, GPGME_IMPORT_SIG,
GPGME_IMPORT_SUBKEY, GPGME_IMPORT_SECRET,
(GPGME_KEYLIST_MODE_LOCAL, GPGME_KEYLIST_MODERN_EXTERN,
GPGME_KEYLIST_MODE_SIGS, GPGME_KEYLIST_MODE_VALIDATE): Change from
enum to macros.
(gpgme_keylist_mode_t): Define as unsigned int.
(gpgme_key_t): Change type of keylist_mode to
gpgme_keylist_mode_t.

2004-09-23 Marcus Brinkmann <marcus@g10code.de>

* data.c (_gpgme_data_outbound_handler): Close the file descriptor
if we get an EPIPE.

* data-stream.c (stream_seek): Call ftello and return the current
offset.
* data.h (struct
gpgme_data): Change type of data.mem.offset to
off_t.
* data.c (gpgme_data_seek): Check dh->cbs->seek callback, not read
callback. If SEEK_CUR, adjust the offset by the pending buffer
size. Clear pending buffer on success.

2004-09-14 Marcus Brinkmann <marcus@g10code.de>

* gpgme.m4: Add copyright notice.

2004-08-18 Marcus Brinkmann <marcus@g10code.de>

* passphrase.c (_gpgme_passphrase_status_handler): Always run the
status handler.

2004-08-17 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (build_argv): Use --no-sk-comment, not --no-comment.

2004-06-23 Marcus Brinkmann <marcus@g10code.de>

* key.c (_gpgme_key_append_name): Make sure tail points to the
byte following the uid.
(_gpgme_key_add_sig): Likewise. Don't use calloc, but malloc and
memset.

2004-06-02 Marcus Brinkmann <marcus@g10code.de>

* libgpgme.vers: Remove C-style comment, which is not supported by
older binutils.

2004-05-21 Marcus Brinkmann <marcus@g10code.de>

* gpgme-config.in (Options):
Support --api-version.

* libgpgme.vers: List all gpgme symbols under version GPGME_1.0.

* decrypt.c (_gpgme_decrypt_status_handler): Fix last change.
* verify.c (parse_error): Likewise.

* verify.c (parse_error): Do not skip location of where token.

* gpgme.h (gpgme_status_code_t): Add GPGME_STATUS_REVKEYSIG.

* verify.c (_gpgme_verify_status_handler): Add handling of
GPGME_STATUS_REVKEYSIG.
(parse_trust): Likewise.

2004-05-21 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_decrypt_result): New fields
wrong_key_usage and _unused.
* decrypt.c (_gpgme_decrypt_status_handler): Don't skip over
character after a matched string, as in a protocol error this
could skip over the trailing binary zero.
Handle decrypt.keyusage error notifications.

* gpgme.h (struct _gpgme_key): New member keylist_mode.
* keylist.c (keylist_colon_handler): Set the keylist_mode of KEY.

2004-04-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_signature):
Change member WRONG_KEY_USAGE
to unsigned int. Same for member _unused.

* keylist.c (set_mainkey_trust_info): Rewritten.
(set_subkey_capability): Handle 'd' (disabled).
(set_mainkey_capability): Rewritten.

2004-04-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.m4: Quote first argument to AC_DEFUN.

2004-04-21 Werner Koch <wk@gnupg.org>

* key.c (gpgme_key_unref): Allow passing NULL like free does.
The rule of least surprise.

2004-04-15 Werner Koch <wk@gnupg.org>

* verify.c (prepare_new_sig, _gpgme_verify_status_handler): Remove
unused result.signatures items.

* keylist.c (gpgme_get_key): Return an error if FPR is NULL.

2004-04-08 Werner Koch <wk@gnupg.org>

* verify.c (_gpgme_verify_status_handler): Ignore the error status
if we can't process it.
* decrypt-verify.c (decrypt_verify_status_handler): Backed out
yesterday's hack. It is not any longer required.

2004-04-07 Werner Koch <wk@gnupg.org>

* decrypt-verify.c (decrypt_verify_status_handler):
Hack to cope
with meaningless error codes from the verify status function.

2004-04-05 Werner Koch <wk@gnupg.org>

* gpgme.h: Add GPGME_STATUS_NEWSIG.

* verify.c (parse_error): Compare only the last part of the where
token.
(prepare_new_sig): New.
(parse_new_sig): Use prepare_new_sig when required.
(_gpgme_verify_status_handler): Handle STATUS_NEWSIG.

* engine-gpgsm.c (gpgsm_keylist_ext): Send with-validation
option. Fixed pattern construction.
(status_handler): Add debugging output.

2004-03-23 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_new): Protect _only_ tty related code with
isatty(). Submitted by Bernhard Herzog.

2004-03-11 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_new): Protect all tty related code with
isatty().

* rungpg.c (gpg_cancel): Set GPG->fd_data_map to NULL after
releasing it.
* engine-gpgsm.c (gpgsm_cancel): Only call assuan_disconnect if
GPGSM->assuan_ctx is not NULL. Set it to NULL afterwards.

2004-03-07
 Marcus Brinkmann <marcus@g10code.de>

* gpgme-config.in: Do not emit include and lib directory for
prefix "/usr" or "".

2004-03-03 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (gpgsm_export_ext): Properly insert a space
between patterns.

2004-02-18 Werner Koch <wk@gnupg.org>

* gpgme-config.in: Ignore setting of --prefix.

2004-02-25 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (gpg_cancel): New function.
(gpg_release): Call it here.
(_gpgme_engine_ops_gpg): Add it here.
* engine-gpgsm.c (gpgsm_cancel): Fix last change.

2004-02-24 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_cancel): New function.
* engine-backend.h (struct engine_ops): New member cancel.
* engine.h (_gpgme_engine_cancel): New prototype.
* engine.c (_gpgme_engine_cancel): New function.
* engine-gpgsm.c (_gpgme_engine_ops_gpgsm): Add new member cancel.
(gpgsm_cancel): New function.
(gpgsm_release): Use it.
* rungpg.c (_gpgme_engine_ops_gpg): Add new member cancel.

2004-02-17
Werner Koch <wk@gnupg.org>

* gpgme.h: Add GPGME_KEYLIST_MODE_VALIDATE.
* engine-gpgsm.c (gpgsm_keylist): Send this to gpgsm.

2004-02-15 Werner Koch <wk@gnupg.org>

* memrchr.c (memrchr): Fixed implementation. Problem pointed out
by Adriaan de Groot.

2004-02-01 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (build_argv): Use --no-comment, not --comment "".

* data-compat.c (gpgme_data_new_from_filepart): Call fseeko if
available.
* data-stream.c (stream_seek): Likewise.

2004-01-16 Werner Koch <wk@gnupg.org>

* conversion.c (_gpgme_map_gnupg_error): Handle numerical codes as
used by GnuPG 1.9.x

2004-01-13 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_key_sig): Fix comment on REVOKED.

2004-01-12 Werner Koch <wk@gnupg.org>

* sign.c: Include util.h for prototype of _gpgme_parse_timestamp.

2003-12-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (_GPGME_D_CLASS): Revert this change.
(struct _gpgme_key_sig): For C++ compilers,
rename class
member to _obsolete_class. Add new member sig_class.
(struct _gpgme_new_signature): Same here.
* key.c (gpgme_key_sig_get_ulong_attr): Use CERTSIG->sig_class,
not CERTSIG->class.
* keylist.c (keylist_colon_handler): Likewise for KEYSIG, but keep
setting KEYSIG->class, too. Rename variable CLASS to SIG_CLASS.
* sign.c (parse_sig_created): Set SIG->sig_class.

2003-12-22 Werner Koch <wk@gnupg.org>

* gpgme.h (_GPGME_D_CLASS): Kludge for C++ compatibility without
changing the C API.

2003-11-19 Werner Koch <wk@gnupg.org>

* conversion.c (_gpgme_parse_timestamp): New.
(atoi_1, atoi_2, atoi_4): New.
* keylist.c (parse_timestamp): Removed. Changed all callers to use
the new function.
* verify.c (parse_valid_sig): Ditto. Repalced the errno check.
* sign.c (parse_sig_created): Ditto.

2003-10-31 Werner Koch <wk@gnupg.org>

* keylist.c (parse_timestamp): Detect ISO 8601 timestamps and try
to convert them.

2003-10-10 Marcus Brinkmann <marcus@g10code.de>

*
genkey.c (get_key_parameter): Make a copy of the key parameters.
Submitted by Miguel Coca <e970095@zipi.fi.upm.es>.

2003-10-06 Marcus Brinkmann <marcus@g10code.de>

* data-compat.c: Include <sys/time.h> before <sys/stat.h> for
broken systems.

* engine-gpgsm.c (map_assuan_error): If ERR is -1, return sensible
error.

* io.h (_gpgme_io_subsystem_init): New prototype.
* posix-io.c (_gpgme_io_subsystem_init): Add function.
(_gpgme_io_spawn): Do not fixup signal handler here.
* version.c (do_subsystem_inits): Call _gpgme_io_subsystem_init.

* debug.c (debug_init): Drop const qualifier from E.

* ath.h (struct ath_ops): Make ADDR argument of CONNECT prototype
const.
(ath_connect): Make ADDR argument const.
* ath-pthread.c (ath_connect): Likewise.
* ath-pth.c (ath_connect): Likewise.
* ath-compat.c (ath_connect): Likewise.
* ath.c (ath_connect): Likewise.

* ath.h [HAVE_SYS_SELECT_H]: Include <sys/select.h> for fd_set.
[!HAVE_SYS_SELECT_H]: Include <sys/time.h>.

*
conversion.c (_gpgme_hextobyte): Drop "unsigned" from type of
SRC argument.
* util.h (_gpgme_hextobyte): Likewise for prototype.

* gpgme.h: Remove trailing comma in enum.

* rungpg.c: Do not include <time.h>, <sys/time.h>, <sys/types.h>,
<signal.h>, <fcntl.h>, or "unistd.h".

2003-10-02 Marcus Brinkmann <marcus@g10code.de>

* engine-backend.h (struct engine_ops): Add argument TYPE.
* engine.c (_gpgme_engine_op_edit): Likewise.
* engine.h: Likewise.
* rungpg.c (gpg_edit): Likewise. Use it.
* edit.c (edit_start): Likewise. Pass it on.
(gpgme_op_edit_start, gpgme_op_edit): Likewise.
(gpgme_op_card_edit_start, gpgme_op_card_edit): New functions.

2003-09-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (gpg_strerror_r): Change prototype to match
gpg_strerror_r change.
* error.c (gpg_strerror_r): Likewise, also update implementation.

* gpgme.c (gpgme_hash_algo_name): Change name of RMD160 to

RIPEMD160, name of TIGER to TIGER192, name of CRC32-RFC1510 to CRC32RFC1510,
and name of CRC24-RFC2440 to CRC24RFC2440.

2003-09-14 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Add prototype for gpgme_set_locale.

* gpgme.h: Define macro _GPGME_INLINE depending on the compiler characteristics and use that instead __inline__.

* context.h (struct gpgme_context): New members lc_ctype and lc_messages.
* gpgme.c: Include <locale.h>.
(def_lc_lock, def_lc_ctype, def_lc_messages): New static variables.
(gpgme_set_locale): New function.
* engine.c (_gpgme_engine_new): Add arguments lc_ctype and lc_messages.
* engine.h (_gpgme_engine_new): Likewise.
* engine-gpgsm.c (gpgsm_new): Likewise.
* rungpg.c (gpg_new): Likewise.
* engine-backend.h (struct engine_ops): Likewise to NEW.
* op-support.c (_gpgme_op_reset): Likewise to invocation of _gpgme_engine_new.

2003-09-13 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (gpgme_strerror_r): New prototype.
* error.c (gpgme_strerror_r): New function.

* get-env.c: New file.
* util.h (_gpgme_getenv):
Add prototype.
* Makefile.am (libgpgme_real_la_SOURCES): Add get-env.c.
* rungpg.c (build_argv): Use _gpgme_getenv.
* debug.c (debug_init): Likewise.
* engine-gpgsm.c (gpgsm_new): Likewise.
(gpgsm_new): Use ttyname_r.
* w32-io.c (_gpgme_io_spawn): Disable debugging for now.

2003-09-03 Marcus Brinkmann <marcus@g10code.de>

* gpgme-config.in: Use $libdir, not @libdir@, for the echo command.

* gpgme-config.in: Rewritten.
* gpgme.m4: Rewritten.

2003-08-19 Marcus Brinkmann <marcus@g10code.de>

The ath files (ath.h, ath.c, ath-pth.c, ath-pthread.c,
ath-compat.c, ath-pth-compat.c and ath-pthread-compat.c) have been
updated to have better thread support, and the Makefile.am was
changed to reflect that.

* util.h [!HAVE_FOPENCOOKIE]: Remove fopencookie declaration.
* engine-gpgsm.c (gpgsm_assuan_simple_command): Set ERR to return
value of status_fnc.
* rungpg.c (start): Return SAVED_ERRNO, not errno.

2003-08-18 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (start):
Use saved_errno instead errno.

2003-08-18 Marcus Brinkmann <marcus@g10code.de>

* funopen.c, putc_unlocked.c, isascii.c, memrchr.c: New files.
* fopencookie.c: File removed.

2003-08-15 Marcus Brinkmann <marcus@g10code.de>

* gpgme-config.in: Put gpg-error related flags after gpgme's.

2003-08-14 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_new_signature): Rename member CLASS to
_OBSOLETE_CLASS, add member CLASS with type unsigned int.
* sign.c (parse_sig_created): Also set SIG->_unused_class for
backward compatibility.

2003-08-04 Marcus Brinkmann <marcus@g10code.de>

* verify.c (parse_new_sig): Fix status parsing case.

2003-07-31 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_subkey): Add flag CAN_AUTHENTICATE.
Lower _UNUSED to 23 bits.
(struct _gpgme_key): Likewise.
* keylist.c (set_mainkey_capability): Support 'a' and 'A'.
(set_subkey_capability): Support 'a'.

* keylist.c (gpgme_get_key): Check if there is more than

one key
listed, and return GPG_ERR_AMBIGUOUS_NAME in that case.

* util.h (_gpgme_decode_c_string): Change type of LEN argument to
size_t.
(_gpgme_decode_percent_string): Likewise.
* conversion.c (_gpgme_decode_c_string): Likewise.
(_gpgme_decode_percent_string): Likewise.
(_gpgme_map_gnupg_error): Change type of I to unsigned int.
* signers.c (gpgme_signers_clear): Likewise.
(gpgme_signers_enum): New unsigned variable SEQNO, set to SEQ.
Use SEQNO instead SEQ.
* wait.c (fd_table_put): Change type of I and J to unsigned int.
* wait-global.c (_gpgme_wait_global_event_cb): Change type of IDX
to unsigned int.
(gpgme_wait): Change type of I and IDX to unsigned int.
* wait-private.c (_gpgme_wait_on_condition): Change type of IDX
and I to unsigned int.
* posix-io.c (_gpgme_io_close): Cast return value of macro DIM to
int to suppress gcc warning.
(_gpgme_io_set_close_notify): Likewise.
(_gpgme_io_select): Change type of I to unsigned int.
* engine.c (gpgme_get_engine_info):
Change type of PROTO to
unsigned int.
* wait-user.c (_gpgme_user_io_cb_handler): Change type of IDX and
I to unsigned int.

2003-07-29 Marcus Brinkmann <marcus@g10code.de>

* decrypt-verify.c (decrypt_verify_status_handler): Expand silly
and wrong expression.
* encrypt-sign.c (encrypt_sign_status_handler): Likewise.
* encrypt.c (encrypt_sym_status_handler): Likewise.
* sign.c (sign_status_handler): Likewise.
* verify.c (verify_status_handler): Likewise.
* decrypt.c (decrypt_status_handler): Likewise.

* engine.c (gpgme_get_engine_info): Initialize NULL.

2003-07-23 Marcus Brinkmann <marcus@g10code.de>

* gpgme-config.in (gpg_error_libs): Quote GPG_ERROR_CFLAGS and
GPG_ERROR_LIBS when setting the corresponding variables.
Reported by Stphane Corthsy.

2003-07-22 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (set_recipients): Move declaration of NEWLEN to
the beginning of the block.

2003-06-22 Marcus Brinkmann <marcus@g10code.de>

* data-mem.c (mem_write):
Copy original buffer content.

2003-06-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (gpgme_user_ids_release, gpgme_user_ids_append): Remove
prototypes.

2003-06-06 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (AM_CPPFLAGS): Add @GPG_ERROR_CFLAGS@.
* gpgme-config.in (gpg_error_libs, gpg_error_cflags): New variables.
Print them.

* op-support.c (_gpgme_parse_inv_userid): Rename to
_gpgme_parse_inv_recp and change to new datatype.
* ops.h (_gpgme_parse_inv_key): Fix prototype.
* gpgme.h (struct _gpgme_invalid_user_id): Rename to
__gpgme_invalid_key. Rename field ID to KEY.
(gpgme_invalid_user_id_t): Rename to gpgme_invalid_key_t.
(struct _gpgme_op_encrypt_result): Here, too.
(struct _gpgme_op_sign_result): Likewise.
* encrypt.c (struct op_data): Likewise.
(release_op_data): Likewise.
* sign.c (struct op_data): Likewise.
(release_op_data): Likewise.

* posix-io.c (_gpgme_io_read): Save errno across debug calls.
(_gpgme_io_write): Likewise.
(_gpgme_io_pipe):
Likewise.
(_gpgme_io_select): Likewise.

* rungpg.c (struct engine_gpg): Remove arg_error.
(add_arg): Don't set arg_error.
(add_data): Likewise.
(start): Don't check arg_error.
(gpg_new): Check return value of add_arg.
* verify.c (parse_notation): Free allocated memory at error.

2003-06-05 Marcus Brinkmann <marcus@g10code.de>

Everywhere: Use libgpg-error error codes.

* Makefile.am (EXTRA_DIST): Remove mkerrors.
(BUILT_SOURCES): Remove errors.c.
(MOSTLYCLEANFILES): Likewise.
(libgpgme_la_SOURCES): Likewise. Add error.c.
(errors.c): Remove target.
* mkerrors: File removed.
* error.c: New file.

* gpgme.h (gpgme_error_t): Change to type gpg_error_t.
(gpgme_err_code_t, gpgme_err_source_t): New types.
(gpgme_err_code, gpgme_err_source, gpgme_error, gpgme_err_make):
New static inline functions.
(gpgme_strsource, gpgme_err_code_from_errno,
gpgme_err_code_to_errno, gpgme_err_make_from_errno,
gpgme_error_from_errno): New prototypes.

2003-05-29 Marcus
Brinkmann <marcus@g10code.de>

* gpgme.h (gpgme_op_export_start): Change second arg to const char *.
(gpgme_op_export): Likewise.
(gpgme_op_export_ext_start): New prototype.
(gpgme_op_export_ext): Likewise.
* engine.h: Likewise for _gpgme_engine_op_export and
_gpgme_engine_op_export_ext.
* engine-backend.h (struct engine_ops): Change second argument of
prototype of export to const char *, and add reserved int as
third argument. Add prototype for export_ext.
* engine.c (_gpgme_engine_op_export_ext): New function.
(_gpgme_engine_op_export): Change second argument of prototype of
export to const char *, and add reserved int as third argument.
* rungpg.c (gpg_export): Change second argument of prototype of
export to const char *, and add reserved int as third argument.
(gpg_export_ext): New function.
(gpg_keylist_ext): Break loop at error.
(_gpgme_engine_ops_gpg): Add gpg_export_ext.
* engine-gpgsm.c (gpgsm_export): Change second argument of
prototype of export to const
char *, and add reserved int as
third argument.
(gpgsm_export_ext): New function.
(_gpgme_engine_ops_gpgsm): Add gpgsm_export_ext.
* export.c (export_start): Change second argument of prototype of
export to const char *, and add reserved int as third argument.
(gpgme_op_export_start): Likewise.
(export_ext_start): New function.
(gpgme_op_export_ext_start): Likewise.

(gpgme_op_export_ext): Likewise.

* gpgme.h (gpgme_keylist_mode_t): New type for anonymous enum.
(gpgme_sigsum_t): New type for anonymous enum.

* encrypt-sign.c (encrypt_sign_start): Check for errors earlier,
and return an error if RECP is not set.

* Makefile.am (libgpgme_la_SOURCES): Remove user-id.c.
* user-id.c: Remove file.
* ops.h: Remove prototype for _gpgme_user_ids_all_valid.
* gpgme.h (gpgme_encrypt_flags_t): New type.
(gpgme_op_encrypt_start): Change second parameter to type
gpgme_key_t[], and add third parameter.
(gpgme_op_encrypt): Likewise.
(gpgme_op_encrypt_sign_start): Likewise.
(gpgme_op_encrypt_sign):
Likewise.
* encrypt.c (encrypt_start): Likewise.
(gpgme_op_encrypt_start): Likewise.
(gpgme_op_encrypt): Likewise. Pass flags to engine.
* encrypt-sign.c (encrypt_sign_start): Likewise.
(gpgme_op_encrypt_sign_start): Likewise.
(gpgme_op_encrypt_sign): Likewise.
* engine-backend.h (struct engine_ops): Likewise for prototypes of
encrypt and encrypt_sign.
* engine.h: Likewise for prototypes of _gpgme_engine_op_encrypt
and _gpgme_engine_op_encrypt_sign.
* engine.c (_gpgme_engine_op_encrypt): Likewise.
(_gpgme_engine_op_encrypt_sign): Likewise.
* rungpg.c (gpg_encrypt): Likewise.
(gpg_encrypt_sign): Likewise.
* rungpg.c (gpg_encrypt): Check flags for always trust option.
* engine-gpgsm.c (gpgsm_encrypt): Likewise.
(set_recipients): Rewritten to use keys instead user IDs.
* rungpg.c (append_args_from_recipients): Rewritten to use keys
instead user IDs.
* encrypt.c (_gpgme_encrypt_status_handler): Change errors
returned to GPGME_Invalid_Key and GPGME_General_Error.

2003-05-28
 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c: Rename GpgsmObject to engine_gpgsm_t.
(struct gpgsm_object_s): Rename to struct engine_gpgsm.
* rungpg.c: Rename GpgObject to engine_gpg_t.
(struct gpg_object_s): Rename to struct engine_gpg.

* context.h (struct gpgme_context): Change EngineObject to
engine_object_t.
(enum ctx_op_data_type): Rename to ctx_op_data_id_t.
(ctx_op_data_t): New type.
(struct gpgme_context): Use it.
* ops.h (_gpgme_op_data_lookup): Use new type name.
* op-support.c (_gpgme_op_data_lookup): Likewise.
* engine.c: Rename EngineObject to engine_t in the file. Also
EngineStatusHandler to engine_status_handler_t,
EngineCommandHandler to engine_command_handler_t and
EngineColonLineHandler to engine_colon_line_handler.
* rungpg.c (start): Likewise.
* engine-gpgsm.c: Likewise.
* engine-backend.h (struct engine_ops): Likewise
* engine.h (struct engine_object_s): Rename to struct engine.
(EngineObject): Rename to
engine_t. Also everywhere else in the
file.
(EngineStatusHandler): Rename to engine_status_handler_t.
(EngineColonLineHandler): Rename to engine_colon_line_handler_t.
(EngineCommandHandler): Rename to engine_command_handler_t.

* engine-gpgsm.c (gpgsm_export): Fix bug in last change.

* Makefile.am (libgpgme_la_SOURCES): Remove recipient.c, add
user-id.c.
* gpgme.h (gpgme_recipients_t): Removed.
(gpgme_recipients_new, gpgme_recipients_release,
gpgme_recipients_add_name,
gpgme_recipients_add_name_with_validity, gpgme_recipients_count,
gpgme_recipients_enum_open, gpgme_recipients_enum_read,
gpgme_recipients_enum_close): Removed.
(gpgme_op_encrypt, gpgme_op_encrypt_start, gpgme_op_encrypt_sign,
gpgme_op_encrypt_sign_start, gpgme_op_export_start,
gpgme_op_export): Change second argument to gpgme_user_id_t.
(gpgme_user_ids_release): New prototype.
(gpgme_user_ids_append): Likewise.
* ops.h (_gpgme_recipients_all_valid): Remove.
(_gpgme_user_ids_all_valid): Add.
* context.h
(struct gpgme_recipients): Removed.
* user-id.c: New file.
* recipient.c: Removed file.
* rungpg.c (append_args_from_recipients): Change last arg to
gpgme_user_id_t. Reimplement.
(gpg_encrypt): Change second arg to gpgme_user_id_t.
(gpg_encrypt_sign): Likewise.
(gpg_export): Likewise. Rewrite user ID list code.

* engine.c (_gpgme_engine_op_encrypt): Change second arg to
gpgme_user_id_t.
(_gpgme_engine_op_encrypt_sign): Likewise.
(_gpgme_engine_op_export): Likewise.
* engine.h (_gpgme_engine_op_encrypt, _gpgme_engine_op_encrypt_sign,
_gpgme_engine_op_export): Likewise.
* engine-gpgsm.c (set_recipients): Likewise. Rewrite loop code.
(gpgsm_encrypt): Likewise.
(gpgsm_export): Likewise.
* engine-backend.h (struct engine_ops): Likewise for members
ENCRYPT, ENCRYPT_SIGN and EXPORT.
* export.c (export_start, gpgme_op_export_start, gpgme_op_export):
Likewise.
* encrypt.c (encrypt_start): Likewise. Don't check for count of
recipients.
(gpgme_op_encrypt_start): Likewise.
(gpgme_op_encrypt):
Likewise.
* encrypt-sign.c (encrypt_sign_start): Likewise.
(gpgme_op_encrypt_sign): Likewise.
(gpgme_op_encrypt_sign_start): Likewise.

2003-05-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_op_import_result): Add skipped_new_keys.
* import.c (parse_import_res): Add skipped_new_keys parser.

* op-support.c (_gpgme_parse_inv_userid): Add missing break
statements.
* encrypt.c (gpgme_op_encrypt): Use gpgme_error_t instead of int.

2003-05-27 Marcus Brinkmann <marcus@g10code.de>

* encrypt.c (gpgme_op_encrypt_result): Use intermediate variable
HOOK to avoid compiler warning. Don't ask, you don't want to know.
(_gpgme_encrypt_status_handler): Likewise.
(_gpgme_op_encrypt_init_result): Likewise.
* decrypt.c (gpgme_op_decrypt_result): Likewise.
(_gpgme_decrypt_status_handler): Likewise.
(_gpgme_op_decrypt_init_result): Likewise.
* verify.c (gpgme_op_verify_result): Likewise.
(_gpgme_verify_status_handler): Likewise.
(_gpgme_op_verify_init_result):
Likewise.
* edit.c (edit_status_handler): Likewise.
(command_handler): Likewise.
(edit_start): Likewise.
* genkey.c (gpgme_op_genkey_result): Likewise.

(genkey_status_handler): Likewise.
(genkey_start): Likewise.
* import.c (gpgme_op_import_result): Likewise.
(import_status_handler): Likewise.
(_gpgme_op_import_start): Likewise.
* trustlist.c (gpgme_op_trustlist_next): Likewise.
(_gpgme_op_trustlist_event_cb): Likewise.
(gpgme_op_trustlist_start): Likewise.
* keylist.c (gpgme_op_keylist_result): Likewise.
(keylist_colon_handler): Likewise.
(keylist_status_handler): Likewise.
(_gpgme_op_keylist_event_cb): Likewise.
(gpgme_op_keylist_start): Likewise.
(gpgme_op_keylist_ext_start): Likewise.
(gpgme_op_keylist_next): Likewise.
* passphrase.c (_gpgme_passphrase_status_handler): Likewise.
(_gpgme_passphrase_command_handler_internal): Likewise.
* sign.c (gpgme_op_sign_result): Likewise.
(_gpgme_sign_status_handler): Likewise.
(_gpgme_op_sign_init_result):
Likewise.

* passphrase.c (_gpgme_passphrase_command_handler_internal): Fix
access to pointer type.

2003-05-26 Marcus Brinkmann <marcus@g10code.de>

* engine.h (EngineCommandHandler): Change last argument to int fd.
* gpgme.h (gpgme_passphrase_cb_t): Rewritten to take parts of the
description and fd.
(gpgme_edit_cb_t): Change last argument to int fd.
* ops.h (_gpgme_passphrase_command_handler_internal): New prototype.
* passphrase.c: Include <assert.h>.
(op_data_t): Rename userid_hint to uid_hint, remove last_pw_handle.
(release_op_data): Check values before calling free.
(_gpgme_passphrase_status_handler): Likewise.
(_gpgme_passphrase_command_handler_internal): New function.
(_gpgme_passphrase_command_handler): Rewritten.
* edit.c (edit_status_handler): Pass -1 as fd argument.
(command_handler): Update prototype. New variable processed. Use
it to store return value of
_gpgme_passphrase_command_handler_internal which is now used
instead _gpgme_passphrase_command_handler.
Use it also to check
if we should call the user's edit function. Pass fd to user's
edit function.
* rungpg.c (struct gpg_object_s): Change type of cmd.cb_data to
void *.

(gpg_release): Check value before calling free. Do not release
cmd.cb_data.
(command_cb): Function removed.
(command_handler): New function. Thus we don't use a data object
for command handler stuff anymore, but handle it directly. This
allows proper error reporting (cancel of passphrase requests, for
example). Also all callbacks work via direct writes to the file
descriptor (so that passphrases are not kept in insecure memory).
(gpg_set_command_handler): Rewritten to use even more ugly hacks.
(read_status): Check cmd.keyword before calling free. Install
command_handler as the I/O callback handler with GPG as private
data.

* rungpg.c (gpg_new): Add --enable-progress-filter to gpg
invocation.
* decrypt-verify.c (_gpgme_op_decrypt_verify_start): Rename to
decrypt_verify_start.
(gpgme_op_decrypt_verify_start):
Call decrypt_verify_start.
(gpgme_op_decrypt_verify): Likewise.
* verify.c (verify_status_handler): New function that also calls
progress status handler.
(_gpgme_op_verify_start): Set status handler to verify_status_handler.
Rename to (verify_start).
(gpgme_op_verify_start): Call verify_start.
(gpgme_op_verify): Likewise.
* encrypt.c (encrypt_status_handler): New function.
(_gpgme_encrypt_sym_status_handler): Call progress status handler.
Make static. Rename to encrypt_sym_status_handler.
(encrypt_start): Set status handler to encrypt_sym_status_handler
or encrypt_status_handler.
* sign.c (sign_status_handler): New function.
(sign_start): Set status handler to sign_status_handler.
* decrypt.c (decrypt_status_handler): New function that also calls
progress status handler.
(decrypt_start): Set status handler to decrypt_status_handler.
* encrypt-sign.c (encrypt_sign_status_handler): Likewise.
* decrypt-verify.c (decrypt_verify_status_handler):
Call
_gpgme_progress_status_handler.

* conversion.c (_gpgme_decode_c_string): Add missing break
statement.

* recipient.c (gpgme_recipients_add_name_with_validity): Add one
to buffer to allocate.

2003-05-19 Marcus Brinkmann <marcus@g10code.de>

* verify.c (parse_new_sig): Fix ERRSIG case.
Submitted by Benjamin Lee <benjaminlee@users.sf.net>.

2003-05-18 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: The following types are renamed. The old name is kept
as a deprecated typedef.
(GpgmeCtx): Rename to gpgme_ctx_t.
(GpgmeData): Rename to gpgme_data_t.
(GpgmeRecipients): Rename to gpgme_recipients_t.
(GpgmeError): Rename to gpgme_error_t.
(GpgmeDataEncoding): Rename to gpgme_data_encoding_t.
(GpgmePubKeyAlgo): Rename to gpgme_pubkey_algo_t.
(GpgmeHashAlgo): Rename to gpgme_hash_algo_t.
(GpgmeSigStat): Rename to gpgme_sig_stat_t.
(GpgmeSigMode): Rename to gpgme_sig_mode_t.
(GpgmeAttr): Rename to gpgme_attr_t.
(GpgmeValidity): Rename to gpgme_validity_t.
(GpgmeProtocol):
Rename to gpgme_protocol_t.
(GpgmeStatusCode): Rename to gpgme_status_code_t.
(GpgmeEngineInfo): Rename to gpgme_engine_info_t.
(GpgmeSubkey): Rename to gpgme_subkey_t.
(GpgmeKeySig): Rename to gpgme_keysig_t.
(GpgmeUserID): Rename to gpgme_user_id_t.
(GpgmePassphraseCb): Rename to gpgme_passphrase_cb_t.
(GpgmeProgressCb): Rename to gpgme_progress_cb_t.
(GpgmeEditCb): Rename to gpgme_edit_cb_t.
(GpgmeIOCb): Rename to gpgme_io_cb_t.
(GpgmeRegisterIOCb): Rename to gpgme_register_io_cb_t.
(GpgmeRemoveIOCb): Rename to gpgme_remove_io_cb_t.
(GpgmeEventIO): Rename to gpgme_event_io_t.
(GpgmeEventIOCb): Rename to gpgme_event_io_cb_t.
(GpgmeIOCbs): Rename to gpgme_io_cbs.
(gpgme_io_cbs_t): New type.
(GpgmeDataReadCb): Rename to gpgme_data_read_cb_t.
(GpgmeDataWriteCb): Rename to gpgme_data_write_cb_t.
(GpgmeDataSeekCb): Rename to gpgme_data_seek_cb_t.
(GpgmeDataReleaseCb): Rename to gpgme_data_release_cb_t.
(GpgmeDataCbs): Rename to gpgme_data_cbs.
(gpgme_data_cbs_t):
New type.
(GpgmeInvalidUserID): Rename to gpgme_invalid_user_id_t.
(GpgmeEncryptResult): Rename to gpgme_encrypt_result_t.
(GpgmeDecryptResult): Rename to gpgme_decrypt_result_t.
(GpgmeNewSignature): Rename to gpgme_new_signature_t.
(GpgmeSignResult): Rename to gpgme_sign_result_t.

(GpgmeSigNotation): Rename to gpgme_sig_notation_t.
(GpgmeSignature): Rename to gpgme_signature_t.
(GpgmeVerifyResult): Rename to gpgme_verify_result_t.
(GpgmeImportStatus): Rename to gpgme_import_status_t.
(GpgmeImportResult): Rename to gpgme_import_result_t.
(GpgmeGenKeyResult): Rename to gpgme_genkey_result_t.
(GpgmeKeyListResult): Rename to gpgme_keylist_result_t.
(GpgmeTrustItem): Rename to gpgme_trust_item_t.
* gpgme.h (gpgme_deprecated_error_t): New type, swallowing macros
GPGME_No_Recipients, GPGME_Invalid_Recipient and
GPGME_No_Passphrase.
* data.h (struct gpgme_data_s): Rename to struct gpgme_data.
* context.h (struct gpgme_context_s): Rename to struct
gpgme_context.
(struct
gpgme_recipients_s): Rename to gpgme_recipients.

2003-05-18 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (finish_key): Clear OPD->tmp_uid.

2003-05-18 Marcus Brinkmann <marcus@g10code.de>

* verify.c (_gpgme_verify_status_handler): Return GPGME_No_Data
for NODATA status without signatures.

2003-05-05 Marcus Brinkmann <marcus@g10code.de>

* key.c (_gpgme_key_append_name): Use decoded string to parse user id.
(_gpgme_key_add_sig): Likewise.

2003-05-04 Marcus Brinkmann <marcus@g10code.de>

* context.h (struct gpgme_context_s): Remove member op_info.

* key.c (_gpgme_key_add_sig): Initialize SIG->uid.

* gpgme.h (GpgmeError): Add deprecated values for
GPGME_Invalid_Type and GPGME_Invalid_Mode.

2003-04-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (gpgme_get_op_info): Remove prototype.
* ops.h (_gpgme_set_op_info,
_gpgme_data_release_and_return_string, _gpgme_data_get_as_string,
_gpgme_data_append, _gpgme_data_append_string,
_gpgme_data_append_string_for_xml,

_gpgme_data_append_for_xml,
_gpgme_data_append_percentstring_for_xml): Likewise.
(_gpgme_progress_status_handler): Change first arg to void *.
* progress.c (_gpgme_progress_status_handler): Likewise.
* conversion.c: Do not include <string.h>, <errno.h>, <ctype.h>,
and <sys/types.h>, but <string.h>.
(_gpgme_data_append): Remove function.
(_gpgme_data_append_string): Likewise.
(_gpgme_data_append_for_xml): Likewise.
(_gpgme_data_append_string_for_xml): Likewise.
(_gpgme_data_append_percentstring_for_xml): Likewise.
* data-mem.c (_gpgme_data_get_as_string): Likewise.
(_gpgme_data_release_and_return_string): Likewise.
* gpgme.c (gpgme_get_op_info): Likewise.
(_gpgme_set_op_info): Likewise.

* gpgme.h (struct _gpgme_key): New structure.
(GpgmeKey): Define using _gpgme_key.
(struct _gpgme_subkey): New structure.
(GpgmeSubKey): New type.
(struct _gpgme_key_sig): New structure.
(GpgmeKeySig): New type.
(struct _gpgme_user_id): New structure.
(GpgmeUserID):
New type.
(struct _gpgme_op_keylist_result): New structure.
(GpgmeKeyListResult): New type.
(gpgme_op_keylist_result): New function.
(gpgme_key_get_as_xml): Remove prototype.
* context.h (struct gpgme_context_s): Remove members tmp_key,
tmp_uid, key_cond and key_queue.
(struct key_queue_item_s): Remove structure.
(struct user_id_s): Remove structure.
(struct gpgme_recipients_s): Replace with simple
GpgmeUserID list.
* gpgme.c (gpgme_release): Do not release CTX->tmp_key.
* ops.h (_gpgme_key_add_subkey, _gpgme_key_append_name,
_gpgme_key_add_sig, _gpgme_trust_item_new): New prototypes.
* rungpg.c (command_cb): Return GpgmeError instead int.
New variable ERR. Use it to hold return value of cmd handler.
(gpg_delete): Access fingerprint of key directly.
(append_args_from_signers): Likewise.
(gpg_edit): Likewise.
(append_args_from_recipients): Use GpgmeUserID for recipient list.
* engine-gpgsm.c: Do not include "key.h".
(gpgsm_delete): Access fingerprint of key
directly.
(gpgsm_sign): Likewise.

(set_recipients): Use GpgmeUserID for recipients. Invert invalid
user ID flag.
* key.h: File removed.
* key.c: Completely reworked to use exposed GpgmeKey data types.
* keylist.c: Likewise.
* recipient.c: Completely reworked to use GpgmeUserID.

2003-04-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (gpgme_get_key): Remove force_update argument.
* key-cache.c: File removed.
* Makefile.am (libgpgme_la_SOURCES): Remove key-cache.c.
* ops.h (_gpgme_key_cache_add, _gpgme_key_cache_get): Remove
prototypes.
* keylist.c (_gpgme_op_keylist_event_cb): Don't call
_gpgme_key_cache_add.
(gpgme_get_key): New function.
* verify.c (gpgme_get_sig_key): Remove last argument to
gpgme_get_key invocation.

* gpgme.h (struct _gpgme_trust_item): New structure.
(GpgmeTrustItem): New type.
(gpgme_trust_item_ref, gpgme_trust_item_unref): New prototypes.
* context.h (struct trust_queue_item_s): Remove structure.
(struct gpgme_context_s): Remove trust_queue
member.
* Makefile.am (libgpgme_la_SOURCES): Add trust-item.c.
* trust-item.c: New file.
* trustlist.c: Do not include <stdio.h> or <time.h>, but
"gpgme.h".
(struct trust_queue_item_s): Change to new type op_data_t.
(trust_status_handler): Change first argument to void *.
(trust_colon_handler): Likewise.
(_gpgme_op_trustlist_event_cb): Use op_data_t type.
(gpgme_op_trustlist_start): Use op_data_t and rework error
handling.
(gpgme_op_trustlist_next): Use op_data_t.
(gpgme_trust_item_release): Remove function.
(gpgme_trust_item_get_string_attr): Likewise.
(gpgme_trust_item_get_int_attr): Likewise.

* verify.c (calc_sig_summary): Do not set GPGME_SIGSUM_SYS_ERROR
for bad signatures.

2003-04-28 Marcus Brinkmann <marcus@g10code.de>

* context.h: Remove OPDATA_VERIFY_COLLECTING.
(struct gpgme_context_s): Remove member notation.

* gpgme.h: Make enum for GPGME_KEYLIST_MODE_* values.

* gpgme.h (struct _gpgme_sig_notation): New structure.
(GpgmeSigNotation): New
type.
(struct _gpgme_signature): New structure.
(GpgmeSignature): New type.
(struct _gpgme_op_verify_result): New structure.
(GpgmeVerifyResult): New type.
(gpgme_op_verify_result): New prototype.
(gpgme_get_notation): Remove prototype.
* ops.h (_gpgme_op_verify_init_result): New prototype.
(_gpgme_verify_status_handler): Change first argument to void *.
* util.h (_gpgme_decode_percent_string, _gpgme_map_gnupg_error):
New prototypes.
* conversion.c (_gpgme_decode_percent_string): New function.
(gnupg_errors): New static global.
(_gpgme_map_gnupg_error): New function.
* gpgme.c (gpgme_release): Don't release CTX->notation.
(gpgme_get_notation): Remove function.
* decrypt-verify.c (_gpgme_op_decrypt_verify_start): Call
_gpgme_op_verify_init_result.
* verify.c: Do not include <stdio.h>, <assert.h> and "key.h", but
do include "gpgme.h".
(struct verify_result): Replace with ...
(op_data_t): ... this type.
(release_verify_result): Remove function.
(release_op_data):
New function.
(is_token): Remove function.
(skip_token): Remove function.
(copy_token): Remove function.
(gpgme_op_verify_result): New function.
(calc_sig_summary): Rewritten.
(finish_sig): Remove function.
(parse_new_sig): New function.
(parse_valid_sig): New function.
(parse_notation): New function.
(parse_trust): New function.
(parse_error): New function.
(_gpgme_verify_status_handler): Rewritten. Change first argument
to void *.
(_gpgme_op_verify_start): Rework error handling. Call
_gpgme_op_verify_init_result.
(gpgme_op_verify): Do not release or clear CTX->notation.
(gpgme_get_sig_status): Rewritten.
(gpgme_get_sig_string_attr): Likewise.
(gpgme_get_sig_ulong_attr): Likewise.

(gpgme_get_sig_key): Likewise.

* gpgme.h (struct _gpgme_op_decrypt_result): New structure.
(GpgmeDecryptResult): New type.
(gpgme_op_decrypt_result): New prototype.
* ops.h (_gpgme_op_decrypt_init_result): New prototype.
(_gpgme_decrypt_status_handler): Fix prototype.
(_gpgme_decrypt_start):
Remove prototype.
* decrypt-verify.c: Do not include <stdio.h>, <stdlib.h>,
<string.h> and <assert.h>, "util.h" and "context.h", but
"gpgme.h".
(decrypt_verify_status_handler): Change first argument to void *,
and rework error handling.
(_gpgme_op_decrypt_verify_start): New function.
(gpgme_op_decrypt_verify_start): Rewrite using
_gpgme_op_decrypt_verify_start.
(gpgme_op_decrypt_verify): Likewise.
* decrypt.c: Include <string.h>, "gpgme.h" and "util.h".
(struct decrypt_result): Change to typedef op_data_t, rewritten.
(is_token): Remove function.
(release_op_data): New function.
(skip_token): Remove function.
(gpgme_op_decrypt_result): New function.
(_gpgme_decrypt_status_handler): Change first argument to void *.
Rework error handling.
(_gpgme_decrypt_start): Rename to ...
(decrypt_start): ... this. Call _gpgme_op_decrypt_init_result.
(_gpgme_op_decrypt_init_result): New function.
(gpgme_op_decrypt_start): Use decrypt_start.
(gpgme_op_decrypt): Likewise.

2003-04-27
Marcus Brinkmann <marcus@g10code.de>

* encrypt-sign.c: Do not include <stddef.h>, <stdio.h>,
<stdlib.h>, <string.h>, <assert.h> and "util.h", but "gpgme.h".
(_gpgme_op_encrypt_sign_start): Rename to ...
(encrypt_sign_start): ... this.
(gpgme_op_encrypt_sign_start): Use encrypt_sign_start, not
_gpgme_op_encrypt_sign_start.
(gpgme_op_encrypt_sign): Likewise.

* gpgme.h (GpgmeEncryptResult): New data type.
(gpgme_op_encrypt_result): New prototype.
* ops.h (_gpgme_op_encrypt_init_result): New prototype.
(_gpgme_op_encrypt_status_handler): Fix prototype.
* encrypt-sign.c (_gpgme_op_encrypt_sign_start): Call

_gpgme_op_encrypt_init_result.
* encrypt.c: Do not include <stdio.h>, <assert.h>, "util.h" and
"wait.h". Include <errno.h> and "gpgme.h".
(SKIP_TOKEN_OR_RETURN): Remove macro.
(struct encrypt_result): Rename to ...
(op_data_t): ... new data type. Rewrite for user result data.
(append_xml_encinfo): Remove function.
(release_op_data): New function.
(gpgme_op_encrypt_result):
New function.
(_gpgme_op_encrypt_status_handler): Change first argument to void *.
Rewrite result parsing.
(_gpgme_op_encrypt_sym_status_handler): Change first argument to
void *.
(_gpgme_op_encrypt_init_result): New function.
(_gpgme_op_encrypt_start): Rename to ...
(encrypt_start): ... this.
(gpgme_op_encrypt_start): Use encrypt_start, not
gpgme_op_encrypt_start.
(gpgme_op_encrypt): Likewise.

* gpgme.h (GpgmePubKeyAlgo, GpgmeHashAlgo, GpgmeInvalidUserID,
GpgmeNewSignature, GpgmeSignResult): New data types.
(gpgme_op_sign_result, gpgme_pubkey_algo_name,
gpgme_hash_algo_name): New prototypes.
* gpgme.c (gpgme_pubkey_algo_name): New function.
(gpgme_hash_algo_name): Likewise.
* ops.h (_gpgme_parse_inv_userid, _gpgme_op_sign_init_result): New
prototype.
(_gpgme_op_sign_status_handler): Fix prototype.
* op-support.c: Include <errno.h> and <string.h>.
(_gpgme_parse_inv_userid): New function.
* sign.c: Include <errno.h> and "gpgme.h", but
not <stdio.h>,
<assert.h> and "util.h".
(SKIP_TOKEN_OR_RETURN): Remove macro.
(struct sign_result): Change to op_data_t type and rework it.
(release_sign_result): Rename to ...
(release_op_data): ... this and rewrite it.
(append_xml_info): Remove function.
(gpgme_op_sign_result): New function.
(parse_sig_created): New function.
(_gpgme_sign_status_handler): Change first argument to void *.
Rewrite the function to use the new result structure and functions.
(_gpgme_op_sign_init_result): New function.
(_gpgme_op_sign_start): Rename to ...
(sign_start): ... this. Call _gpgme_op_sign_init_result.
(gpgme_op_sign_start): Use sign_start instead _gpgme_op_sign_start.

(gpgme_op_sign): Likewise.
* encrypt-sign.c (_gpgme_op_encrypt_sign_start): Call
_gpgme_op_sign_init_result.

* delete.c: Include <errno.h> and "gpgme.h", but not "util.h" or
"key.h".
(enum delete_problem): Move into function delete_status_handler.
(delete_status_handler): Change first argument to void *. Parse
delete
problem with strtol instead atoi. Return better error
values.
(_gpgme_op_delete_start): Rename to ...
(delete_start): ... this. Rework error handling.
(gpgme_op_delete_start): Use delete_start instead
_gpgme_op_delete_start.
(gpgme_op_delete): Likewise.
* gpgme.h (GpgmeDataType): Removed.

2003-04-25 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Change GPGME_IMPORT_PRIVATE to GPGME_IMPORT_SECRET.
* import.c (parse_import_res): Parse unchanged field.

* gpgme.h: New enum for GPGME_IMPORT_NEW, GPGME_IMPORT_UID,
GPGME_IMPORT_SIG, GPGME_IMPORT_SUBKEY, GPGME_IMPORT_PRIVATE.
(GpgmeError): GPGME_Unknown_Reason, GPGME_Not_Found,
GPGME_Ambiguous_Specification, GPGME_Wrong_Key_Usage,
GPGME_Key_Revoked, GPGME_Key_Expired, GPGME_No_CRL_Known,
GPGME_CRL_Too_Old, GPGME_Policy_Mismatch, GPGME_No_Secret_Key,
GPGME_Key_Not_Trusted, GPGME_Issuer_Missing, GPGME_Chain_Too_Long,
GPGME_Unsupported_Algorithm, GPGME_Sig_Expired,
GPGME_Bad_Signature, GPGME_No_Public_Key added
as new error codes.
(struct _gpgme_import_status): New structure.
(GpgmeImportStatus): New type.
(struct _gpgme_op_import_result): New structure.
(GpgmeImportResult): New type.
(gpgme_op_import_result): New function.
* import.c: Include <errno.h> and "gpgme.h", but not "util.h".
(struct import_result): Change to type op_data_t.
(release_import_result): Rename to ...
(release_op_data): ... this.
(append_xml_impinfo): Function removed.
(gpgme_op_import_result): New function.
(parse_import): New function.
(parse_import_res): Likewise.
(import_status_handler): Change first argument to void *. Rewrite
to use new functions.

(_gpgme_op_import_start): Rework error handling.

* edit.c: Do not include <assert.h>, "util.h", but "gpgme.h".
(edit_resut): Change to typedef for op_data_t.
(edit_status_handler): Change first argument to void *.
Rework error handling.
(command_handler): Rework error handling.
(_gpgme_op_edit_start): Rename to ...
(edit_start): ... this. Rework
error handling.
(gpgme_op_edit_start): Rewrite using edit_start.
(gpgme_op_edit): Likewise.

* ops.h (_gpgme_passphrase_start): Remove prototype.
* passphrase.c: Do not include <assert.h>, "util.h" or
"debug.h", but "gpgme.h".
(struct passphrase_result): Change to typedef for op_data_t.
(release_passphrase_result): Rename to release_op_data.
(_gpgme_passphrase_status_handler): Change first argument to void *.
Use new op_data_t type.
(_gpgme_passphrase_command_handler): Use new op_data_t type.
(_gpgme_passphrase_start): Remove function.
* decrypt.c (_gpgme_decrypt_start): Rewrite error handling. Do
not call _gpgme_passphrase_start, but install command handler.
* encrypt.c (_gpgme_op_encrypt_start): Likewise.
* encrypt-sign.c (_gpgme_op_encrypt_sign_start): Likewise.
* sign.c (_gpgme_op_sign_start): Likewise.

* context.h (struct gpgme_context_s): Remove member initialized,
use_cms and help_data_1. Add member protocol. Make use_armor and
use_textmode bit flags.
 Make keylist_mode, include_certs,
signers_len and signers_size unsigned.
* gpgme.c (gpgme_new): Initialize CTX->protocol.
(gpgme_set_protocol): Do not check CTX. Use CTX->protocol.
(gpgme_get_protocol): Likewise.
(gpgme_release): Do not release CTX->help_data_1.
* op-support.c (_gpgme_op_reset): Use CTX->protocol.

* wait-private.c (_gpgme_wait_private_event_cb): Remove variable CTX.

* data.c: Do not include <assert.h>, but "gpgme.h".
(_gpgme_data_inbound_handler): Expand _gpgme_data_append, because
it will go. Do not assert DH.
(_gpgme_data_outbound_handler): Do not assert DH.

* export.c: Do not include <stdlib.h>, "debug.h" and "util.h", but
"gpgme.h".

(export_status_handler): Change type of first argument to void *.
(_gpgme_op_export_start): Rename to ...
(export_start): ... this. Rework error handling.
(gpgme_op_export_start): Rewritten to use export_start instead
_gpgme_op_export_start.
(gpgme_op_export): Likewise.

* gpgme.h (GpgmeError): Add GPGME_Busy,
GPGME_No_Request.
(GPGME_No_Recipients, GPGME_Invalid_Recipient,
GPGME_No_Passphrase): New macros.

* key.c (gpgme_key_get_string_attr): Fix validity attribute.

2003-04-24 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (struct _gpgme_op_genkey_result): New structure.
(GpgmeGenKeyResult): New type.
(gpgme_op_genkey): Drop last argument.
(gpgme_op_genkey_result): New function.
* genkey.c: Do not include "util.h", but "gpgme.h".
(struct genkey_result): Replace with ...
(op_data_t): ... this new type.
(release_genkey_result): Replace with ...
(release_op_data): ... this new function.
(gpgme_op_genkey_result): New function.
(genkey_status_handler): Rewritten using new op_data_t type.
(get_key_parameter): New function.
(_gpgme_op_genkey_start): Renamed to
(genkey_start): ... this and rewritten.
(gpgme_op_genkey_start): Use genkey_start instead
_gpgme_op_genkey_start.
(gpgme_op_genkey): Rewritten. Remove FPR argument.

* context.h (struct gpgme_context_s): Remove member
verbosity.
* gpgme.c (gpgme_new): Do not set member verbosity.
* engine.h (_gpgme_engine_set_verbosity): Remove prototype.
* engine.c (_gpgme_engine_set_verbosity): Remove function.
* engine-backend.h (struct engine_ops): Remove set_verbosity.
* engine-gpgsm.c (_gpgme_engine_ops_gpgsm): Remove set_verbosity member.
* rungpg.c (_gpgme_engine_ops_gpg): Likewise.
(gpg_set_verbosity): Remove function.
* decrypt.c (_gpgme_decrypt_start): Don't call
_gpgme_engine_set_verbosity.
* delete.c (_gpgme_op_delete_start): Likewise.
* edit.c (_gpgme_op_edit_start): Likewise.
* encrypt.c (_gpgme_op_encrypt_start): Likewise.

* encrypt-sign.c (_gpgme_op_encrypt_sign_start): Likewise.
* export.c (_gpgme_op_export_start): Likewise.
* genkey.c (_gpgme_op_genkey_start): Likewise.
* import.c (_gpgme_op_import_start): Likewise.
* keylist.c (gpgme_op_keylist_start): Likewise.
(gpgme_op_keylist_ext_start): Likewise.
* sign.c (_gpgme_op_sign_start): Likewise.
* verify.c (_gpgme_op_verify_start):
Likewise.

* Makefile.am (libgpgme_la_SOURCES): Add key-cache.c.
* key.c (key_cache_initialized, key_cache_size,
key_cache_max_chain_length,): Removed.
(struct key_cache_item_s, key_cache_lock, key_cache,
key_cache_unused_items, hash_key, _gpgme_key_cache_add,
_gpgme_key_cache_get, gpgme_get_key): Moved to ...
* key-cache.c: ... here. New file.
* key.h (_gpgme_key_cache_init): Remove prototypes.
(_gpgme_key_cache_add,_gpgme_key_cache_get): Move to ...
* ops.h: ... here.
* version.c: Do not include "key.h".
(do_subsystem_inits): Do not call _gpgme_key_cache_init.

* mkstatus: Strip trailing comma.
* gpgme.h (GpgmeStatus): Pretty print.

* gpgme.h (GpgmeError): Rename GPGME_No_Passphrase to
GPGME_Bad_Passphrase.
* passphrase.c (_gpgme_passphrase_status_handler): Use
GPGME_Bad_Passphrase instead GPGME_No_Passphrase.

* gpgme.h (GpgmeError): Rename GPGME_No_Recipients to
GPGME_No_UserID and GPGME_Invalid_Recipient to
GPGME_Invalid_UserID.
* encrypt.c (_gpgme_encrypt_status_handler):
Use GPGME_No_UserID
instead GPGME_No_Recipients and GPGME_Invalid_UserID instead
GPGME_Invalid_Recipient.
(_gpgme_op_encrypt_start): Likewise.

* gpgme.h (GpgmeError): Remove GPGME_Busy and GPGME_No_Request.
* wait-user.c (_gpgme_wait_user_event_cb): Don't clear CTX->pending.
* wait-private.c (_gpgme_wait_private_event_cb): Likewise.
* wait-global.c (gpgme_wait): Likewise.
* verify.c (_gpgme_op_verify_start): Likewise.
(gpgme_get_sig_status): Don't check pending flag.
(gpgme_get_sig_string_attr): Likewise.
(gpgme_get_sig_ulong_attr): Likewise.

(gpgme_get_sig_key): Likewise.
* op-support.c (_gpgme_op_reset): Likewise.
* trustlist.c (gpgme_op_trustlist_start): Don't clear pending flag.
(gpgme_op_trustlist_next): Don't check or clear pending flag.
(gpgme_op_trustlist_end): Likewise.
* sign.c (_gpgme_op_sign_start): Likewise.
* context.h (struct gpgme_context_s): Remove member PENDING.
* decrypt.c (_gpgme_decrypt_start): Likewise.
* delete.c (_gpgme_op_delete_start):
Likewise.
* edit.c (_gpgme_op_edit_start): Likewise.
* encrypt.c (_gpgme_op_encrypt_start): Likewise.
* encrypt-sign.c (_gpgme_op_encrypt_sign_start): Likewise.
* export.c (_gpgme_op_export_start): Likewise.
* genkey.c (_gpgme_op_genkey_start): Likewise.
* import.c (_gpgme_op_import_start): Likewise.
* key.c (gpgme_get_key): Likewise.
* keylist.c (gpgme_op_keylist_start): Likewise.
(gpgme_op_keylist_ext_start): Likewise.
(gpgme_op_keylist_next): Likewise.
(gpgme_op_keylist_end): Likewise.
* data-compat.c (gpgme_error_to_errno): Don't convert EBUSY.

2003-02-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (GpgmePassphraseCb): Change type to return GpgmeError,
and add argument for returning the result string.
(gpgme_cancel): Remove prototype.
* gpgme.c (gpgme_cancel): Remove function.
* context.h (struct gpgme_context_s): Remove member cancel.
* passphrase.c (_gpgme_passphrase_command_handler): Call the
passphrase callback in the new way.

2003-01-30
Marcus Brinkmann <marcus@g10code.de>

* edit.c (_gpgme_edit_status_handler): Call the progress status
handler.

2003-02-05 Marcus Brinkmann <marcus@g10code.de>

* wait-user.c (_gpgme_wait_user_remove_io_cb): Move check for no
I/O handlers left to ...
(_gpgme_user_io_cb_handler): ... here.

2003-02-04 Marcus Brinkmann <marcus@g10code.de>

* trustlist.c (trustlist_colon_handler): Release ITEM if name

could not be allocated.
(gpgme_trust_item_release): Only release name if it is allocated.
Reported by Marc Mutz <Marc.Mutz@uni-bielefeld.de>.

2003-02-04 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (read_status): If he status handler returns an error,
return it.
(status_handler): If read_status fails, just return the error.

2003-02-01 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (start): Handle all errors, not only most of
them.
(xtoi_1, xtoi_2): Remove macro.
(status_handler): Replace use of xtoi_2 with _gpgme_hextobyte.

2003-02-01 Marcus
Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (map_assuan_error): Replace
ASSUAN_Bad_Certificate_Path with ASSUAN_Bad_Certificate_Chain.
(gpgsm_new): Use assuan_pipe_connect instead assuan_pipe_connect2.

* util.h (DIMof): Remove macro.

* ops.h (_gpgme_op_event_cb, _gpgme_op_event_cb_user,
_gpgme_data_unread): Prototypes removed.

2003-01-30 Marcus Brinkmann <marcus@g10code.de>

* types.h: File removed.
* Makefile.am (libgpgme_la_SOURCES): Remove types.h.
* io.h (struct spawn_fd_item_s): Do not include "types.h".
* key.h: Likewise.
* context.h: Likewise.
* cengine-gpgsm.h: Likewise.
* engine.h: Include "gpgme.h" instead "types.h". Add prototypes
for EngineStatusHandler, EngineColonLineHandler and
EngineCommandHandler.
(_gpgme_engine_set_status_handler): Change parameter type from
GpgmeStatusHandler to EngineStatusHandler.
(_gpgme_engine_set_command_handler): Change parameter type from
GpgmeCommandHandler to EngineCommandHandler.
(_gpgme_engine_set_colon_line_handler):
Change parameter type from
GpgmeColonLineHandler to EngineColonLineHandler.
* engine-backend.h: Include "engine.h" instead "types.h".

(struct engine_ops): Change Gpgme*Handler parameters in members
set_command_handler, set_colon_line_handler and set_status_handler
to Engine*Handler.
* engine.c (_gpgme_engine_set_status_handler): Change parameter
type from GpgmeStatusHandler to EngineStatusHandler.
(_gpgme_engine_set_command_handler): Change parameter type from
GpgmeCommandHandler to EngineCommandHandler.
(_gpgme_engine_set_colon_line_handler): Change parameter type from
GpgmeColonLineHandler to EngineColonLineHandler.
* rungpg.c (struct gpg_object_s): Change type of member status.fnc
from GpgmeStatusHandler to EngineStatusHandler. Change type of
member colon.fnc from GpgmeColonLineHandler to
EngineColonLineHandler. Change type of member cmd.fnc from
GpgmeCommandHandler to EngineCommandHandler.
* engine-gpgsm.c (struct gpgsm_object_s): Likewise.
* rungpg.c
(gpg_set_status_handler): Change parameter type from
GpgmeStatusHandler to EngineStatusHandler.
* engine-gpgsm.c (gpgsm_set_status_handler): Likewise.
(assuan_simple_command): Likewise.
* rungpg.c (gpg_set_colon_line_handler): Change parameter type
from GpgmeColonLineHandler to EngineColonLineHandler.
* engine-gpgsm.c (gpgsm_set_colon_line_handler): Likewise.
* rungpg.c (gpg_set_command_handler): Change parameter type from
GpgmeCommandHandler to EngineCommandHandler.

* engine-gpgsm.c (status_handler): Do not close status fd at end
of function.

* ops.h (_gpgme_op_data_lookup): Add prototype.
* op-support.c: Include <stdlib.h>.
(_gpgme_op_data_lookup): New function.
* decrypt.c (_gpgme_release_decrypt_result): Function removed.
(struct decrypt_result_s): Rename to ...
(struct decrypt_resul): ... this.
(DecryptResult): New type.
(_gpgme_decrypt_status_handler): Don't use
test_and_allocate_result, but use _gpgme_op_data_lookup to
retrieve result data object.
* sign.c
(_gpgme_release_sign_result): Function removed.
(release_sign_result): New function.
(struct sign_result_s): Rename to ...
(struct sign_result): ... this.
(SignResult): New type.
(_gpgme_sign_status_handler): Don't use
test_and_allocate_result, but use _gpgme_op_data_lookup to
retrieve result data object.

* encrypt.c (struct encrypt_result_s): Rename to ...
(struct encrypt_result): ... this.
(_gpgme_release_encrypt_result): Function removed.
(release_encrypt_result): New function.
(_gpgme_encrypt_status_handler): Don't use
test_and_allocate_result, but use _gpgme_op_data_lookup to
retrieve result data object.
* verify.c (struct verify_result_s): Rename to ...
(struct verify_result): ... this. Remove member next.
(VerifyResult): New type.
(_gpgme_release_verify_result): Function removed.
(release_verify_result): New function.
(finish_sig): Change first argument to type VerifyResult. Diddle
the type of the op_data structure.
(add_notation): Change first argument
to type VerifyResult.
(_gpgme_verify_status_handler): Don't use
test_and_allocate_result, but use _gpgme_op_data_lookup to
retrieve result data object.
* passphrase.c (struct passphrase_result_s): Rename to ...
(struct passphrase_result): ... this. Remove member next.
(PassphraseResult): New type.
(_gpgme_release_passphrase_result): Function removed.
(release_passphrase_result): New function.
(_gpgme_passphrase_status_handler): Don't use
test_and_allocate_result, but use _gpgme_op_data_lookup to
retrieve result data object.
(_gpgme_passphrase_command_handler): Likewise.
* keylist.c (struct keylist_result_s): Rename to ...
(struct keylist_result): ... this. Remove member next.
(KeylistResult): New type.
(_gpgme_release_keylist_result): Function removed.
(release_keylist_result): New function.
(keylist_status_handler): Don't use
test_and_allocate_result, but use _gpgme_op_data_lookup to
retrieve result data object.
* edit.c (struct edit_result_s): Rename to ...
(struct
edit_result): ... this. Remove member next.
(EditResult): New type.
(_gpgme_release_edit_result): Function removed.
(release_edit_result): New function.
(edit_status_handler): Don't use
test_and_allocate_result, but use _gpgme_op_data_lookup to
retrieve result data object.
(command_handler): Likewise.
* types.h (DecryptResult, SignResult, EncryptResult,
PassphraseResult, ImportResult, DeleteResult, GenKeyResult,

KeylistResult, EditResult): Types removed.
* ops.h: Don't include "types.h", but "gpgme.h" and "context.h".
(test_and_allocate_result): Remove macro.
(_gpgme_release_decrypt_result): Remove prototype.
(_gpgme_decrypt_result): Remove prototype.
(_gpgme_release_sign_result): Remove prototype.
(_gpgme_release_encrypt_result): Remove prototype.
(_gpgme_release_passphrase_result): Remove prototype.
(_gpgme_release_import_result): Remove prototype.
(_gpgme_release_delete_result): Remove prototype.
(_gpgme_release_genkey_result): Remove prototype.
(_gpgme_release_keylist_result):
Remove prototype.
(_gpgme_release_edit_result): Remove prototype.
(_gpgme_release_verify_result): Remove prototype.
* gpgme.c (_gpgme_release_result): Rewritten.
* context.h (enum ctx_op_data_type): New enum.
(struct ctx_op_data): New structure.
(struct gpgme_context_s): Replace the member result with a member
op_data.
(fail_on_pending_request): Remove macro.
* op-support.c (_gpgme_op_reset): Expand macro
fail_on_pending_request.
* util.h: Don't include "types.h" or "debug.h", but include "gpgme.h".

2003-01-19 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_engine_ops_gpg): Remove gpg_start.
(gpg_start): Rename to ...
(start): ... this function. Change arguments to GpgObject.
(gpg_decrypt): Call start.
(gpg_edit): Likewise.
(gpg_encrypt): Likewise.
(gpg_encrypt_sign): Likewise.
(gpg_export): Likewise.
(gpg_import): Likewise.
(gpg_keylist): Likewise.
(gpg_keylist_ext): Likewise.
(gpg_trustlist): Likewise.
(gpg_verify): Likewise.

*
engine-gpgsm.c (_gpgme_engine_ops_encrypt): Remove gpgsm_start.
(gpgsm_start): Rename to ...
(struct gpgsm_object_s): Remove member command.
(gpgsm_release): Don't free command.
(start): ... this function. Change arguments to GpgsmObject and
const char *.

(gpgsm_decrypt): Call start.
(gpgsm_delete): Likewise.
(gpgsm_encrypt): Likewise.
(gpgsm_export): Likewise.
(gpgsm_genkey): Likewise.
(gpgsm_import): Likewise.
(gpgsm_keylist): Likewise.
(gpgsm_keylist_ext): Likewise.
(gpgsm_verify): Likewise.

* decrypt.c (_gpgme_decrypt_start): Don't call
_gpgme_engine_start.
* delete.c (_gpgme_op_delete_start): Likewise.
* edit.c (_gpgme_op_edit_start): Likewise.
* encrypt.c (_gpgme_op_encrypt_start):
* encrypt-sign.c (_gpgme_op_encrypt_sign_start):
* export.c (_gpgme_op_export_start): Likewise.
* genkey.c (_gpgme_op_genkey_start): Likewise.
* import.c (_gpgme_op_import_start): Likewise.
* keylist.c (gpgme_op_keylist_ext_start): Likewise.
(gpgme_op_keylist_start):
Likewise.
* sign.c (_gpgme_op_sign_start): Likewise.
* trustlist.c (gpgme_op_trustlist_start): Likewise.
* verify.c (_gpgme_op_verify_start): Likewise.

* engine-backend.h (struct engine_ops): Remove member start.

* engine.h (_gpgme_engine_start): Remove prototype.
* engine.c (_gpgme_engine_start): Remove function.

2003-01-19 Miguel Coca <mcoca@gnu.org>

* w32-io.c (_gpgme_io_select): Add missing argument in calls to
DEBUG_BEGIN.
* w32-util.c: Include "sema.h".
(find_program_in_registry): Change DEBUG1 to DEBUG2, fixes compilation
error.

2003-01-29 Marcus Brinkmann <marcus@g10code.de>

* types.h: Remove byte and ulong types.
* util.h (_gpgme_hextobyte): Change prototype to unsigned char
instead byte.
* conversion.c (_gpgme_hextobyte): Change argument to unsigned
char instead byte.
(_gpgme_decode_c_string): Likewise, and beautify. Also support a
few more escaped characters. Be more strict about buffer size.

(_gpgme_data_append_percentstring_for_xml): Change
type of SRC,
BUF and DST to unsigned char instead byte.
* progress.c (_gpgme_progress_status_handler): Use unsigned char
instead byte.
* debug.c (trim_spaces): Likewise.

* util.h (mk_error): Remove macro.
* conversion.c, data.c, data-compat.c, decrypt.c, delete.c,
edit.c, encrypt.c, encrypt-sign.c, engine.c, engine-gpgsm.c,
export.c, genkey.c, gpgme.c, import.c, key.c, keylist.c,
passphrase.c, progress.c, recipient.c, rungpg.c, sign.c,
signers.c, trustlist.c, verify.c, wait.c, wait-global.c,
wait-private (literally everywhere): Expand the mk_error macro.

* context.h (wait_on_request_or_fail): Remove macro.

* context.h (gpgme_context_s): Remove member ERROR.
* types.h (GpgmeStatusHandler): Change return type to GpgmeError.
(GpgmeCommandHandler): Change return type to GpgmeError and add
new argument RESULT.
* gpgme.h (GpgmeIOCb): Change return type to GpgmeError.
(GpgmeEventIO): New event GPGME_EVENT_START.
(GpgmeIdleFunc): Remove type.
(gpgme_register_idle): Remove
prototype.
* data.c: Include <assert.h>.
(_gpgme_data_inbound_handler): Change return type to GpgmeError.
Return any error instead ignoring it, don't close file descriptor
on error.
(_gpgme_data_outbound_handler): Likewise.
* decrypt.c: Do not include <stdio.h>, <string.h> and <assert.h>.
(_gpgme_decrypt_status_handler): Change return type to GpgmeError.
Return error instead setting ctx->error. Return success at end of
function.
(gpgme_op_decrypt): Don't work around the old kludge anymore.
* decrypt-verify.c (decrypt_verify_status_handler): Change return
type to GpgmeError. Return possible errors.
* delete.c: Do not include <stdio.h>, <string.h>, <time.h> and
<assert.h>.
(delete_status_handler): Change return type to GpgmeError. Return
error instead setting ctx->error. Return success at end of
function.
* edit.c: Do not include <stdio.h> and <string.h>.
(_gpgme_edit_status_handler): Change type to GpgmeError,
make static and rename to ...
(edit_status_handler):

... this. Return error directly.
(command_handler): Change return type to GpgmeError, add result
argument. Return error directly.
* encrypt.c (status_handler_finish): Remove function.
(_gpgme_encrypt_status_handler): Change return type to GpgmeError.
Return error directly.
(_gpgme_encrypt_sym_status_handler): Likewise.
* encrypt-sign.c (encrypt_sign_status_handler): Likewise.
* engine-gpgsm.c (close_notify_handler): Do not signal done event
anymore.
(status_handler): Change return type to GpgmeError. Diddle things
around a bit to return errors directly.
(start): Send start event.
* export.c: Do not include <stdio.h>, <string.h> and <assert.h>.
(export_status_handler): Change return type to GpgmeError. Don't
check ctx->error.
* genkey.c: Do not include <stdio.h> and <assert.h>.
(genkey_status_handler): Change return type to GpgmeError. Don't
check ctx->error. Return errors directly.
* gpgme.c (_gpgme_release_result): Do not initialize ctx->error.
(_gpgme_op_event_cb):
Function removed.
(_gpgme_op_event_cb_user): Likewise.
* import.c: Do not include <stdio.h>, <string.h> and <assert.h>.
(import_status_handler): Change return type to GpgmeError. Don't
check ctx->error.
* keylist.c (keylist_colon_handler, keylist_status_handler, finish_key):
Change return type to GpgmeError, return error directly.
* Makefile (libgpgme_la_SOURCES): Add wait-global.c,
wait-private.c and wait-user.c
* ops.h (test_and_allocate_result): Return error instead setting
ctx->error.
(_gpgme_data_inbound_handler, _gpgme_data_outbound_handler,
_gpgme_verify_status_handler, _gpgme_decrypt_status_handler,
_gpgme_sign_status_handler, _gpgme_encrypt_staus_handler,
_gpgme_passphrase_status_handler, _gpgme_progress_status_handler):
Change return type to GpgmeError.
(_gpgme_passphease_command_handler): Change return type to
GpgmeError and add new argument RESULT.
* op-support.c: Use new callback functions, and change private
data to ctx everywhere.
* passphrase.c
(_gpgme_passphrase_status_handler): Change return
type to GpgmeError, return error directly.
(_gpgme_passphrase_command_handler): Change return type to
GpgmeError, add result argument. Return results accordingly.
* progress.c (_gpgme_progress_status_handler): Change return type
to GpgmeError, return errors directly.

* rungpg.c (status_handler): Change return type to GpgmeError.
Return error directly.
(close_notify_handler): Don't send done event.
(colon_line_handler): Change return type to GpgmeError, return
errors directly.
* rungpg.c (start): Send start event.
* sign.c (_gpgme_sign_status_handler): Change return type to
GpgmeError, return errors directly.
* trustlist.c (trustlist_status_handler): Change return type to
GpgmeError. Return 0.
(trustlist_colon_handler): Change return type GpgmeError. Return
errors directly.
* verify.c (add_notation): Change return type to GpgmeError,
return errors directly.
(_gpgme_verify_status_handler): Likewise.
* wait.h
(struct fd_table): Remove lock member.
(struct wait_item_s): Moved here from wait.c.
(struct tag): New structure.
(_gpgme_wait_event_cb): Remove prototype.
(_gpgme_wait_private_event_cb, _gpgme_wait_global_event_cb,
_gpgme_wait_user_add_io_cb, _gpgme_wait_user_remove_io_cb,
_gpgme_wait_user_event_io_cb): New prototypes.
* wait.c: Don't include <stdio.h>.
(ftd_global, ctx_done_list, ctx_done_list_size,
ctx_done_list_length, ctx_done_list_lock, idle_function): Remove
global variable.
(gpgme_register_idle, do_select, _gpgme_wait_event_cb): Remove
function.
(gpgme_wait): Move to file wait-global.c.
(_gpgme_add_io_cb): Take ctx as private argument, initialize ctx
member in wait item and tag.
(_gpgme_remove_io_cb): Take ctx from tag. Don't use FDT lock.
(_gpgme_wait_one, _gpgme_wait_on_condition): Move to
wait-private.c.
(gpgme_fd_table_init): Don't initialize FDT->lock.
(gpgme_fd_table_deinit): Don't destroy FDT->lock.
(_gpgme_fd_table_put): Make static and rename to
...
(fd_table_put): ... this function. Don't use FDT->lock.
(struct wait_item_s): Move to wait.h.
* wait-global.c: New file.
* wait-private.c: New file.
* wait-user.c: New file.

* key.c (gpgme_key_sig_get_string_attr): Use validity_to_string
instead otrust_to_string to calculate validity.

2003-01-30 Marcus Brinkmann <marcus@g10code.de>

* types.h (EngineObject): Move typedef to ...
* engine.h: ... here.
* types.h (GpgObject): Move typedef to ...
* rungpg.c: ... here.
* types.h (GpgsmObject): Move typedef to ...
* engine-gpgsm.c: ... here.

* util.h (return_if_fail, return_null_if_fail,
return_val_if_fail): Remove macro.
* gpgme.c (gpgme_cancel): Don't use return_if_fail.
* key.c (gpgme_key_ref): Likewise.
* signers.c (gpgme_signers_enum): Likewise.
(gpgme_signers_clear): Likewise.

* engine-backend.h (struct engine_ops): Rename get_path to
get_file_name.
* gpgme.h (struct _gpgme_engine_info): Rename member path to
file_name.
* version.c: Do not include <stdio.h>,
<stdlib.h>, context.h and
util.h. Other clean ups.
(parse_version_number): Protect more seriously against
overflow.
(gpgme_get_engine_info): Move to ...
* engine.c (gpgme_get_engine_info): ... here.
(_gpgme_engine_get_info): Function removed.
(_gpgme_engine_get_path): Make static and rename to ...
(engine_get_file_name): .. this.
(_gpgme_engine_get_version): Make static and rename to ...
(engine_get_version): ... this.
(_gpgme_engine_get_req_version): Make static and rename to ...
(engine_get_req_version): ... this.
* engine.h (_gpgme_engine_get_path, _gpgme_engine_get_version,
_gpgme_engine_req_version, _gpgme_engine_get_info.): Remove
prototypes.

* gpgme.h (enum GpgmeProtocol): Remove GPGME_PROTOCOL_AUTO.
* gpgme.c (gpgme_set_protocol): Don't handle GPGME_PROTOCOL_AUTO.
(gpgme_get_protocol_name): New function.

* engine-backend.h (struct engine_ops): New member
get_req_version, remove member check_version.
* engine.h (_gpgme_Engine_get_version): New prototype.
*
rungpg.c (gpg_get_req_version): New function.
(gpg_check_version): Function removed.

(_gpgme_engine_ops_gpg): Add gpg_get_req_version, remove
gpg_check_version.
* engine-gpgsm.c (gpgsm_get_req_version): New function.
(gpgsm_check_version): Function removed.
(_gpgme_engine_ops_gpgsm): Add gpgsm_get_req_version, remove
gpgsm_check_version.
* engine.c: Include ops.h.
(_gpgme_engine_get_req_version): New function.
(gpgme_engine_check_version): Rewritten.
* version.c (gpgme_get_engine_info): Rewritten.
* gpgme.h (gpgme_engine_info): New structure.
(GpgmeEngineInfo): New type.

2003-01-06 Werner Koch <wk@gnupg.org>

* keylist.c (set_mainkey_capability): Handle 'd' and 'D' used
since gpg 1.3 to denote disabled keys.

2003-01-06 Marcus Brinkmann <marcus@g10code.de>

* data-mem.c: Include <string.h>.
* engine.c: Likewise.

2003-01-06 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (libgpgme_la_DEPENDENCIES): Correct bug in last change.

2002-12-24 Marcus
Brinkmann <marcus@g10code.de>

* gpgme.h (gpgme_op_verify, gpgme_op_decrypt_verify): Drop R_STAT
argument.
* decrypt-verify.c (gpgme_op_decrypt_verify): Drop R_STAT
argument.
* verify.c (gpgme_op_verify): Drop R_STAT argument.
(_gpgme_intersect_stati): Function removed.
* ops.h (_gpgme_intersect_stati): Remove prototype.

2002-12-24 Marcus Brinkmann <marcus@g10code.de>

* libgpgme.vers: New file.
* Makefile.am (EXTRA_DIST): Add libgpgme.vers.
(libgpgme_version_script_cmd): New variable.
(libgpgme_la_LDFLAGS): Add libgpgme_version_script_cmd here.
(libgpgme_la_DEPENDENCIES): New variable.

2002-12-23 Marcus Brinkmann <marcus@g10code.de>

* key.c (gpgme_key_get_string_attr): Don't accept GPGME_ATTR_IS_SECRET.
(otrust_to_string): New function.
(gpgme_key_get_as_xml): Use it.
(validity_to_string): New function.
(gpgme_key_get_string_attr): Beautify using above functions.
(gpgme_key_get_ulong_attr): Likewise.

2002-12-23 Marcus Brinkmann <marcus@g10code.de>

* data-mem.c
(mem_release): Fix gcc warning.
* data-user.c (user_release): Likewise.

2002-12-06 Marcus Brinkmann <marcus@g10code.de>

* data.h (gpgme_data_release_cb): Change return type to void.
(gpgme_data_read_cb): Change return type to ssize_t.
* data.c (gpgme_data_read): Likewise.
* data-stream.c (stream_read): Likewise.
* data-fd.c (fd_read): Likewise.
* data-mem.c (mem_read): Likewise.
(mem_release): Change return type to void.
* data-user.c (user_read): Change return type to ssize_t.
(user_release): Change return type to void.
* data-compat.c (old_user_read): Change return type to ssize_t.
* gpgme.h (GpgmeDataReadCb): Likewise.
(gpgme_data_read): Likewise.
(GpgmeDataSeekCb): Change return type to off_t.

2002-12-04 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Add prototype for gpgme_get_key.
* key.c (gpgme_get_key): New function.
* verify.c (gpgme_get_sig_key): Rewrite using gpgme_get_key.

* gpgme.h: Add prototypes for new interfaces
gpgme_key_sig_get_string_attr
and gpgme_key_get_ulong_attr.
(enum GpgmeAttr): New attribute GPGME_ATTR_SIG_CLASS.
* gpgme.c (gpgme_set_keylist_mode): Allow GPGME_KEYLIST_MODE_SIGS.
* key.h (struct certsig_s): New members ALGO, NAME_PART,
EMAIL_PART, COMMENT_PART, NAME, SIG_STAT and SIG_CLASS.

* conversion.c (_gpgme_decode_c_string): Add new parameter LEN.
Use that to determine if allocation is desired or not.
* util.h: Adjust prototype of _gpgme_decode_c_string.
* keylist.c (keylist_colon_handler): Adjust caller of
_gpgme_decode_c_string.

* key.h (struct gpgme_key_s): New member last_uid.
* key.c (_gpgme_key_append_name): Rewritten using
_gpgme_decode_c_string and the last_uid pointer.
(my_isdigit): Macro removed.
(ALLOC_CHUNK): Likewise.
* keylist.c (set_userid_flags): Use last_uid member of KEY.

* context.h (struct user_id_s): New member last_certsig.
* key.h: Add prototype for _gpgme_key_add_certsig.
* key.c (_gpgme_key_add_certsig): New function.
(set_user_id_part): Move function
before _gpgme_key_add_certsig.
(parse_user_id): Change first argument to SRC, add new arguments
NAME, EMAIL and COMMENT. Change code to use these arguments
instead going through UID. Move function before
_gpgme_add_certsig.
(parse_x509_user_id): Likewise.
(_gpgme_key_append_name): Adjust arguments to parse_x509_user_id
and parse_user_id invocation.
(one_certsig_as_xml): New function.
(one_uid_as_xml): Print signatures.
* context.h (struct gpgme_context_s): New member TMP_UID.
* keylist.c (keylist_colon_handler): Rewritten, implement "sig"
record entries.

* key.c (get_certsig): New function.
(gpgme_key_sig_get_string_attr): Likewise.
(gpgme_key_sig_get_ulong_attr): Likewise.

* keylist.c: Include <ctype.h>.
(my_isdigit): Macro removed.
(set_mainkey_trust_info): Use isdigit, not my_isdigit.
(set_userid_flags): Likewise.
(set_subkey_trust_info): Likewise.
(set_ownertrust): Likewise.
(finish_key): Move function up a bit and remove prototype.

* rungpg.c (gpg_keylist_ext):
Correct precedence of signature
listing mode.
(gpg_keylist_ext): Implement signature listing mode.

2002-11-25 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_spawn): Do not set parent fds to -1.
* posix-io.c (_gpgme_io_spawn): Call _gpgme_io_close instead close
for parent fds.

* w32-io.c (_gpgme_io_spawn): Call _gpgme_io_close instead
CloseHandle for parent fds.

2002-11-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h [_MSC_VER]: Define ssize_t as long.

2002-11-22 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (_gpgme_gpgsm_new): Save the result of a first
setlocale before doing another setlocale.

2002-11-21 Marcus Brinkmann <marcus@g10code.de>

* decrypt.c: Some beautyfication.

* verify.c (_gpgme_verify_status_handler): Treat
GPGME_STATUS_UNEXPECTED like GPGME_STATUS_NODATA.
Reported by Miguel Coca <e970095@zipi.fi.upm.es>.

2002-11-19 Marcus Brinkmann <marcus@g10code.de>

* genkey.c: Only include <config.h> if [HAVE_CONFIG_H].
(struct
genkey_result_s): Add new member FPR.
(_gpgme_release_genkey_result): Free RESULT->fpr if set.
(genkey_status_handler): Extract the fingerprint from the status
line.
(gpgme_op_genkey): Add new argument FPR and return the fingerprint
in it.
* gpgme.h: Adjust prototype of gpgme_op_genkey.

2002-11-19 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (gpg_keylist): Add --with-fingerprint to gpg invocation
twice, to get fingerprints on subkeys. Suggested by Timo Schulz
<twoaday@freakmail.de>.
(gpg_keylist_ext): Likewise.

2002-11-05 Marcus Brinkmann <marcus@g10code.de>

* import.c (append_xml_impinfo): Use
_gpgme_data_append_string_for_xml rather than
_gpgme_data_append_string for the field content.
Submitted by Miguel Coca <e970095@zipi.fi.upm.es>.

2002-10-10 Marcus Brinkmann <marcus@g10code.de>

* rungpg.h, engine-gpgsm.h: File removed.
* engine-backend.h: New file.
* Makefile.am (gpgsm_components): New variable, set depending on
automake conditional HAVE_GPGSM.
(libgpgme_la_SOURCES):
Add engine-backend.h, remove rungpg.h and
engine-gpgsm.h. Replace engine-gpgsm.c with ${gpgsm_components}.
(status-table.h): Depend on gpgme.h, not rungpg.h.
* conversion.c: Include <stdlib.h>.
* engine-gpgsm.c: Do not set ENABLE_GPGSM here. Include
"engine-backend.h" instead "engine-gpgsm.h". Reorder some
functions and remove all function prototypes.
(_gpgme_gpgsm_get_version): Make static and rename to ...
(gpgsm_get_version): ... this.
(_gpgme_gpgsm_check_version): Make static and rename to ...
(gpgsm_check_version): ... this.
(_gpgme_gpgsm_new): Make static. Change argument type from
GpgsmObject * to void **. Call gpgsm_release instead
_gpgme_gpgsm_release.
(_gpgme_gpgsm_op_decrypt): Make static and rename to ...
(gpgsm_check_decrypt): ... this.
(_gpgme_gpgsm_op_delete): Make static and rename to ...
(gpgsm_check_delete): ... this.
(_gpgme_gpgsm_set_recipients): Make static and rename to ...
(gpgsm_check_set_recipients): ... this.
(_gpgme_gpgsm_op_encrypt):
Make static and rename to ...
(gpgsm_encrypt): ... this.
(_gpgme_gpgsm_op_export): Make static and rename to ...
(gpgsm_export): ... this.
(_gpgme_gpgsm_op_genkey): Make static and rename to ...
(gpgsm_genkey): ... this.
(_gpgme_gpgsm_op_import): Make static and rename to ...
(gpgsm_import): ... this.
(_gpgme_gpgsm_op_keylist): Make static and rename to ...
(gpgsm_keylist): ... this.
(_gpgme_gpgsm_op_keylist_ext): Make static and rename to ...
(gpgsm_keylist_ext): ... this.
(_gpgme_gpgsm_op_sign): Make static and rename to ...
(gpgsm_sign): ... this.
(_gpgme_gpgsm_op_trustlist): Make static and rename to ...
(gpgsm_trustlist): ... this.
(_gpgme_gpgsm_op_verify): Make static and rename to ...
(gpgsm_verify): ... this.
(gpgsm_status_handler): Rename to ...
(status_handler): ... this.
(_gpgme_gpgsm_set_status_handler): Make static and rename to ...
(gpgsm_set_status_handler): ... this.

(_gpgme_gpgsm_set_colon_line_handler): Make static
and rename to ...
(gpgsm_set_colon_line_handler): ... this.
(_gpgme_gpgsm_add_io_cb): Rename to ...
(add_io_cb): ... this.
(_gpgme_gpgsm_start): Make static and rename to ...
(gpgsm_start): ... this.
(_gpgme_gpgsm_set_io_cb): Make static and rename to ...
(gpgsm_set_io_cb): ... this.
(_gpgme_gpgsm_io_event): Make static and rename to ...
(gpgsm_io_event): ... this.
(struct _gpgme_engine_ops_gpgsm): New variable.
[!ENABLE_GPGSM]: Removed.
* engine.c: Do not include <time.h>, <sys/types.h>, <string.h>,
<assert.h>, "io.h", "rungpg.h" and "engine-gpgsm.h". Include
<stdlib.h> and "engine-backend.h".
(struct engine_object_s): Rewritten.
(engine_ops): New variable.
* engine.c (_gpgme_engine_get_path, _gpgme_engine_get_version,
_gpgme_engine_check_version, _gpgme_engine_new,
_gpgme_engine_release, _gpgme_engine_set_verbosity,
_gpgme_engine_set_status_handler,
_gpgme_engine_set_command_handler,
_gpgme_engine_set_colon_line_handler, _gpgme_engine_op_decrypt,
_gpgme_engine_op_delete,
_gpgme_engine_op_edit,
_gpgme_engine_op_encrypt, _gpgme_engine_op_encrypt_sign,
_gpgme_engine_op_export, _gpgme_engine_op_genkey,
_gpgme_engine_op_import, _gpgme_engine_op_keylist,
_gpgme_engine_op_keylist_ext, _gpgme_engine_op_sign,
_gpgme_engine_op_trustlist, _gpgme_engine_op_verify,
_gpgme_engine_start, _gpgme_engine_set_io_cbs,
_gpgme_engine_io_event): Reimplement.
* engine.h: Fix a few comments and a variable name in a prototype.
* ops.h: Do not include "rungpg.h".
* passphrase.c: Include config.h only if [HAVE_CONFIG_H]. Do not
include "rungpg.h".
* recipient.c: Likewise.
* signers.c: Likewise.
* version.c: Likewise.
* rungpg.c: Likewise. Include "engine-backend.h". Reorder
functions and remove prototypes.
(_gpgme_gpg_get_version): Make static and rename to ...
(gpg_get_version): ... this.
(_gpgme_gpg_check_version): Make static and rename to ...
(gpg_check_version): ... this.
(_gpgme_gpg_new): Make static. Change argument type from
GpgObject

* to void **. Call gpg_release instead
_gpgme_gpg_release.
(_gpgme_gpg_op_decrypt): Make static and rename to ...
(gpg_check_decrypt): ... this.
(_gpgme_gpg_op_delete): Make static and rename to ...
(gpg_check_delete): ... this.
(_gpgme_gpg_set_recipients): Make static and rename to ...
(gpg_check_set_recipients): ... this.
(_gpgme_gpg_op_encrypt): Make static and rename to ...
(gpg_encrypt): ... this.
(_gpgme_gpg_op_export): Make static and rename to ...
(gpg_export): ... this.
(_gpgme_gpg_op_genkey): Make static and rename to ...
(gpg_genkey): ... this.
(_gpgme_gpg_op_import): Make static and rename to ...
(gpg_import): ... this.
(_gpgme_gpg_op_keylist): Make static and rename to ...
(gpg_keylist): ... this.
(_gpgme_gpg_op_keylist_ext): Make static and rename to ...
(gpg_keylist_ext): ... this.
(_gpgme_gpg_op_sign): Make static and rename to ...
(gpg_sign): ... this.
(_gpgme_gpg_op_trustlist): Make static and rename to ...
(gpg_trustlist): ... this.
(_gpgme_gpg_op_verify):
Make static and rename to ...
(gpg_verify): ... this.
(gpg_status_handler): Rename to ...
(status_handler): ... this.
(_gpgme_gpg_set_status_handler): Make static and rename to ...
(gpg_set_status_handler): ... this.
(_gpgme_gpg_set_colon_line_handler): Make static and rename to ...
(gpg_set_colon_line_handler): ... this.
(gpgme_gpg_add_io_cb): Rename to ...
(add_io_cb): ... this.
(_gpgme_gpg_start): Make static and rename to ...
(gpg_start): ... this.
(_gpgme_gpg_set_io_cb): Make static and rename to ...
(gpg_set_io_cb): ... this.
(_gpgme_gpg_io_event): Make static and rename to ...
(gpg_io_event): ... this.
(struct _gpgme_engine_ops_gpg): New variable.

2002-10-10 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_verify) [!ENABLE_GPGSM]: Add
missing argument.

2002-10-09 Marcus Brinkmann <marcus@g10code.de>

* data.h, data-user.c, data-stream.c, data-mem.c, data-fd.c,
data-compat.c: New file. Really check them in this time,
completes
2002-10-08 change.

* rungpg.h (GpgStatusHandler): Rename type to GpgmeStatusHandler
and move to ...
* types.h (GpgmeStatusHandler): ... here.
* rungpg.h (GpgColonLineHandler): Rename type to GpgmeColonLineHandler.
and move to ...
* types.h (GpgmeColonLineHandler): ... here.
* rungpg.h (GpgCommandHandler): Rename type to GpgmeCommandHandler.
and move to ...
* types.h (GpgmeCommandHandler): ... here.
* engine.h: Don't include "rungpg.h".
(_gpgme_engine_set_status_handler): Change type of
argument from GpgStatusHandler to GpgmeStatusHandler.
(_gpgme_engine_set_colon_line_handler): Change type of
argument from GpgColonLineHandler to GpgmeColonLineHandler.
(_gpgme_engine_set_command_handler): Change type of
argument from GpgCommandHandler to GpgmeCommandHandler.
* engine-gpgsm.h: Don't include "rungpg.h".
(_gpgme_gpgsm_set_status_handler): Change type of
argument from GpgStatusHandler to GpgmeStatusHandler.
(_gpgme_gpgsm_set_colon_line_handler): Change type
of
argument from GpgColonLineHandler to GpgmeColonLineHandler.
* engine-gpgsm.c: Do not include "rungpg.h".
(struct gpgsm_object_s): Change type of
status.fnc to GpgmeStatusHandler. Change type of colon.fnc to
GpgmeColonLineHandler.
(gpgsm_assuan_simple_command): Change type of argument from
GpgStatusHandler to GpgmeStatusHandler.
(_gpgme_gpgsm_set_status_handler): Likewise.
(_gpgme_gpgsm_set_colon_line_handler): Change type of argument from
GpgColonLineHandler to GpgmeColonLineHandler.
* rungpg.h (_gpgme_gpg_set_status_handler): Change type of
argument from GpgStatusHandler to GpgmeStatusHandler.
(_gpgme_gpg_set_colon_line_handler): Change type of
argument from GpgColonLineHandler to GpgmeColonLineHandler.
(_gpgme_gpg_set_command_handler): Change type of
argument from GpgCommandHandler to GpgmeCommandHandler.
* rungpg.c (struct gpg_object_s): Change type of status.fnc to
GpgmeStatusHandler. Change type of colon.fnc to
GpgmeColonLineHandler. Change type of cmd.fnc

to
GpgmeCommandLineHandler.
(_gpgme_gpg_set_status_handler): Change type of argument FNC to
GpgmeStatusHandler.
(_gpgme_gpg_set_colon_line_handler): Change type of argument FNC
to GpgmeColonLineHandler.
(_gpgme_gpg_set_command_handler): Change type of argument FNC to
GpgmeCommandHandler.
* engine.c (_gpgme_engine_set_status_handler): Change type of
argument FNC to GpgmeStatusHandler.
(_gpgme_engine_set_colon_line_handler): Change type of argument FNC
to GpgmeColonLineHandler.
(_gpgme_engine_set_command_handler): Change type of argument FNC to
GpgmeCommandHandler.

* rungpg.h (_gpgme_gpg_enable_pipemode): Remove prototype.
* rungpg.c (struct gpg_object_s): Remove PM.
(pipemode_cb): Prototype removed.
(add_pm_data): Function removed.
(_gpgme_gpg_enable_pipemode): Likewise.
(pipemode_copy): Likewise.
(pipemode_cb): Likewise.
(add_arg): Don't check for pipemode.
(add_data): Likewise.
(_gpgme_gpg_set_status_handler): Likewise.
(_gpgme_gpg_set_colon_line_handler):
Likewise.
(_gpgme_gpg_set_command_handler): Likewise.
(_gpgme_gpg_spawn): Likewise.
(_gpgme_gpg_spawn): Don't set PM.active.
(_gpgme_gpg_op_verify): Remove pipemode case.
* verify.c (_gpgme_op_verify_start): Remove pipemode case.

* rungpg.h (_gpgme_gpg_add_arg, _gpgme_gpg_add_data,
_gpgme_gpg_add_pm_data, _gpgme_gpg_housecleaning,
_gpgme_gpg_set_simple_line_handler): Prototype removed.
(_gpgme_gpg_set_verbosity): New prototype.
* rungpg.c (_gpgme_gpg_add_data): Make static and rename to ...
(add_data): ... this.
(_gpgme_gpg_add_pm_data): Call add_data, not _gpgme_gpg_add_data.
(_gpgme_gpg_set_command_handler): Likewise.
(_gpgme_gpg_op_decrypt, _gpgme_gpg_op_edit, _gpgme_gpg_op_encrypt,
_gpgme_gpg_op_encrypt_sign, _gpgme_gpg_op_export,
_gpgme_gpg_op_genkey, _gpgme_gpg_op_import, _gpgme_gpg_op_sign,
_gpgme_gpg_op_verify): Likewise.
(_gpgme_gpg_add_pm_data): Rename to ...
(add_pm_data): ... this.
(_gpgme_gpg_op_verify): Call add_pm_data, not

_gpgme_gpg_add_pm_data.
(_gpgme_gpg_add_arg):
Make static and rename to ...
(add_arg): ... this.
(_gpgme_gpg_set_command_handler, _gpgme_gpg_new,
_gpgme_gpg_op_decrypt, _gpgme_gpg_op_delete,
_gpgme_append_gpg_args_from_signers, _gpgme_gpg_op_edit,
_gpgme_append_gpg_args_from_recipients, _gpgme_gpg_op_encrypt,
_gpgme_gpg_op_encrypt_sign, _gpgme_gpg_op_export,
_gpgme_gpg_op_genkey, _gpgme_gpg_op_import, _gpgme_gpg_op_keylist,
_gpgme_gpg_op_keylist_ext, _gpgme_gpg_op_trustlist,
_gpgme_gpg_op_sign, _gpgme_gpg_op_verify): Use add_arg, not
_gpgme_gpg_add_arg.
(_gpgme_gpg_set_verbosity): New function.
(struct gpg_object_s): Remove member simple from colon.
(_gpgme_gpg_set_colon_line_handler): Don't initialize simple.
(_gpgme_gpg_set_simple_line_handler): Removed function.
(read_colon_line): Don't check the GPG->colon.simple.
* engine.c (_gpgme_engine_set_verbosity): Call
_gpgme_gpg_set_verbosity instead _gpgme_gpg_add_arg.

2002-10-08 Marcus Brinkmann <marcus@g10code.de>

* util.h (_gpgme_malloc,
_gpgme_realloc, _gpgme_calloc,
_gpgme_strdup, _gpgme_free): Remove prototypes.
(xtrymalloc, xtrycalloc, xtryrealloc, xtrystrdup, xfree): Remove
macros.
* util.c: File removed.
* Makefile.am (libgpgme_la_SOURCES): Remove util.h.
* conversion.c (_gpgme_decode_c_string): Use malloc instead of
xtrymalloc, realloc instead of xtryrealloc, calloc instead of
xtrycalloc, free instead of xfree.
(_gpgme_data_append_percentstring_for_xml): Likewise.
* data.c (_gpgme_data_new, _gpgme_data_release): Likewise.
* data-compat.c (gpgme_data_new_from_filepart): Likewise.
* data-mem.c (mem_write, mem_release, gpgme_data_new_from_mem,
_gpgme_data_get_as_string): Likewise.
* debug.c (debug_init): Likewise.
* decrypt.c (_gpgme_release_decrypt_result): Likewise.
* delete.c (_gpgme_release_delete_result): Likewise.
* edit.c (_gpgme_release_edit_result, _gpgme_op_edit_start):
Likewise.
* encrypt.c (_gpgme_release_encrypt_result): Likewise.
* engine.c (_gpgme_engine_get_info, _gpgme_engine_new,
_gpgme_engine_release):
Likewise.
* engine-gpgsm.c (_gpgme_gpgsm_new, _gpgme_gpgsm_release,

_gpgme_gpgsm_op_decrypt, _gpgme_gpgsm_op_delete,
gpgsm_set_recipients, _gpgme_gpgsm_op_encrypt,
_gpgme_gpgsm_op_export, _gpgme_gpgsm_op_genkey,
_gpgme_gpgsm_op_import, _gpgme_gpgsm_op_keylist,
_gpgme_gpgsm_op_keylist_ext, _gpgme_gpgsm_op_sign,
_gpgme_gpgsm_op_verify, gpgsm_status_handler): Likewise.
* genkey.c (_gpgme_release_genkey_result): Likewise.
* gpgme.c (gpgme_new, gpgme_release): Likewise.
* import.c (_gpgme_release_import_result): Likewise.
* key.c (_gpgme_key_cache_init, _gpgme_key_cache_add, key_new,
add_subkey, gpgme_key_release, _gpgme_key_append_name): Likewise.
* keylist.c (_gpgme_release_keylist_result, keylist_colon_handler,
_gpgme_op_keylist_event_cb, gpgme_op_keylist_next): Likewise.
* ops.h (test_and_allocate_result): Likewise.
* passphrase.c (_gpgme_release_passphrase_result,
_gpgme_passphrase_status_handler,
_gpgme_passphrase_command_handler): Likewise.
*
progress.c (_gpgme_progress_status_handler): Likewise.
* recipient.c (gpgme_recipients_new, gpgme_recipients_release,
gpgme_recipients_add_name_with_validity): Likewise.
* rungpg.c (_gpgme_gpg_new, _gpgme_gpg_release,
_gpgme_gpg_add_arg, _gpgme_gpg_add_data,
_gpgme_gpg_set_colon_line_handler, free_argv, free_fd_data_map,
build_argv, _gpgme_gpg_spawn, read_status, read_colon_line):
Likewise.
* sign.c (_gpgme_release_sign_result): Likewise.
* signers.c (_gpgme_signers_add): Likewise.
* trustlist.c (trust_item_new, trustlist_colon_handler,
_gpgme_op_trustlist_event_cb, gpgme_op_trustlist_next,
gpgme_trustitem_release): Likewise.
* verify.c (_gpgme_release_verify_result, finish_sig): Likewise.
* version.c (gpgme_get_engine_info, _gpgme_get_program_version):
Likewise.
* w32-io.c (create_reader, create_writer, destroy_reader,
destroy_writer, build_commandline, _gpgme_io_spawn): Likewise.
* w32-sema.c (critsect_init, _gpgme_sema_cs_destroy): Likewise.
* w32-util.c (read_w32_registry_string):
Likewise.
* wait.c (_gpgme_fd_table_deinit, _gpgme_fd_table_put,
_gpgme_wait_event_cb, _gpgme_add_io_cb, _gpgme_remove_io_cb)
* data-compat.c: Include <stdlib.h>.

2002-10-08 Marcus Brinkmann <marcus@g10code.de>

New data object component:

* gpgme.h (GpgmeDataReadCb, GpgmeDataWriteCb, GpgmeDataSeekCb,

GpgmeDataReleaseCb): New types.
(struct GpgmeDataCbs): New structure.
(gpgme_data_read): Changed prototype to match that of read() closely.
(gpgme_data_write): Similar for write().
(gpgme_data_seek, gpgme_data_new_from_cbs, gpgme_data_new_from_fd,
gpgme_data_new_from_stream): New prototypes.
(gpgme_data_get_type, gpgme_check_engine): Prototype removed.

* Makefile.am (libgpgme_la_SOURCES): Add data.h, data-fd.c,
data-stream.c, data-mem.c, data-user.c and data-compat.c.
* data.c: Reimplemented from scratch.
* (data-compat.c, data-fd.c, data.h, data-mem.c, data-stream.c,
data-user.c): New file.
* context.h (struct gpgme_data_s): Removed.
* conversion.c:
Include <errno.h> and <sys/types.h>.
(_gpgme_data_append): New function.
* data.c (_gpgme_data_append_string): Move to ...
* conversion.c (_gpgme_data_append_string): ... here.
* data.c (_gpgme_data_append_for_xml): Move to ...
* conversion.c (_gpgme_data_append_for_xml): ... here.
* data.c (_gpgme_data_append_string_for_xml): Move to ...
* conversion.c (_gpgme_data_append_string_for_xml): ... here.
* data.c (_gpgme_data_append_percentstring_for_xml): Move to ...
* conversion.c (_gpgme_data_append_percentstring_for_xml): ... here.

* ops.h (_gpgme_data_get_mode, _gpgme_data_set_mode): Prototype
removed.
* types.h (GpgmeDataMode): Type removed.

* decrypt.c (_gpgme_decrypt_start): Don't check data type or mode.
* edit.c (_gpgme_op_edit_start): Likewise.
* encrypt.c (_gpgme_op_encrypt_start): Likewise.
* encrypt-sign.c (_gpgme_op_encrypt_sign_start): Likewise.
* encrypt-sign.c (_gpgme_op_encrypt_sign_start): Likewise.
* export.c (_gpgme_op_export_start): Likewise.
*
genkey.c (_gpgme_op_genkey_start): Likewise.
* import.c (_gpgme_op_import_start): Likewise.
* sign.c (_gpgme_op_sign_start): Likewise.
* verify.c (_gpgme_op_verify_start): Likewise.

* encrypt.c (gpgme_op_encrypt): Remove hack that returns invalid
no recipient if no data was returned.
* encrypt-sign.c (gpgme_op_encrypt_sign): Remove hack that returns
no recipient if no data was returned.
* encrypt-sign.c (gpgme_op_encrypt_sign): Remove hack that returns
no recipient if no data was returned.

* engine.c (_gpgme_engine_op_verify): Add new argument to
differentiate detached from normal signatures.
* engine.h (_gpgme_engine_op_verify): Likewise for prototype.
* engine-gpgsm.c (_gpgme_gpgsm_op_verify): Likewise. Don't check
mode of data argument.
* engine-gpgsm.h (_gpgme_gpgsm_op_verify): Likewise for prototype.
* gpgme.h (gpgme_op_verify_start): Likewise for prototype.
(gpgme_op_verify): Likewise for prototype.
* rungpg.c (_gpgme_gpg_op_verify): Likewise.
* rungpg.h
(_gpgme_gpg_op_verify): Likewise for prototype.
* verify.c (_gpgme_op_verify_start): Likewise.
(gpgme_op_verify_start): Likewise.
(gpgme_op_verify): Likewise.

* rungpg.c (struct arg_and_data_s): New member INBOUND to hold
direction of data object.
(_gpgme_gpg_add_data): Add new argument INBOUND. Use it to
determine direction of data object.
(_gpgme_gpg_add_pm_data, _gpgme_gpg_set_command_handler,
_gpgme_gpg_op_decrypt, _gpgme_gpg_op_edit, _gpgme_gpg_op_encrypt,
_gpgme_gpg_op_encrypt_sign, _gpgme_gpg_op_export,
_gpgme_gpg_op_genkey, _gpgme_gpg_op_import, _gpgme_gpg_op_sign,
_gpgme_gpg_op_verify): Add new argument to _gpgme_gpg_add_data
invocation.
(build_argv): Use new member INBOUND to determine direction of
file descriptor. Don't check the data type.
* rungpg.h (_gpgme_gpg_add_data): Add new argument to prototype.

* gpgme.c (gpgme_get_op_info): Don't call
_gpgme_data_get_as_string if CTX->op_info is NULL.

* version.c (gpgme_check_engine): Function removed.

2002-09-30
Werner Koch <wk@gnupg.org>

* keylist.c (keylist_colon_handler): Take care when printing a
NULL with the DEBUG.

* engine-gpgsm.c (struct gpgsm_object_s): New member ANY.
(gpgsm_status_handler): Run the colon function to indicate EOF.
(_gpgme_gpgsm_set_colon_line_handler): Better reset ANY here.

2002-09-28 Marcus Brinkmann <marcus@g10code.de>

* conversion.c (_gpgme_hextobyte): Prevent superfluous

multiplication with base. Reported by Stphane Corthsy.

* keylist.c (gpgme_op_keylist_ext_start): Use private asynchronous
operation type in invocation of _gpgme_op_reset.

2002-09-20 Werner Koch <wk@gnupg.org>

* ath.c: Include sys/time.h if sys/select.h is not available.

2002-09-13 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (keylist_status_handler): Do not call finish_key() here.
(gpgme_op_keylist_ext_start): Set CTX->tmp_key to NULL.

2002-09-03 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (assuan_libobjs): Remove @LTLIBOBJS@ as we link
them
into gpgme unconditionally.
(libgpgme_la_LIBADD): Change @LIBOBJS@ into @LTLIBOBJS@.

2002-09-02 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (assuan_libobjs): Use @LTLIBOBJS@ instead @LIBOBJS@.

2002-09-02 Marcus Brinkmann <marcus@g10code.de>

* debug.c (_gpgme_debug_add): Test *LINE, not LINE.
(_gpgme_debug_end): Likewise.
Reported by Dr. Stefan Dalibor <Dr.Stefan.Dalibor@bfa.de>.

2002-09-02 Marcus Brinkmann <marcus@g10code.de>

* posix-io.c (_gpgme_io_select): Don't use a non-constant struct
initializer.
* version.c (_gpgme_get_program_version): Likewise.
Reported by Dr. Stefan Dalibor <Dr.Stefan.Dalibor@bfa.de>.

2002-09-02 Marcus Brinkmann <marcus@g10code.de>

* conversion.c (_gpgme_decode_c_string): Set DESTP before
modifying DEST.

* conversion.c (_gpgme_decode_c_string): Fix off by one error in
last change.
* rungpg.c (_gpgme_append_gpg_args_from_signers): Move before
_gpgme_op_edit so its prototype is known early on.

* conversion.c: New
file.
* util.h: Add prototypes for _gpgme_decode_c_string and
_gpgme_hextobyte.
* keylist.c (keylist_colon_handler): Call _gpgme_decode_c_string
on issuer name.
* Makefile.am (libgpgme_la_SOURCES): Add conversion.c
* key.c (_gpgme_key_append_name): Replace calls to hextobyte by
calls to _gpgme_hextobyte.
(hash_key): Likewise.

2002-09-01 Marcus Brinkmann <marcus@g10code.de>

* op-support.c (_gpgme_op_reset): Set CTX->pending after calling
_gpgme_engine_release, as this will reset pending to zero in the
event done callback on cancelled operations.

2002-08-30 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_op_edit): Add args from signers.
Suggested by Miguel Coca <e970095@zipi.fi.upm.es>.

* rungpg.c (_gpgme_gpg_op_edit): Add bogus ctx argument.
* rungpg.h: Also to prototype.
* engine.c (_gpgme_engine_op_edit): Likewise.
* engine.h: Likewise.
* edit.c (_gpgme_op_edit_start): Likewise.

2002-08-29 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (_gpgme_gpgsm_op_sign):
Implement signer
selection.
* vasprintf.c (va_copy): Define macro if not yet defined.

2002-08-29 Marcus Brinkmann <marcus@g10code.de>

* passphrase.c (_gpgme_passphrase_status_handler): Reset
CTX->result.passphrase->no_passphrase if passphrase is given (good
or bad). Submitted by Jean DIRAISON <jean.diraison@free.fr>.

2002-08-28 Marcus Brinkmann <marcus@g10code.de>

* posix-io.c (_gpgme_io_spawn): Use a double-fork approach.
Return 0 on success, -1 on error.
* version.c (_gpgme_get_program_version): Don't wait for the child.
* engine.c (_gpgme_engine_housecleaning): Function removed.
(do_reaping): Likewise.

(_gpgme_engine_add_child_to_reap_list): Likewise.
(struct reap_s): Removed.
(reap_list): Likewise.
(reap_list_lock): Likewise.
* engine.h (_gpgme_engine_io_event): Remove prototypes for
_gpgme_engine_housecleaning and
_gpgme_engine_add_child_to_reap_list.
* rungpg.c (_gpgme_gpg_release): Don't add child to reap list.
(struct gpg_object_s): Remove
PID member.
(_gpgme_gpg_new): Don't initialize GPG->pid.
(_gpgme_gpg_spawn): Don't set GPG->pid.
* wait.c (run_idle): Removed.
(gpgme_wait): Run idle_function directly.

2002-08-21 Marcus Brinkmann <marcus@g10code.de>

* encrypt-sign.c (encrypt_sign_status_handler): Remove dead
variables encrypt_info and encrypt_info_len.
* trustlist.c (gpgme_op_trustlist_start): Set colon line handler.
* posix-sema.c (sema_fatal): Remove function.
All these reported by Stphane Corthsy.

2002-08-23 Werner Koch <wk@gnupg.org>

* gpgme-config.in: Made --prefix work for --libs.

2002-08-21 Marcus Brinkmann <marcus@g10code.de>

* ath.h: Update list of symbols that get a prefix: Rename the
ath_mutex_*_available symbols to ath_*_available.

2002-08-21 Marcus Brinkmann <marcus@g10code.de>

* stpcpy.c: New file from gnulib.
* Makefile.am (assuan_libobjs): Remove jnlib.

2002-08-20 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Add prototype for gpgme_op_import_ext.
* import.c
(struct import_result_s): New member `nr_considered'.
Rename `any_imported' to `nr_imported'.
(import_status_handler): Increment nr_imported. Set nr_considered
if appropriate.
(gpgme_op_import_ext): New function.
(gpgme_op_import): Implement in terms of gpgme_op_import_ext.

2002-08-20 Werner Koch <wk@gnupg.org>

* gpgme.m4: Replaced with a new and faster version. This does not
anymore try to build test programs. If we really need test
programs, we should add an option to gpgme-config to do so.

* vasprintf.c (int_vasprintf): Hack to handle NULL passed for %s.

2002-08-20 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (_gpgme_set_op_info): Append data on subsequent calls.
* encrypt-sign.c (encrypt_sign_status_handler): Remove op_info
handling.

2002-08-19 Werner Koch <wk@gnupg.org>

* decrypt.c (is_token,skip_token): Duplicated from verify.c
(gpgme_op_decrypt): Hack to properly return Decryption_Failed..
(_gpgme_decrypt_status_handler): Create an operation info.

2002-08-14
Werner Koch <wk@gnupg.org>

* key.h (struct certsig_s): New. Use it in gpgme_key_s.
* key.c (gpgme_key_release): Release it. We need to add more code
of course.
(_gpgme_key_append_name): Use memset to initialize the struct.
* gpgme.h (GPGME_KEYLIST_MODE_SIGS): New.
* rungpg.c (_gpgme_gpg_op_keylist): Include sigs in listing depending
non the list mode.

* key.c (gpgme_key_get_string_attr): Use GPGME_ATTR_TYPE to return
information about the key type (PGP or X.509).
(gpgme_key_get_ulong_attr): Likewise.

* keylist.c (keylist_colon_handler): Include 1 in the check for
valid algorithms so that RSA is usable. Store the issuer name and
serial number also for "crs" records. Parse the expire date for
subkeys.
(set_userid_flags): Put them onto the last appended key.

2002-07-29 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_op_edit): Use --with-colons.

2002-07-28 Marcus Brinkmann <marcus@g10code.de>

* data.c (gpgme_data_read): For GPGME_DATA_TYPE_NONE,

return EOF
instead an error.

The following changes make it possible to flush an inbound data
pipe before invoking a command handler:

* posix-io.c (_gpgme_io_select): Accept new argument NONBLOCK to
_gpgme_io_select. Set timeout of 0 if this is set.
* w32-io.c (_gpgme_io_select): Likewise.
* io.h: Add new argument NONBLOCK to _gpgme_io_select prototype.
* wait.c (do_select): Add new argument to _gpgme_io_select
invocation.
* rungpg.h (_gpgme_gpg_set_command_handler): Add new argument
linked_data to prototype.
* engine.h (_gpgme_engine_set_command_handler): Likewise.
* engine.c (_gpgme_engine_set_command_handler): Likewise.
* passphrase.c (_gpgme_passphrase_start): Pass NULL as linked_data
argument to _gpgme_engine_set_command_handler.
* rungpg.c (struct gpg_object_s): New members linked_data and
linked_idx in CMD.
(_gpgme_gpg_new): Initialize those new members.
(_gpgme_gpg_set_command_handler): Accept new argument linked_data.
(build_argv): Handle linked_data
in the same hack as cb_data.
(read_status): If linked_data is in use, flush the pipe before
activating the command handler.
* gpgme.h: Add prototypes for gpgme_op_edit_start and
gpgme_op_edit.

The next changes export the status codes to the user:

* decrypt.c (_gpgme_decrypt_status_handler): Likewise, also prefix
all STATUS_ with GPGME_.
* delete.c (delete_status_handler): Likewise.
* decrypt-verify.c (decrypt_verify_status_handler): Likewise.
* encrypt.c (_gpgme_encrypt_status_handler): Likewise.
(_gpgme_encrypt_sym_status_handler): Likewise.
* encrypt-sign.c (encrypt_sign_status_handler): Likewise.
* engine-gpgsm.c (parse_status): Likewise.
(gpgsm_status_handler): Likewise.
(gpgsm_set_recipients): Likewise.
* export.c (export_status_handler): Likewise.
* genkey.c (genkey_status_handler): Likewise.
* import.c (append_xml_impinfo): Likewise.
(import_status_handler): Likewise.
* keylist.c (keylist_status_handler): Likewise.
* passphrase.c (_gpgme_passphrase_status_handler):

Likewise.
(command_handler): Likewise.
* progress.c (_gpgme_progress_status_handler): Likewise.
* sign.c (_gpgme_sign_status_handler): Likewise.
* trustlist.c (trustlist_status_handler): Likewise.
* verify.c (_gpgme_verify_status_handler): Likewise.
* gpgme.h (GpgmeEditCb): New type.
* rungpg.h (GpgStatusCode): Rename and move to ...
* gpgme.h (GpgmeStatusCode): ... this and here.
* Makefile.am (status-table.h): Run mkstatus on gpgme.h, not rungpg.h.
* mkstatus: Prefix STATUS with GPGME_.
* rungpg.h (GpgStatusHandler, GpgCommandHandler): Change type
accordingly.
* ops.h (_gpgme_verify_status_handler,
_gpgme_decrypt_status_handler, _gpgme_sign_status_handler,
_gpgme_encrypt_status_handler, _gpgme_passphrase_status_handler,
_gpgme_progress_status_handler): Likewise.
* rungpg.c (struct gpg_object_s): Likewise for CMD.code.

These changes add an edit operation to GPGME:

* context.h (struct gpgme_context_s): New member RESULT.edit. *
ops.h: Add prototype
for _gpgme_release_edit_result and
_gpgme_passphrase_command_handler.
* passphrase.c (command_handler): Make non-static and rename to ...
(_gpgme_passphrase_command_handler): ... this.
(_gpgme_passphrase_start): Use new name for command handler.
* types.h: Add EditResult type.
* gpgme.c (_gpgme_release_result): Release EDIT result.
* edit.c: New file.
* Makefile.am (libgpgme_la_SOURCES): Add edit.c.
(libgpgme_la_LDADD): Rename to libgpgme_la_LIBADD, and include
assuan_libobjs.
(assuan_libobjs): New variable, set this instead
libgpgme_la_LIBADD.
* engine.h (_gpgme_engine_op_edit): New prototype.
* engine.c (_gpgme_engine_op_edit): New function.
* rungpg.h (_gpgme_gpg_op_edit): New prototype.
* rungpg.c (_gpgme_gpg_op_edit): New function.

2002-07-27 Marcus Brinkmann <marcus@g10code.de>

* delete.c (delete_problem): New case ambiguous specification.
(delete_status_handler): Handle new case (poorly).

2002-07-25 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c
(_gpgme_gpgsm_op_delete): Implement this.

2002-07-25 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (libgpgme_la_LDADD): Add @LIBOBJS@ for vasprintf and
fopencookie.
* vasprintf.c: Update to more recent libiberty version.
* debug.h: Replace #elsif with #elif.

Submitted by Stphane Corthsy:
* util.h (vasprintf): Correct prototype.
* encrypt-sign.c: Include <stddef.h>.
(encrypt_sign_status_handler): Change type of ENCRYPT_INFO_LEN to
size_t.
* ath-pthread.c: Include <stdlib.h>, not <malloc.h>.
* ath-pth.c: Likewise.

2002-07-25 Marcus Brinkmann <marcus@g10code.de>

* wait.c (fdt_global): Make static. Reported by Stphane
Corthsy.

* rungpg.c (_gpgme_gpg_op_keylist_ext): Skip empty string
patterns. Reported by Stphane Corthsy.

* key.c (gpgme_key_get_as_xml): Add OTRUST attribute. Requested
by Stphane Corthsy.
(gpgme_key_get_string_attr): Add GPGME_ATTR_SIG_SUMMARY case to
silence gcc warning.

* rungpg.c (_gpgme_gpg_new): Always set utf8 as charset.

2002-07-03
 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_set_io_cbs): Deal with CTX being NULL.

* gpgme.c (_gpgme_op_event_cb_user): New function.
* op-support.c (_gpgme_op_reset): Support a new mode of operation
for private or user event loop. Use new user event callback
wrapper.
* trustlist.c (gpgme_op_trustlist_start): Use this new mode.
* keylist.c (gpgme_op_keylist_start): Likewise.

* rungpg.c (_gpgme_gpg_io_event): New function.
* rungpg.h (_gpgme_gpg_io_event): New prototype.
* engine-gpgsm.c (_gpgme_gpg_io_event): New function.

* engine-gpgsm.h (_gpgme_gpgsm_io_event): New prototype.
* engine.c (_gpgme_engine_io_event): New function.
* engine.h (_gpgme_engine_io_event): New prototype.
* keylist.c (finish_key): Call _gpgme_engine_io_event, and move
the real work for the default IO callback routines to ...
(_gpgme_op_keylist_event_cb): ... here. New function.
* trustlist.c (trustlist_colon_handler): Signal
GPGME_EVENT_NEXT_TRUSTITEM. Move queue
manipulation to ...
(_gpgme_op_trustlist_event_cb): ... here. New function.
* gpgme.c (_gpgme_op_event_cb): Call _gpgme_op_keylist_event_cb
and _gpgme_op_trustlist_event_cb when appropriate.
* ops.h (_gpgme_op_keylist_event_cb): New prototype.
(_gpgme_op_trustlist_event_cb): Likewise.
* op-support.c (_gpgme_op_reset): Add comment why we don't use the
user provided event handler directly.
* gpgme.h (GpgmeRegisterIOCb): Return GpgmeError value, and TAG in
a pointer argument.
* wait.c (_gpgme_add_io_cb): Likewise.
* wait.h (_gpgme_add_io_cb): Likewise for prototype.
* rungpg.c (_gpgme_gpg_add_io_cb): Call IO_CBS->add with new
argument. Fix up error handling.
* engine-gpgsm.c (_gpgme_gpgsm_add_io_cb): Call IO_CBS->add with
new argument, fix up error handling.

2002-07-03 Werner Koch <wk@gnupg.org>

* encrypt.c (status_handler_finish): New.
(_gpgme_encrypt_status_handler): Moved some code out to the new
function and call this function also in case we get into the
status
handler with an error which might happen due to a kludge in
engine-gpgsm.c

2002-06-28 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (gpgme_op_keylist_ext_start): Always use our own FD
table (eg use synchronous mode).

2002-06-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Fix documentation of key attribute retrieval functions.

2002-06-28 Marcus Brinkmann <marcus@g10code.de>

* ops.h (_gpgme_wait_on_condition): Remove HANG argument from
prototype and change return type to GpgmeError.
(_gpgme_wait_one): New prototype.

* wait.c (gpgme_wait): Replace with the meat from
_gpgme_wait_on_condition here, and remove the support for
conditions.
(_gpgme_wait_on_condition): Remove HANG argument from prototype
and change return type to GpgmeError. Replace with meat from
_gpgme_wait_one and add support for conditions.
(_gpgme_wait_one): Just call _gpgme_wait_on_condition without
condition.
* keylist.c (gpgme_op_keylist_ext_start): Always use our own FD
table (eg
use synchronous mode).
(gpgme_op_keylist_next): Remove HANG argument from
_gpgme_wait_on_condition. Check its return value.
* trustlist.c (gpgme_op_trustlist_start): Always use our own FD
table (eg use synchronous mode).
(gpgme_op_trustlist_next): Remove HANG argument from
_gpgme_wait_on_condition. Check its return value.

2002-06-26 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (map_assuan_error): Map No_Data_Available to EOF.

* import.c (append_xml_impinfo): Kludge to print fingerprint
instead of keyid for use with gpgsm.
(import_status_handler): Set a flag to know whether any import
occurred.
(gpgme_op_import): Return -1 if no certificate ewas imported.

2002-06-25 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (_gpgme_gpgsm_set_io_cbs) [ENABLE_GPGSM]: Fixed
function arguments.

2002-06-25 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_export): Only export the keys
listed in RECP.
* export.c (gpgme_op_export): If no data was returned,
return
GPGME_No_Recipients.

2002-06-25 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_export): Implement.

2002-06-21 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_assuan_simple_command): Return ERR.

(parse_status): New function.
(gpgsm_status_handler): Use parse_status.
(gpgsm_assuan_simple_command): Accept new arguments STATUS_FNC and
STATUS_FNC_VALUE and process status messages.
(gpgsm_set_recipients): Pass new arguments to gpgsm_assuan_simple_command.
(gpgsm_set_fd): Likewise.
(_gpgme_gpgsm_op_keylist): Likewise.
(_gpgme_gpgsm_op_keylist_ext): Likewise.
(_gpgme_gpgsm_op_sign): Likewise.

2002-06-21 Marcus Brinkmann <marcus@g10code.de>

* wait.c (_gpgme_remove_io_cb): Unlock FDT->lock.

2002-06-20 Werner Koch <wk@gnupg.org>

* rungpg.c (build_argv): Ignore GPG_AGENT_INFO if set but empty.

* verify.c (calc_sig_summary): Set bad policy for wrong key usage.
(skip_token): New.
(_gpgme_verify_status_handler): Watch out
for wrong key usage.
(gpgme_get_sig_string_attr): Hack to return info on the key
usage. Does now make use of the former RESERVED argument which
has been renamed to WHATIDX.
(gpgme_get_sig_ulong_attr): Renamed RESERVED to WHATIDX.

2002-06-14 Marcus Brinkmann <marcus@g10code.de>

* wait.c (do_select): Return -1 on error, and 0 if nothing to run.
(_gpgme_wait_one): Only set HANG to zero if do_select returned an
error, or there are no more file descriptors to wait on.
(_gpgme_wait_on_condition): Ignore return value from do_select for
now.

2002-06-13 Werner Koch <wk@gnupg.org>

* verify.c (gpgme_op_verify): Make sure that we never access an
uninitialized result structure.

2002-06-12 Werner Koch <wk@gnupg.org>

* keylist.c (struct keylist_result_s): New.
(_gpgme_release_keylist_result): Release it here
(keylist_status_handler): Handle truncated.
(append_xml_keylistinfo): New.
* gpgme.c (_gpgme_release_result): and use it here.
* types.h: Declare the new type here.

*
context.h (struct gpgme_context_s): Use it here.

2002-06-11 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_release): Close status_cb.fd.
(_gpgme_gpgsm_new): Duplicate status file descriptor, so we can
use our own close notification mechanism without interfering with
assuan.

2002-06-11 Werner Koch <wk@gnupg.org>

* gpgme.h: Add GPGME_ATTR_SIG_SUMMARY and the GPGME_SIGSUM_
constants.
* verify.c (calc_sig_summary): New.
(gpgme_get_sig_ulong_attr): And use it here.

2002-06-10 Werner Koch <wk@gnupg.org>

* rungpg.h: Add new status codes TRUNCATED and ERROR.
* verify.c (is_token, copy_token): New.
(_gpgme_verify_status_handler): Use copy_token, handle the new
ERROR status and store the errorcode used withgpgsm and trust
status codes.
* gpgme.h: New attribute ERRTOK.
* key.c (gpgme_key_get_string_attr): Add dummy case for it.
(gpgme_get_sig_string_attr): Use it here to return the last error.

2002-06-10 Marcus Brinkmann <marcus@g10code.de>

*
engine-gpgsm.c (_gpgme_gpgsm_start): Move the code that sets the
close notification for the status fd to ...
(_gpgme_gpgsm_new): ... here.
* wait.h: Include "sema.h". Remove prototypes of
_gpgme_remove_proc_from_wait_queue and
_gpgme_register_pipe_handler. Add prototypes of
_gpgme_fd_table_init, _gpgme_fd_table_deinit, _gpgme_fd_table_put,
_gpgme_add_io_cb, _gpgme_remove_io_cb, _gpgme_wait_event_cb and
_gpgme_wait_one..
* wait.c: Remove global variables PROC_QUEUE, PROC_QUEUE_LOCK,
FD_TABLE_SIZE, FD_TABLE, FD_TABLE_LOCK. New global variables
FDT_GLOBAL, CTX_DONE_LIST, CTX_DONE_LIST_SIZE,
CTX_DONE_LIST_LENGTH and CTX_DONE_LIST_LOCK. Remove struct
proc_s. Replace struct wait_item_s.
(_gpgme_fd_table_init): New function.
(_gpgme_fd_table_deinit): Likewise.
(_gpgme_fd_table_put): Likewise.

(set_process_done): Remove function.
(do_select): Take argument FDT. Use that to decide which fds to
select on.
(_gpgme_remove_proc_from_wait_queue): Remove function.
(_gpgme_wait_event_cb):
New function.
(_gpgme_wait_one): Likewise.
(_gpgme_register_pipe_hanldler): Remove function.
(_gpgme_add_io_cb): New function.
(_gpgme_remove_io_cb): Likewise.
(_gpgme_freeze_fd): Remove function.
(_gpgme_thaw_fd): Remove function.
* rungpg.c (struct fd_data_map_s): Add new member TAG.
(struct gpg_object_s): Likewise for STATUS and COLON. Add member
IDX to CMD. Add new member IO_CBS.
(close_notify_handler): New variables POSSIBLY_DONE and NOT_DONE.
For each I/O callback, check if it should be unregistered. If all
callbacks have been unregistered, trigger GPGME_EVENT_DONE.
Remove member RUNNING.
(_gpgme_gpg_new): Initialize new members.
(_gpgme_gpg_release): Check PID not RUNNING. Don't call
_gpgme_remove_proc_from_wait_queue. Close GPG->CMD.FD if set.
(build_argv): Store away the index instead the file descriptor for
CMD.
(_gpgme_gpg_add_io_cb): New function.
(_gpgme_gpg_spawn): Use _gpgme_gpg_add_io_cb to register IO
callbacks.
(gpg_status_handler):
Change return type to void, remove PID
argument, close filedescriptor if EOF or error occurs.
(read_status): Use _gpgme_gpg_add_io_cb instead _gpgme_thaw_fd.
Use IO_CBS->remove instead _gpgme_freeze_fd.
(gpg_colon_line_handler): Change return type to void, remove PID
argument, close filedescriptor if EOF or error occurs.
(command_cb): Use IO_CBS->remove instead _gpgme_freeze_fd.
(_gpgme_gpg_set_io_cbs): New function.
* rungpg.h (_gpgme_gpg_set_io_cbs): Prototype for
_gpgme_gpg_set_io_cbs.
* gpgme.h (GpgmeIOCb): New type.
(GpgmeRegisterIOCb): Likewise.
(GpgmeRemoveIOCb): Likewise.
(GpgmeEventIO): Likewise.
(GpgmeEventIOCb): Likewise.
(struct GpgmeIOCbs): New structure to hold I/O callbacks.
(gpgme_set_op_io_cbs): New prototype.
(gpgme_get_op_io_cbs): Likewise.
* ops.h: New prototype for _gpgme_op_event_cb. Remove prototypes
for _gpgme_freeze_fd and _gpgme_thaw_fd. Remove PID argument from

_gpgme_data_inbound_handler and _gpgme_data_outbound_handler
prototype.
Add prototype for _gpgme_op_reset.
Add synchronous argument to _gpgme_decrypt_start prototype.
* io.h: Beautification.
* gpgme.c: Include "wait.h".
(gpgme_new): Initialize FDT.
(gpgme_set_io_cbs): New function.
(gpgme_get_io_cbs): Likewise.
(_gpgme_op_event_cb): Likewise.
* data.c (_gpgme_data_inbound_handler): Change return type to
void. Drop PID argument. Close FD on error and EOF.
(write_mem_data): Don't close FD here ...
(write_cb_data): ... or here ...
(_gpgme_data_outbound_handler): ... but here. Change return type
to void. Drop PID argument.
* context.h: Include "wait.h".
(struct gpgme_context_s): New members FDT and IO_CBS.
* op-support.c: New file.
* Makefile.am (libgpgme_la_SOURCES): Add op-support.c.
* ops.h: Add prototype for _gpgme_op_reset().
* decrypt.c (_gpgme_decrypt_start): New argument SYNCHRONOUS. Use
_gpgme_op_reset.
(gpgme_op_decrypt_start): Add synchronous argument.
(gpgme_op_decrypt): Likewise. Use _gpgme_wait_one instead
gpgme_wait.
*
delete.c (gpgme_op_delete_start): Rename to ...
(_gpgme_op_delete_start): ... this. New argument SYNCHRONOUS.
Use _gpgme_op_reset. Make function static.
(gpgme_op_delete_start): Just a wrapper around
_gpgme_op_delete_start now.
(gpgme_op_delete): Add synchronous argument. Use _gpgme_wait_one
instead gpgme_wait.
* encrypt.c: Include "wait.h".
(ggpgme_op_encrypt_start): Rename to ...
(_gpgme_op_encrypt_start): ... this. New argument SYNCHRONOUS.
Use _gpgme_op_reset. Make function static.
(gpgme_op_encrypt_start): Just a wrapper around
_gpgme_op_encrypt_start now.
(gpgme_op_encrypt): Add synchronous argument. Use _gpgme_wait_one
instead gpgme_wait.
* encrypt_sign.c (gpgme_op_encrypt_sign_start): Rename to ...
(_gpgme_op_encrypt_sign_start): ... this. New argument
SYNCHRONOUS. Use _gpgme_op_reset. Make function static.
(gpgme_op_encrypt_sign_start): Just a wrapper around
_gpgme_op_encrypt_sign_start now.
(gpgme_op_encrypt_sign): Add synchronous argument.

Use
_gpgme_wait_one instead gpgme_wait.
* export.c (gpgme_op_export_start): Rename to ...
(_gpgme_op_export_start): ... this. New argument SYNCHRONOUS.
Use _gpgme_op_reset. Make function static.
(gpgme_op_export_start): Just a wrapper around
_gpgme_op_export_start now.
(gpgme_op_export): Add synchronous argument. Use _gpgme_wait_one
instead gpgme_wait.
* genkey.c (gpgme_op_genkey_start): Rename to ...
(_gpgme_op_genkey_start): ... this. New argument SYNCHRONOUS.
Use _gpgme_op_reset. Make function static.
(gpgme_op_genkey_start): Just a wrapper around
_gpgme_op_genkey_start now.
(gpgme_op_genkey): Add synchronous argument. Use _gpgme_wait_one
instead gpgme_wait.
* import.c (gpgme_op_import_start): Rename to ...
(_gpgme_op_import_start): ... this. New argument SYNCHRONOUS.
Use _gpgme_op_reset. Make function static.
(gpgme_op_import_start): Just a wrapper around
_gpgme_op_import_start now.
(gpgme_op_import): Add synchronous argument. Use _gpgme_wait_one
instead
gpgme_wait.
* keylist.c (gpgme_op_keylist_start): Use _gpgme_op_reset.
(gpgme_op_keylist_ext_start): Likewise.
* sign.c (gpgme_op_sign_start): Rename to ...
(_gpgme_op_sign_start): ... this. New argument SYNCHRONOUS. Use
_gpgme_op_reset. Make function static.
(gpgme_op_sign_start): Just a wrapper around _gpgme_op_sign_start
now.
(gpgme_op_sign): Add synchronous argument. Use _gpgme_wait_one
instead gpgme_wait.
* trustlist.c (gpgme_op_trustlist_start): Use _gpgme_op_reset.
* verify.c (gpgme_op_verify_start): Rename to ...
(_gpgme_op_verify_start): ... this. New argument SYNCHRONOUS.
Use _gpgme_op_reset. Make function static.
(gpgme_op_verify_start): Just a wrapper around
_gpgme_op_verify_start now.
(gpgme_op_verify): Add synchronous argument. Use _gpgme_wait_one
instead gpgme_wait.
* engine-gpgsm.c (iocb_data_t): New type.
(struct gpgsm_object_s): New member status_cb. Replace input_fd
and input_data with input_cb. Replace output_fd and output_data
with
output_cb. Replace message_fd and message_data with
message_cb. New member io_cbs.
(_gpgme_gpgsm_new): Initialize all new members (and drop the old

ones).
(close_notify_handler): New variable POSSIBLY_DONE. For each I/O
callback, check if it should be unregistered. If all callbacks
have been unregistered, trigger GPGME_EVENT_DONE.
(_gpgme_gpgsm_release): Remove variable PID. Use new variable
names to close the file descriptors.
(_gpgme_gpgsm_op_decrypt): Use new variable names,
(_gpgme_gpgsm_op_encrypt): Likewise.
(_gpgme_gpgsm_op_genkey): Likewise.
(_gpgme_gpgsm_op_import): Likewise.
(_gpgme_gpgsm_op_keylist): Likewise.
(_gpgme_gpgsm_op_keylist_ext): Likewise.
(_gpgme_gpgsm_op_sign): Likewise.
(_gpgme_gpgsm_op_verify): Likewise.
(gpgsm_status_handler): Drop argument PID. Change return type to
void. Close status pipe before returning because of EOF or error.
(_gpgme_gpgsm_add_io_cb): New function.
(_gpgme_gpgsm_start): Use _gpgme_gpgsm_add_io_cb to register
callback
function.
(_gpgme_gpgsm_set_io_cbs): New function.
* engine-gpgsm.h: New prototype for _gpgme_gpgsm_set_io_cbs.
* engine.c (_gpgme_engine_set_io_cbs): New function.
* engine.h: New prototype for _gpgme_engine_set_io_cbs.

2002-06-04 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (libgpgme_la_SOURCES): Remove mutex.h.

2002-06-03 Marcus Brinkmann <marcus@g10code.de>

* key.c: Include <ctype.h>.
(_gpgme_key_append_name): Skip one more char when
processing escaped char. Submitted by Marc Mutz <mutz@kde.org>.
Handle hexadecimal encodings. Also reported by Marc. Thanks!

2002-06-02 Marcus Brinkmann <marcus@g10code.de>

* ath.h: Enable the _gpgme_ prefix. Fix all those prefix macros.
* posix-sema.c: Use that prefix here.
* posix-io.c: Include "ath.h".
(_gpgme_io_read): Use _gpgme_ath_read instead read.
(_gpgme_io_write): Use _gpgme_ath_write instead write.
(_gpgme_io_waitpid): Use _gpgme_ath_waitpid instead waitpid.
(_gpgme_io_select): Use _gpgme_ath_select
instead select.

2002-06-02 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (ath_components): New variable.
(ath_components_pthread): Likewise.
(ath_components_pth): Likewise.
(system_components): Add ath_componentes.

* ath.h: New file.
* ath.c: Likewise.
* ath-pthread.c: Likewise.
* ath-pth.c: Likewise.
* posix-sema.c (_gpgme_sema_cs_enter): Rework to use the ATH
interface.
* mutex.h: Remove file.

2002-05-30 Werner Koch <wk@gnupg.org>

* key.c (gpgme_key_get_string_attr): Return NULL when asking for
an issuer with IDX > 0. We don't support altIssuerNames for now.

2002-05-22 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (_gpgme_gpgsm_op_keylist_ext): Aehmm, added
missing variable definition. Oohh - Marcus was faster.

2002-05-22 Marcus Brinkmann <marcus@gnu.org>

* engine-gpgsm.c (_gpgme_gpgsm_op_keylist_ext): Fix last change.

2002-05-21 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (_gpgme_gpgsm_op_keylist)
(_gpgme_gpgsm_op_keylist_ext):
Pass the keylist mode to gpgsm.

2002-05-10 Werner Koch <wk@gnupg.org>

* key.h (gpgme_key_s): Add OTRUST.
* keylist.c (set_ownertrust): New.
(keylist_colon_handler): Get the ownertrust value
* key.c (gpgme_key_get_string_attr,gpgme_key_get_ulong_attr):
Return that value.

2002-05-08 Marcus Brinkmann <marcus@g10code.de>

* w32-util.c: New static variable GET_PATH_LOCK.
(_gpgme_get_gpg_path): Remove superfluous NULL initializer.
Take lock while determining path.
(_gpgme_get_gpgsm_path): Likewise.

* version.c (do_subsystem_inits): Set DONE to 1 after
initialization.
(gpgme_get_engine_info): New variable ENGINE_INFO_LOCK. Take lock
while determining engine info.
* rungpg.c (_gpgme_gpg_get_version): New variable
GPG_VERSION_LOCK. Take the lock while determining the program
version.
* posix-io.c: Include "sema.h".
(_gpgme_io_spawn): New variable FIXED_SIGNALS_LOCK. Take the lock
while fixing the signals.
(_gpgme_io_select): Make READFDS and WRITEFDS non-static.
*
key.c: Include "sema.h". New globals KEY_CACHE_LOCK and
KEY_REF_LOCK.
(capabilities_to_string): Make STRINGS very const.
(_gpgme_key_cache_add): Lock the key cache.
(_gpgme_key_cache_get): Likewise.
(gpgme_key_ref, gpgme_key_release): Lock the key_ref_lock.
* import.c (append_xml_impinfo): Make IMPORTED_FIELDS and
IMPORT_RES_FIELDS very const. Make FIELD and FIELD_NAME a little
const.
* engine.c (_gpgme_engine_get_info): New variable
ENGINE_INFO_LOCK. Take lock while determining engine info.
* engine-gpgsm.c: Include "sema.h".
(_gpgme_gpgsm_get_version): New variable GPGSM_VERSION_LOCK. Take
lock while getting program version.

2002-05-08 Marcus Brinkmann <marcus@g10code.de>

* debug.h: New file.
* Makefile.am (libgpgme_la_SOURCES): Add debug.h.
* util.h: Removed all prototypes and declarations related to
debugging. Include "debug.h".

* debug.c (debug_level): Comment variable and remove superfluous
zero initializer.
(errfp): Likewise.
(_gpgme_debug_enabled):
Function removed.
(struct debug_control_s): Definition removed.
(_gpgme_debug_level): Function removed.
(_gpgme_debug_begin): Rewritten to use vasprintf. Accept a
pritnf-style format specification and a variable number of
arguments.
(_gpgme_debug_add): Rewritten using vasprintf. Expect that format
starts out with "%s" for simplicity.
(_gpgme_debug_end): Rewritten using vasprintf. Do not accept a
TEXT argument anymore.

* posix-io.c (_gpgme_io_select): Use new level argument for
DEBUG_BEGIN instead explicit if construct.

* debug.c (debug_init): Remove superfluous zero initializer,
remove volatile flag of INITIALIZED. Do not use the
double-checked locking algorithm, it is fundamentally flawed and
will empty your fridge (on a more serious note, despite the
volatile flag it doesn't give you the guarantee you would expect,
for example on a DEC Alpha or an SMP machine. The volatile only
serializes accesses to the volatile variable, but not to the other
variables).

2002-05-03
Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (_gpgme_gpgsm_new): Redirect any gpgsm error
output to /dev/null.

* verify.c (gpgme_get_sig_key): Set the protocol of the listctx.
* gpgme.c (gpgme_get_protocol): New.

* data.c (gpgme_data_write): Changed type of BUFFER to void*.
(gpgme_data_read): Ditto.

* verify.c (_gpgme_verify_status_handler): Handle TRUST_* status
lines so that a claim can be made without looking up the key.
(gpgme_get_sig_string_attr): New.
(gpgme_get_sig_ulong_attr): New.

* gpgme.h (GpgmeAttr): Added GPGME_ATTR_SIG_STATUS.

* rungpg.h: Add new status codes from gpg 1.0.7 and formatted the
list to align with the status.h file from gnupg.

* gpgme.h (GpgmeSigStat): Add _GOOD_EXP and _GOOD_EXPKEY.
* verify.c (_gpgme_verify_status_handler, finish_sig): Handle
these new status codes. Store the expiration time

2002-04-27 Werner Koch <wk@gnupg.org>

* gpgme.h (GpgmeData_Encoding): New.
* data.c (gpgme_data_get_encoding,gpgme_data_set_encoding):
New.
* engine-gpgsm.c (map_input_enc): New. Use it in all local
functions where the INPUT command gets send.

2002-04-27 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_verify): Close the output
descriptor only when we don't need it anymore. Close the message
descriptor if we don't need it.

2002-04-26 Werner Koch <wk@gnupg.org>

* Makefile.am (libgpgme_la_LIBADD): Use libtool libraries.

2002-04-25 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_release): Call gpgme_data_release on
GPG->cmd.cb_data, not xfree.

2002-04-25 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_new): Set the display, ttyname,
ttytype, lc_ctype and lc_messages options in the server.

2002-04-24 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (map_assuan_error): Add new error codes.

2002-04-23 Werner Koch <wk@gnupg.org>

* key.c (gpgme_key_get_ulong_attr): Swapped use of can_encrypt and
can_certify to return
the requested values.

2002-04-23 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_get_progress_cb): Allow either return parameter
to be NULL.
(gpgme_get_passphrase_cb): Likewise.

2002-04-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_get_passphrase_cb): New function.
(gpgme_get_progress_cb): New function.
* gpgme.h: Add new prototypes for gpgme_get_passphrase_cb and
gpgme_get_progress_cb.

2002-03-28 Werner Koch <wk@gnupg.org>

* gpgme.h (GpgmeAttr): Add values for issuer and chaining.
* key.h (gpgme_key_s): Add issuer and chaining elements for X509.
* keylist.c (keylist_colon_handler): Store them.
* key.c (gpgme_key_release): Free them.

(gpgme_key_get_as_xml,gpgme_key_get_string_attr): Print them.

2002-03-26 Werner Koch <wk@gnupg.org>

* Makefile.am (libgpgme_la_SOURCES): Add mutex.h

2002-03-21 Werner Koch <wk@gnupg.org>

* util.h [!HAVE_FOPENCOOKIE]: Make sure off_t and ssize_t are
defined.

2002-03-18 Marcus Brinkmann <marcus@g10code.de>

*
Makefile.am (system_components): New variable, set depending on
HAVE_DOSISH_SYSTEM.
(libgpgme_la_SOURCES): Use system_components. Remove `syshdr.h'.
* syshdr.h: File removed.

* posix-io.c: Remove !HAVE_DOSISH_SYSTEM safeguard. Clean up source.
* posix-sema.c: Likewise.
* posix-util.c: Likewise.

* w32-io.c: Remove HAVE_DOSISH_SYSTEM safeguard.
* w32-sema.c: Likewise.
* w32-util.c: Likewise.

* posix-io.c: Include `unistd.h', do not include `syshdr.h'.
* posix-sema.c: Likewise.
* w32-io.c: Include `io.h', do not include `syshdr.h'
* w32-sema.c: Likewise.
* w32-util.c: Likewise.
* data.c: Do not include `syshdr.h'.
* wait.c: Likewise.
* wait.h: Code cleanup.

* mutex.h: New file.
* posix-sema.c: Implement.

2002-03-08 Werner Koch <wk@gnupg.org>

* util.h [!HAVE_FOPENCOOKIE]: Fixed type. Thanks to Frank Heckenbach.

2002-03-07 Werner Koch <wk@gnupg.org>

* gpgme.h (gpgme_op_keylist_ext_start): Add prototype.

2002-03-06 Marcus Brinkmann <marcus@g10code.de>

*
encrypt.c (_gpgme_encrypt_sym_status_handler): New function.
(gpgme_op_encrypt_start): New variable SYMMETRIC, set it if RECP
is null, and if it is set, use _gpgme_encrypt_sym_status_handler
as status handler and run _gpgme_passphrase_start.
* rungpg.c (_gpgme_gpg_op_encrypt): If RECP is zero, do symmetric
encryption.
* engine-gpgsm.c (_gpgme_gpgsm_op_encrypt): If RECP is zero,
return error value.

* rungpg.c (_gpgme_gpg_op_verify): Add "--" argument.

2002-03-03 Marcus Brinkmann <marcus@g10code.de>

* passphrase.c (_gpgme_passphrase_status_handler): Also set the
error No_Passphrase if only a bad passphrase was provided.

2002-03-03 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_op_verify): If TEXT is of mode
GPGME_DATA_MODE_IN, construct a command line that stores the
plaintext in TEXT.
* verify.c (gpgme_op_verify_start): Accept TEXT being
uninitialized, and in this case interpret SIG as a normal or
cleartext signature and TEXT as a return
data object.
* engine-gpgsm.c (_gpgme_gpgsm_op_verify): Likewise.

2002-03-03 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_keylist_ext) [!ENABLE_GPGSM]:
Add stub function.

2002-02-28 Werner Koch <wk@gnupg.org>

* key.h (subkey_s): New member expires_at.
* keylist.c (keylist_colon_handler): Set it here
* key.c (gpgme_key_get_as_xml,gpgme_key_get_ulong_attr): Return it.

2002-02-27 Marcus Brinkmann <marcus@g10code.de>

* rungpg.h (_gpgme_gpg_op_keylist_ext): New prototype.
* rungpg.c (_gpgme_gpg_op_keylist_ext): New function.
* engine-gpgsm.h (_gpgme_gpgsm_op_keylist_ext): New prototype.
* engine-gpgsm.c (_gpgme_gpgsm_op_keylist_ext): New function.
* engine.h (_gpgme_engine_op_keylist_ext): New prototype.
* engine.c (_gpgme_engine_op_keylist_ext): New function.

* keylist.c (gpgme_op_keylist_ext_start): New function.

2002-02-27 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Add new error code GPGME_Invalid_Recipient.
* encrypt.c (struct
encrypt_result_s): New member invalid_recipients,
rename no_recipients to no_valid_recipients.
(_gpgme_encrypt_status_handler): Include error for invalid
recipients.
* engine-gpgsm.c (gpgsm_set_recipients): Change type of first
argument to GpgsmObject. Use that to report back the status about
the recipients.

2002-02-26 Marcus Brinkmann <marcus@g10code.de>

* verify.c (_gpgme_verify_status_handler): Fix the last change.

2002-02-25 Marcus Brinkmann <marcus@g10code.de>

* verify.c (_gpgme_verify_status_handler): Parse the args line to
see if the problem is due to a missing key, and report that back
to the user.

2002-02-25 Marcus Brinkmann <marcus@g10code.de>

* engine.c (_gpgme_engine_op_encrypt_sign): New function.
* engine.h (_gpgme_engine_op_encrypt_sign): New prototype.
* rungpg.c (_gpgme_append_gpg_args_from_signers): New function.
(_gpgme_gpg_op_sign): Use that new function.
(_gpgme_gpg_op_encrypt_sign): New function.
* rungpg.h (_gpgme_gpg_op_encrypt_sign):
New prototype.
* gpgme.h (gpgme_op_encrypt_sign_start): New prototype.
(gpgme_op_encrypt_sign): Likewise.
* Makefile.am (libgpgme_la_SOURCES): Add encrypt-sign.c.
* ops.h (_gpgme_encrypt_status_handler): Add prototype.
(_gpgme_sign_status_handler): Add prototype.
* sign.c (sign_status_handler): Rename to ...
(_gpgme_sign_status_handler): ... this and make non-static.
* encrypt.c (encrypt_status_handler): Rename to ...
(_gpgme_encrypt_status_handler): ... this and make non-static.
* encrypt.c (gpgme_op_encrypt_start): Use new status handler name.
* sign.c (gpgme_op_sign_start): Likewise.

2002-02-25 Marcus Brinkmann <marcus@g10code.de>

* context.h (struct gpgme_context_s): New member include_certs.

* gpgme.h (gpgme_set_include_certs): Add prototype.
(gpgme_get_include_certs): Likewise.
* gpgme.c (gpgme_set_include_certs): New function.
(gpgme_get_include_certs): Likewise.
(gpgme_new): Set include_certs to 1 (the default).
* engine.c (_gpgme_engine_op_sign): Accept
new argument include_certs,
and pass it to _gpgme_gpgsm_op_sign.
* engine.h (_gpgme_engine_op_sign): Likewise for prototype.
* engine-gpgsm.c (_gpgme_gpgsm_op_sign): Accept new argument
include_certs and handle it.
* engine-gpgsm.h (_gpgme_gpgsm_start): Add new argument include_certs.
* sign.c (gpgme_op_sign_start): Add new argument to
_gpgme_engine_op_sign call.

2002-02-14 Werner Koch <wk@gnupg.org>

* keylist.c (gpgme_op_keylist_start): Do not use a verbose listing.

2002-02-13 Werner Koch <wk@gnupg.org>

* vasprintf.c, fopencookie.c: Add replacement functions.
* util.h: Add prototypes for them.

2002-02-09 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_assuan_simple_command): Return 0 if we
reach the end of the function.

2002-02-09 Marcus Brinkmann <marcus@g10code.de>

* genkey.c (gpgme_op_genkey_start): Fix logic in validity check.
(gpgme_op_genkey_start): Skip newlines after opening tag.

* engine-gpgsm.c (_gpgme_gpgsm_start): Remove cruft.

2002-02-08
Marcus Brinkmann <marcus@g10code.de>

* genkey.c (gpgme_op_genkey_start): Allow PUBKEY and SECKEY to be
set, and pass them down to the crypto engine.
* engine-gpgsm.h (_gpgme_gpgsm_start): New arguments PUBKEY and SECKEY.
* engine.h: Likewise.
* rungpg.h (_gpgme_gpg_spawn): Likewise.
* engine.c (_gpgme_engine_op_genkey): Likewise. Use those
arguments.
* rungpg.c (_gpgme_gpg_op_genkey): Likewise. Complain if those
arguments are set.

* engine-gpgsm.c (_gpgme_gpgsm_op_genkey): Likewise. Implement
function.

* engine-gpgsm.c (_gpgme_gpgsm_op_keylist): Beautify comment.

2002-02-06 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_op_keylist): Remove handling of keylist
mode (for now).

2002-02-06 Marcus Brinkmann <marcus@g10code.de>

* wait.c (gpgme_wait): Add new argument STATUS, in which the
status of the returned context is returned.
(_gpgme_wait_on_condition): Rework the function a bit, to make it
aware of cancelled processes, and to
allow to use gpgme_wait with
CTX being NULL (as documented in the source).
(struct proc_s): New member REPORTED.
* gpgme.h: Fix prototype.
* verify.c (gpgme_op_verify): Fix use of gpgme_wait.
* sign.c (gpgme_op_sign): Likewise.
* import.c (gpgme_op_import): Likewise.
* genkey.c (gpgme_op_genkey): Likewise.
* export.c (gpgme_op_export): Likewise.
* encrypt.c (gpgme_op_encrypt): Likewise.
* delete.c (gpgme_op_delete): Likewise.
* decrypt-verify.c (gpgme_op_decrypt_verify): Likewise.

2002-02-06 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_set_keylist_mode): Possibly return an error
value.
(gpgme_get_keylist_mode): New function.
(gpgme_new): Set the default for keylist_mode member of CTX.

* gpgme.h (gpgme_set_keylist_mode): Fix prototype.
(gpgme_get_keylist_mode): New prototype.
(GPGME_KEYLIST_MODE_LOCAL): New macro.
(GPGME_KEYLIST_MODE_EXTERN): Likewise..

2002-02-02 Marcus Brinkmann <marcus@g10code.de>

This patch has gotten a bit large... mmh. The
main thing that
happens here is that error values are now not determined in the
operation function after gpgme_wait completed, but in the status
handler when EOF is received. It should always be the case that

either an error is flagged or EOF is received, so that after a
gpgme_wait you should never have the situation that no error is
flagged and EOF is not received. One problem is that the engine
status handlers don't have access to the context, a horrible
kludge works around this for now. All errors that happen during a
pending operation should be caught and reported in ctx->error,
including out-of-core and cancellation. This rounds up neatly a
couple of loose ends, and makes it possible to pass up any errors
in the communication with the backend as well. As a bonus, there
will be a function to access gpgme->wait, so that the operations
can truly be implemented with their _start function.

* engine-gpgsm.c (gpgsm_status_handler): Horrible kludge to report
error back
to the context.
* rungpg.c (gpg_status_handler): Same horrible kludge applied here.

* engine-gpgsm.c (gpgsm_assuan_simple_command): Add error checking.

* wait.c (_gpgme_wait_on_condition): If canceled, set CTX->error
to a value indication that.

* verify.c (add_notation): Set error, not out_of_core.
(finish_sig): Likewise.
(gpgme_op_verify_start): Don't clear out_of_core.
(_gpgme_verify_status_handler): At EOF, clean up the notation data.
(gpgme_op_verify): And don't do it here.

* trustlist.c (trustlist_status_handler): Check error, not out_of_core.
(gpgme_op_trustlist_start): Don't clear out_of_core.
(gpgme_op_trustlist_next): Check error, not out_of_core.
(gpgme_op_trustlist_end): Likewise.

* ops.h (test_and_allocate_result): New macro.
(_gpgme_passphrase_result): Remove prototype.
* delete.c (gpgme_op_delete): Return error from context.
(delete_status_handler): Use macro test_and_allocate_result.
Perform error checking at EOF.
(gpgme_op_delete_start): Release
result.
* passphrase.c (_gpgme_passphrase_status_handler): Use macro
test_and_allocate_result, and perform error checking here.
(_gpgme_passphrase_result): Function removed.
* sign.c (gpgme_op_sign_start): Do not set out_of_core to zero.
(gpgme_op_sign): Just return the error value from the context.
(sign_status_handler): Only progress if no error is set yet. If
we process an EOF, set the resulting error value (if any).
* decrypt.c (_gpgme_decrypt_result): Function removed.

(create_result_struct): Function removed.
(_gpgme_decrypt_status_handler): Use macro test_and_allocate_result,
caclulate error on EOF, do not progress with errors.
(_gpgme_decrypt_start): Do not set out_of_core to zero.
(gpgme_op_decrypt): Just return the error value from the context.
* encrypt.c (encrypt_status_handler): Perform the error checking
here.
(gpgme_op_encrypt_start): Do not clear out_of_core.
* export.c (export_status_handler): Return if error is set in context.
(gpgme_op_export_start):
Release result.
(gpgme_op_export): Return error from context.
* decrypt-verify.c (gpgme_op_decrypt_verify): Return the error in
the context.
* genkey.c (genkey_status_handler): Use macro
test_and_allocate_result. Perform error checking at EOF.
(gpgme_op_genkey): Just return the error from context.
* import.c (gpgme_op_import): Return the error from context.
(import_status_handler): Use macro test_and_allocate_result.
* keylist.c (gpgme_op_keylist_start): Do not clear out_of_core.
(gpgme_op_keylist_next): Return error of context.
(keylist_colon_handler): Set error instead out_of_code.
(finish_key): Likewise.

* context.h: Remove member out_of_core, add member error.
* gpgme.c (_gpgme_release_result): Clear error flag.

* engine.h (_gpgme_engine_get_error): New prototype.
* engine.c (_gpgme_engine_get_error): New function.
* engine-gpgsm.c (_gpgme_gpgsm_get_error): New function.

* engine-gpgsm.c (map_assuan_error): New function.
(gpgsm_assuan_simple_command): Change
return type to GpgmeError,
use the new function to map error values.
(gpgsm_set_fd): Change return type tp GpgmeError.
(_gpgme_gpgsm_op_decrypt): Change type of ERR to GpgmeError.
(gpgsm_set_recipients): Likewise. Change type of return value
equivalently. Adjust error values.
(_gpgme_gpgsm_op_import): Likewise.
(_gpgme_gpgsm_op_sign): Likewise.
(struct gpgsm_object_s): New member error.
(gpgsm_status_handler): Set error if error occurs. Determine
error number from ERR line received. If assuan_read_line fails,
terminate the connection.

2002-02-01 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (MOSTLYCLEANFILES): New variable.

2002-02-01 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_status_handler): At error, terminate the
connection to the server.

2002-01-31 Marcus Brinkmann <marcus@g10code.de>

* rungpg.h: Add STATUS_KEY_CREATED.

* progress.c: New file.
* Makefile.am (libgpgme_la_SOURCES): Add progress.c.

* genkey.c (genkey_status_handler):
Use
_gpgme_progress_status_handler. Add check for status.
(struct genkey_result_s): New structure.
(_gpgme_release_genkey_result): New function.
(gpgme_op_genkey): Check for error.
* gpgme.c (_gpgme_release_result): Call
_gpgme_release_genkey_result.
* ops.h (_gpgme_release_genkey_result): Add prototype.
* types.h (GenKeyResult): New type.
* context.h (gpgme_context_s): Add GenKeyResult to member result.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (_gpgme_release_result): Call
_gpgme_release_delete_result.
* ops.h (_gpgme_release_delete_result): Add prototype.
* types.h (DeleteResult): New type.
* context.h (gpgme_context_s): Add DeleteResult to member result.

* delete.c (enum delete_problem): New type.
(struct delete_result_s): New structure.
(_gpgme_release_delete_result): New function.
(delete_status_handler): Implement more status codes.
(gpgme_op_delete): Return error on failure.

* import.c (MAX_IMPORTED_FIELDS): Bump up to 14.

2002-01-30
 Marcus Brinkmann <marcus@g10code.de>

* import.c (struct import_result_s): New structure.
(_gpgme_release_import_result): New function.
(append_xml_impinfo): Likewise.

(import_status_handler): Implement.
* gpgme.c (_gpgme_release_result): Add call to
_gpgme_release_import_result.
* ops.h (_gpgme_release_import_result): Add prototype.
* types.h (ImportResult): New type.
* context.h (gpgme_context_s): Add ImportResult to member result.

* encrypt.c (gpgme_op_encrypt): Code clean up.

2002-01-30 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Add lots of comment and fix the formatting. Add
gpgme_trustlist_end prototype.

2002-01-29 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h: Add new type GpgmeIdleFunc. Change type of
gpgme_register_idle to return and accept this type.
* wait.c (gpgme_register_idle): Fix type.
Save and return old value of idle_function.

2002-01-29 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (_gpgme_gpgsm_op_keylist): Implement
secret only mode.

* keylist.c (keylist_colon_handler): Add support for the new "crs"
record type.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_release): Call assuan_disconnect,
not assuan_pipe_disconnect.

* Makefile.am (libgpgme_la_LIBADD): Change to link assuan and
jnlib (needed by assuan) statically into libgpgme. Linking a
static library into a shared library this way is not portable.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h (GpgmePassphraseCb): Change type of R_HD from void* to
void**.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* data.c (gpgme_data_new_from_filepart): Change type of LENGTH
from off_t to size_t.
* gpgme.h: Likewise.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* wait.c (_gpgme_wait_on_condition): If the process finished,
reset the pending flag. Also if the operation was cancelled.

(struct proc_s): Rename READY to DONE.
(wait_item_s): Likewise.
(set_process_ready): Rename
to ...
(set_process_done): ... this.
(_gpgme_remove_proc_from_wait_queue): Call set_process_done
instead set_process_ready.
(_gpgme_wait_on_condition): Likewise.
(do_select): Rename READY to DONE.

* verify.c (gpgme_op_verify): Do not set pending to zero here.
* sign.c (gpgme_op_sign): Likewise.
* import.c (gpgme_op_import): Likewise.
* genkey.c (gpgme_op_genkey): Likewise.
* export.c (gpgme_op_export): Likewise.
* encrypt.c (gpgme_op_encrypt): Likewise.
* delete.c (gpgme_op_delete): Likewise.
* decrypt-verify.c (gpgme_op_decrypt_verify): Likewise.
* decrypt.c (gpgme_op_decrypt): Likewise.

2002-01-22 Marcus Brinkmann <marcus@g10code.de>

* export.c: Cleanup.

2002-01-15 Marcus Brinkmann <marcus@g10code.de>

* trustlist.c: Various source clean ups.
(my_isdigit): Removed.
(gpgme_op_trustlist_end): New function.

2002-01-13 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c: Various source clean ups, like renaming C to CTX where
appropriate.
(gpgme_new): Clear
R_CTX before starting the work.
(my_isdigit): Removed.
(my_isxdigit): Likewise.

* data.c: Various source clean ups.
(gpgme_data_new_from_mem): Check BUFFER after clearing R_DH.
(gpgme_data_new_with_read_cb): Similar for READ_CB.

(gpgme_data_new_from_file): Loop over fread while EINTR.
(gpgme_data_new_from_filepart): Rediddled a bit. Allow LENGTH to
be zero. Loop over fread while EINTR.

(my_isdigit): Removed.
(my_isxdigit): Likewise.

2001-12-21 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_new): Replace General_Error with
Pipe_Error where appropriate.

2001-12-19 Marcus Brinkmann <marcus@g10code.de>

* engine.c: Include `string.h'. Reported by Stphane Corthsy.

* version.c (get_engine_info): Remove prototype.

2001-12-19 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_new): New variable CHILD_FDS.
Fill it with the servers fds, and pass it to assuan_pipe_connect.

2001-12-18 Marcus Brinkmann <marcus@g10code.de>

*
keylist.c (gpgme_op_keylist_end): New function.
* gpgme.h (gpgme_op_keylist_end): New prototype.

* engine.h (gpgme_engine_check_version): Move prototype to ...
* gpgme.h (gpgme_engine_check_version): ... here.

* genkey.c (gpgme_op_genkey_start): Remove unused variable.

2001-12-18 Marcus Brinkmann <marcus@g10code.de>

* version.c (gpgme_get_engine_info): Reimplemented.
(gpgme_check_engine): Reimplemented.
(_gpgme_compare_versions): Return NULL if MY_VERSION is NULL.

* engine.c: Include `io.h'.
(gpgme_engine_get_info): New function.
* engine.h (gpgme_engine_check_version, _gpgme_engine_get_info):
Add prototype.

2001-12-18 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (struct reap_s, reap_list, reap_list_lock): Moved to ...

* engine.c (struct reap_s, reap_list, reap_list_lock): ... here.
Include `time.h', `sys/types.h', `assert.h', and `sema.h'.

* rungpg.c (_gpgme_engine_add_child_to_reap_list): New function.
(do_reaping, _gpgme_gpg_housecleaning): Moved to
...
* engine.c (do_reaping, _gpgme_engine_housecleaning): ... here.
* rungpg.c (_gpgme_gpg_release): Replace code that is now in its
own function by call to _gpgme_engine_add_child_to_reap_list().

* wait.c: Include `engine.h'.
(run_idle): Call _gpgme_engine_housecleaning(), not
_gpgme_gpg_housecleaning().

2001-12-18 Marcus Brinkmann <marcus@g10code.de>

* key.c (_gpgme_key_append_name): Append, not prepend, the uid.
Initialize the next field of the uid structure.
(gpgme_key_get_as_xml): Do not list last uid first.

2001-12-17 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_set_colon_line_handler): New
function [!ENABLE_GPGSM].

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_verify): Put TEXT into
message_data, not SIG.
(_gpgme_gpgsm_op_sign): Use `--detached', not `--detach'.

* sign.c (sign_status_handler): Call
_gpgme_passphrase_status_handler early.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

*
engine-gpgsm.c: Revert last change.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_status_handler): Freeze the output file
handler when ending this operation, otherwise the wait function
will sit on it.

2001-12-14 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (struct gpgsm_object_s): New member colon.attic.

(_gpgme_gpgsm_new): Initialize some more members.
(_gpgme_gpgsm_release): Free the colon line handler's attic line.
(gpgsm_status_handler): Rework the inline-data processing.

2001-12-13 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_spawn): Do not add the fds to the child
list that are not dup'ed, for those the close-on-exec flag is set
now.
* version.c (_gpgme_get_program_version): Remove first entry in
CFD, as the close-on-exec flag is now set for this fd.

2001-12-13 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_encrypt): Do not add `armor'
option to `ENCRYPT'.
* engine-gpgsm.c
(gpgsm_set_recipients): Free LINE when returning
successfully.

2001-12-13 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (close_notify_handler): New function.
(_gpgme_gpgsm_new): Manage the file descriptors a
bit differently. Do not set close-on-exec flags.
(_gpgme_gpgsm_op_decrypt): Do not set message_fd
to -1, this is done by the close handler.
(_gpgme_gpgsm_op_encrypt): Likewise.
(_gpgme_gpgsm_op_import): Likewise (also for output_fd).
(_gpgme_gpgsm_op_keylist): Likewise (also for input_fd and output_fd).
(_gpgme_gpgsm_op_sign): Likewise.
(_gpgme_gpgsm_op_verify): Likewise, but for output_fd.

* posix-io.c (_gpgme_io_pipe): Set the close-on-exec flag for the
non-inherited file descriptor index of the pipe.

2001-12-13 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c (_gpgme_gpgsm_set_colon_line_handler): New.
(gpgsm_status_handler): Pass datalines to a colon handler
* engine.c (_gpgme_engine_set_colon_line_handler): Set the colon
handler for gpgsm.

* engine-gpgsm.c
(_gpgme_gpgsm_op_keylist): Allow NULL for
pattern.
(gpgsm_assuan_simple_command): Removed underscore from
assuan_write_line.

(_gpgme_gpgsm_start): Ditto.
(gpgsm_assuan_simple_command): Replaced internal Assuan read
function by the new assuan_read_line. Removed the use of the
internal header.
(gpgsm_status_handler): Ditto. Use the new assuan_pending_line.
(_gpgme_gpgsm_start): Use the documented way to get an fd from
assuan.

* keylist.c (keylist_colon_handler): Handle "crt" records
* key.h (gpgme_key_s): Add an x509 flag.
* key.c (parse_x509_user_id): New.
(_gpgme_key_append_name): Handle x.509 names.

2001-12-05 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_status_handler): Make it work with current
version of assuan.

2001-12-05 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_set_fd): Accept one more argument OPT.
(_gpgme_gpgsm_op_encrypt): Pass armor argument to gpgsm_set_fd for
output descriptor.
(_gpgme_gpgsm_op_sign):
Likewise.

2001-12-05 Marcus Brinkmann <marcus@g10code.de>

* keylist.c (gpgme_op_keylist_next): Set pending to 0 if EOF
occurs.

2001-11-26 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_sign): Fix stupid typo.

2001-11-24 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (gpgsm_status_handler): Don't break if bsearch fails.
Deal with assuan read line returning more than one line (for now).

2001-11-23 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_sign): Implement it according to
the current protocol definition.

2001-11-23 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_new): Set CLOEXEC flag for parent

ends of the pipe.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c: Include stdlib.h and string.h. Also include,
for now, rungpg.h and status-table.h.
(gpgsm_status_handler): Implement more of the status handler.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

*
engine.c (_gpgme_engine_op_decrypt): Implement CMS case.
(_gpgme_engine_op_delete): Likewise.
(_gpgme_engine_op_encrypt): Likewise.
(_gpgme_engine_op_export): Likewise.
(_gpgme_engine_op_genkey): Likewise.
(_gpgme_engine_op_keylist): Likewise.
(_gpgme_engine_op_sign): Likewise.
(_gpgme_engine_op_trustlist): Likewise.

* engine-gpgsm.c (_gpgme_gpgsm_op_encrypt): New function.
(gpgsm_assuan_simple_command): Likewise.
(gpgsm_set_recipients): Likewise.
(gpgsm_set_fd): Reimplement using gpgsm_assuan_simple_command.
(_gpgme_gpgsm_op_delete): New function.
(_gpgme_gpgsm_op_export): Likewise.
(_gpgme_gpgsm_op_genkey): Likewise.
(_gpgme_gpgsm_op_sign): Likewise.
(_gpgme_gpgsm_op_keylist): Likewise.
(_gpgme_gpgsm_op_trustlist): Likewise.
(_gpgme_gpgsm_release): Release command.
(_gpgme_gpgsm_op_decrypt): Allocate command.
(_gpgme_gpgsm_op_import): Likewise.
(gpgsm_status_handler): Also treat `ERR' strings as EOF.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

* gpgme.h
(gpgme_set_protocol): New prototype.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c (_gpgme_gpgsm_op_decrypt): New function.
(_gpgme_gpgsm_op_import): Likewise.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

* engine-gpgsm.c: Shuffle around header inclusion a bit, to still

keep them separate.
(_gpgme_set_status_handler) [!ENABLE_GPGSM]: New function.

2001-11-22 Werner Koch <wk@gnupg.org>

* engine-gpgsm.c: Include more headers so that NULL and mk_error
is defined even with an undefined GPGSM_PATH.

2001-11-22 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (gpg_inbound_handler, write_mem_data, write_cb_data,
gpg_outbound_handler): Moved to ...
* data.c (_gpgme_data_inbound_handler, write_mem_data,
write_cb_data, _gpgme_data_outbound_handler): ... here. Make the
_gpgme_* ones non-static.
* data.c: Include io.h.

* ops.h (_gpgme_data_inbound_handler): New prototype.
(_gpgme_data_outbound_handler): Likewise.
(_gpgme_gpg_spawn): Use
these new functions.

* engine-gpgsm.h (_gpgme_gpgsm_op_decrypt, _gpgme_gpgsm_op_delete,
_gpgme_gpgsm_op_encrypt, _gpgme_gpgsm_op_export,
_gpgme_gpgsm_op_genkey, _gpgme_gpgsm_op_import,
_gpgme_gpgsm_op_keylist, _gpgme_gpgsm_op_sign,
_gpgme_gpgsm_op_trustlist, _gpgme_gpgsm_op_verify,
_gpgme_gpgsm_start, _gpgme_gpgsm_set_status_handler): New prototype.
Include <rungpg.h> for status handler function.

* engine-gpgsm.c (struct gpgsm_object_s): New members input_fd,
input_data, output_fd, output_data, message_fd, message_data, command
and status.
(_gpgme_gpgsm_new): Open input, output and message pipes before
connecting to the client. Close server's ends afterwards.
(_gpgme_gpgsm_release): Close open file descriptors. Remove
server process from wait queue.
(_gpgme_gpgsm_op_verify, _gpgme_gpgsm_start,
_gpgme_gpgsm_set_status_handler, gpgms_status_handler): New function.

* engine.c (_gpgme_engine_start): Implement for GPGME_PROTOCOL_CMS.
(_gpgme_engine_set_status_handler):
Likewise.
(_gpgme_engine_op_verify): Likewise.

2001-11-21 Marcus Brinkmann <marcus@g10code.de>

* context.h: Do not include rungpg.h, but engine.h.

(struct gpgme_context_s): Replace member gpg with engine.
* gpgme.c (gpgme_release): Release engine, not gpg.

* recipient.c (_gpgme_append_gpg_args_from_recifgpients): Function
moved ...
* rungpg.c (_gpgme_append_gpg_args_from_recipients): ... here.
Make static, change order of arguments, and return an error value.
* ops.h (_gpgme_append_gpg_args_from_recipients): Removed prototype.

* rungpg.h (_gpgme_gpg_op_verify): Add prototype.
(_gpgme_gpg_op_encrypt): Likewise.
(_gpgme_gpg_op_decrypt): Likewise.
(_gpgme_gpg_op_delete): Likewise.
(_gpgme_gpg_op_export): Likewise.
(_gpgme_gpg_op_genkey): Likewise.
(_gpgme_gpg_op_import): Likewise.
(_gpgme_gpg_op_keylist): Likewise.
(_gpgme_gpg_op_sign): Likewise.
(_gpgme_gpg_op_trustlist): Likewise.
* rungpg.c (_gpgme_gpg_op_verify): New function.
(_gpgme_gpg_op_encrypt): Likewise.
(_gpgme_gpg_op_decrypt):
Likewise.
(_gpgme_gpg_op_delete): Likewise.
(_gpgme_gpg_op_export): Likewise.
(_gpgme_gpg_op_genkey): Likewise.
(_gpgme_gpg_op_import): Likewise.
(_gpgme_gpg_op_keylist): Likewise.
(_gpgme_gpg_op_sign): Likewise.
(_gpgme_gpg_op_trustlist): Likewise.

* engine.h (_gpgme_engine_set_status_handler): Add prototype.
(_gpgme_engine_set_command_handler): Likewise.
(_gpgme_engine_set_colon_line_handler): Likewise.
(_gpgme_engine_op_decrypt): Likewise.
(_gpgme_engine_op_delete): Likewise.
(_gpgme_engine_op_encrypt): Likewise.
(_gpgme_engine_op_export): Likewise.
(_gpgme_engine_op_genkey): Likewise.
(_gpgme_engine_op_import): Likewise.
(_gpgme_engine_op_keylist): Likewise.
(_gpgme_engine_op_sign): Likewise.
(_gpgme_engine_op_trustlist): Likewise.
(_gpgme_engine_op_verify): Likewise.
(_gpgme_engine_start): Likewise.
* engine.c (_gpgme_engine_set_status_handler): New function.
(_gpgme_engine_set_command_handler): Likewise.
(_gpgme_engine_set_colon_line_handler):

Likewise.
(_gpgme_engine_op_decrypt): Likewise.
(_gpgme_engine_op_delete): Likewise.
(_gpgme_engine_op_encrypt): Likewise.
(_gpgme_engine_op_export): Likewise.
(_gpgme_engine_op_genkey): Likewise.
(_gpgme_engine_op_import): Likewise.
(_gpgme_engine_op_keylist): Likewise.
(_gpgme_engine_op_sign): Likewise.
(_gpgme_engine_op_trustlist): Likewise.
(_gpgme_engine_op_verify): Likewise.
(_gpgme_engine_start): Likewise.

* verify.c (gpgme_op_verify_start): Reimplement in terms of above
functions.
* encrypt.c (gpgme_op_encrypt_start): Likewise.
* decrypt.c (_gpgme_decrypt_start): Likewise.
* passphrase.c (_gpgme_passphrase_start): Likewise.
* keylist.c (gpgme_op_keylist_start): Likewise.

2001-11-20 Marcus Brinkmann <marcus@g10code.de>

* types.h: Add types EngineObject and GpgsmObject.

* Makefile.am (libgpgme_la_SOURCES): Add engine-gpgsm.h,
engine-gpgsm.c, engine.h and engine.c.
* engine.h: New file.
* engine.c: Likewise.
* engine-gpgsm.h: Likewise.
*
engine-gpgsm.c: Likewise.

* rungpg.c (_gpgme_gpg_get_version): New function.
(_gpgme_gpg_check_version): Likewise.
* rungpg.h: Add prototypes for _gpgme_gpg_get_version and
_gpgme_gpg_check_version.

* version.c (compare_versions): Rename to ...
(_gpgme_compare_versions): ... this. Make non-static.
(gpgme_check_version): Use _gpgme_compare_versions rather than
compare_versions.
(gpgme_check_engine): Likewise.
* ops.h (_gpgme_get_program_version): Add prototype.

2001-11-20 Marcus Brinkmann <marcus@g10code.de>

* Makefile.am (libgpgme_la_INCLUDES): Remove obsolete directive.
(AM_CPPFLAGS): New directive [BUILD_ASSUAN].

(libgpgme_la_LIBADD): Likewise.

2001-11-20 Marcus Brinkmann <marcus@g10code.de>

* version.c: Remove global variables lineno and
tmp_engine_version.
(version_handler): Removed.
(_gpgme_get_program_version): New function.
(get_engine_info): Don't use context and version_handler,
but _gpgme_get_program_version.
* ops.h (_gpgme_get_program_version):
Add prototype for
_gpgme_get_program_version (we expect to use it elsewhere soon).

2001-11-18 Marcus Brinkmann <marcus@g10code.de>

* version.c (get_engine_info): If GnuPG is not available, return
an error message.
* posix-util.c (_gpgme_get_gpg_path): Allow GPG_PATH to be
undefined.
(_gpgme_get_gpgsm_path): New function.
* w32-util.c (find_program_in_registry): New static function.
(_gpgme_get_gpg_path): Allow GPG_PATH to be undefined. Rework
to use find_program_in_registry.
(_gpgme_get_gpgsm_path): New function.
(util.h): Prototype _gpgme_get_gpgsm_path).
* rungpg.c (_gpgme_gpg_spawn): Verify that _gpgme_get_gpg_path()
returns non-null.

2001-11-16 Marcus Brinkmann <marcus@g10code.de>

* decrypt-verify.c: New file.
* Makefile.am (libgpgme_la_SOURCES): Add decrypt-verify.c.
* types.h: Add decrypt-verify types.
* ops.h: Likewise.
* context.h: Add result type for decrypt-verify.
* gpgme.h: Add decrypt-verify prototypes.

* decrypt.c (decrypt_status_handler):
Renamed to ...
(_gpgme_decrypt_status_handler): ... this. Make non-static.
(_gpgme_decrypt_start): New function, derived from
gpgme_op_decrypt_start.
(gpgme_op_decrypt_start): Reimplement in terms of
_gpgme_decrypt_start.
(_gpgme_decrypt_result): New function to retrieve error value.
(gpgme_op_decrypt): Use _gpgme_decrypt_result.
* ops.h: Add prototypes for new functions.

* verify.c (verify_status_handler): Renamed to ...
(_gpgme_verify_status_handler): ... this. Make non-static.
(gpgme_op_verify_start): Use new function name.
(intersect_stati): Renamed to ...
(_gpgme_intersect_stati): ... this. Make non-static.
(gpgme_op_verify): Use new name.
* ops.h: Add prototypes for new functions.

2001-11-16 Marcus Brinkmann <marcus@g10code.de>

* passphrase.c: New file.
* Makefile.am (libgpgme_la_SOURCES): Add passphrase.c.
* ops.h (_gpgme_passphrase_result): Add prototypes from
passphrase.c.
* types.h: Likewise.
* context.h: Add member passphrase to result.
*
gpgme.c (_gpgme_release_result): Release passphrase member.

* decrypt.c: Some formatting and variable name changes (like
CTX instead C).
(struct decrypt_result_s): Remove members now found in
passphrase result.
(_gpgme_release_decrypt_result): Don't release removed members.
(decrypt_status_handler): Call _gpgme_passphrase_status_handler,
and don't handle the cases caught there.
(command_handler): Removed.
(gpgme_op_decrypt_start): Don't set command handler, but invoke
_gpgme_passphrase_start which does it.
(gpgme_op_decrypt): Invoke _gpgme_passphrase_result and drop the
cases covered by it.

* sign.c Some formatting and variable name changes (like
CTX instead C).
(struct sign_result_s): Remove members now found in
passphrase result.
(_gpgme_release_sign_result): Don't release removed members.
(sign_status_handler): Call _gpgme_passphrase_status_handler,
and don't handle the cases caught there.
(command_handler): Removed.
(gpgme_op_sign_start): Don't set command
handler, but invoke
_gpgme_passphrase_start which does it.
(gpgme_op_sign): Invoke _gpgme_passphrase_result and drop the
cases covered by it.

2001-11-15 Marcus Brinkmann <marcus@g10code.de>

* decrypt.c (command_handler): Fix last change.

2001-11-15 Marcus Brinkmann <marcus@g10code.de>

* verify.c (_gpgme_release_verify_result): Rename RES to RESULT.
Rename R2 to NEXT_RESULT.
(intersect_stati): Rename RES to RESULT.
(gpgme_get_sig_status): Likewise. Do not check return_type, but
the member verify of result.
(gpgme_get_sig_key): Likewise.

* sign.c (_gpgme_release_sign_result): Rename RES to RESULT. If
RESULT is zero, return.
(sign_status_handler, command_handler): Do not check return_type,
but the member sign of result.
(gpgme_op_sign): Likewise. Drop assertion.

* encrypt.c (_gpgme_release_encrypt_result): Rename RES to RESULT.
If RESULT is zero, return.
(encrypt_status_handler): Do not check return_type, but the member
encrypt of result.
(gpgme_op_encrypt):
Likewise. Drop assertion.

* decrypt.c (_gpgme_release_decrypt_result): Rename RES to RESULT.
(create_result_struct): Do not set result_type.
(command_handler, decrypt_status_handler): Do not check
return_type, but the member decrypt of result.
(gpgme_op_decrypt): Likewise. Drop assertion.

* context.h (enum ResultType): Removed.
(struct gpgme_context_s): Remove member result_type.
(struct result): Replaces union result.
* gpgme.c: Include string.h.
(_gpgme_release_result): Release all members of c->result, which
is now a struct. Zero out all members of the struct afterwards.

2001-11-11 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (_gpgme_gpg_release): Release GPG->cmd.cb_data.
Release all members of the list GPG->arglist.
Reported by Michael Schmidt <mschmidt@cs.uni-sb.de>.

2001-11-02 Marcus Brinkmann <marcus@g10code.de>

* rungpg.c (pipemode_copy): Change type of NBYTES to size_t.

* key.c: Include string.h.
* data.c: Likewise.
* recipient.c: Likewise.

2001-10-29
Marcus Brinkmann <marcus@g10code.de>

* context.h: New member signers_len.
* signers.c (gpgme_signers_clear): Require that signers are
non-NULL with assertion. Use signers_len to determine how much
keys to release. Add documentation.
(gpgme_signers_add): Use signers_len to determine if the buffer is
large enough. Use xtryrealloc rather than xtrymalloc and copying.
Add documentation.
(gpgme_signers_enum): Use signers_len to determine if key is
available. Add documentation.

2001-10-22 Marcus Brinkmann <marcus@g10code.de>

* data.c (_gpgme_data_append): Check if LENGTH is smaller than
ALLOC_CHUNK, not DH->length.

2001-10-17 Marcus Brinkmann <marcus@g10code.de>

* gpgme.c (gpgme_set_protocol): Fix last change.

2001-10-15 Werner Koch <wk@gnupg.org>

* gpgme.h (GpgmeProtocol): New.
* gpgme.c (gpgme_set_protocol): New.

2001-09-26 Werner Koch <wk@gnupg.org>

* gpgme.c (gpgme_set_passphrase_cb): Ignore a NULL context.
(gpgme_set_progress_cb): Ditto.
Suggested by Mark Mutz.

2001-09-17 Werner Koch <wk@gnupg.org>

* keylist.c (finish_key): Shortcut for no tmp_key. Changed all
callers to use this function without a check for tmp_key.

* keylist.c (gpgme_op_keylist_next): Reset the key_cond after
emptying the queue. Bug reported by Stphane Corthsy.

2001-09-12 Werner Koch <wk@gnupg.org>

* data.c (gpgme_data_rewind): Allow rewind for callbacks.

2001-09-07 Werner Koch <wk@gnupg.org>

* rungpg.h: Add NO_RECP.
* encrypt.c (encrypt_status_handler): Take on No_RECP.
(gpgme_op_encrypt): Better error return.

* verify.c (verify_status_handler): Take on NODATA.

2001-09-03 Werner Koch <wk@gnupg.org>

* rungpg.h: Added STATUS_INV_RECP.
* gpgme.c (_gpgme_release_result): Add support for new
EncryptResult object.
* encrypt.c (append_xml_encinfo): New.
(encrypt_status_handler): Add some status parsing.
(_gpgme_release_encrypt_result): New.

2001-08-29 Werner Koch <wk@gnupg.org>

* recipient.c (gpgme_recipients_release):
Free the list. By Timo.

* keylist.c (keylist_colon_handler): Do a finish key if we receive
an EOF here. This is probably the reason for a lot of bugs
related to keylisting. It is so obvious. Kudos to Enno Cramer
for pointing that out.

2001-08-28 Werner Koch <wk@gnupg.org>

* gpgme.c, gpgme.h (gpgme_get_op_info): New.
(_gpgme_set_op_info): New.
(_gpgme_release_result): Reset the op_info here.
* sign.c (append_xml_siginfo): New.
(sign_status_handler): Store the sig create information.

2001-07-31 Werner Koch <wk@gnupg.org>

* encrypt.c (gpgme_op_encrypt): Hack to detect no valid recipients.

2001-07-30 Werner Koch <wk@gnupg.org>

* gpgme.c (gpgme_get_armor,gpgme_get_textmode): New.

* rungpg.c (build_argv): Disable armor comments
* w32-io.c (build_commandline): Need to add quotes here

2001-07-24 Werner Koch <wk@gnupg.org>

* data.c (gpgme_data_read): Add a a way to return the available bytes.

2001-07-23 Werner Koch <wk@gnupg.org>

* util.c: Removed
stpcpy() because we use the version from jnlib.

2001-07-19 Werner Koch <wk@gnupg.org>

* mkstatus: Define the collating sequence for sort.

2001-06-26 Werner Koch <wk@gnupg.org>

* rungpg.h: Add STATUS_UNEXPECTED as suggested by Timo.

2001-06-15 Werner Koch <wk@gnupg.org>

* keylist.c (set_userid_flags): Fixed the assigned values. Kudos
to Timo for pointing this out.

2001-06-01 Werner Koch <wk@gnupg.org>

* debug.c (_gpgme_debug_begin): Fixed a /tmp race. Noted by
Johannes Poehlmann.

2001-05-28 Werner Koch <wk@gnupg.org>

* version.c (gpgme_check_engine): Stop version number parsing at
the opening angle and not the closing one. By Tommy Reynolds.

2001-05-01 Jos Carlos Garca Sogo <jose@jaimedelamo.eu.org>

* encrypt.c (gpgme_op_encrypt_start): Deleted the assert (!c->gpg)
line, because it gave an error if another operation had been made
before using the same context.

* decrypt.c (gpgme_op_decrypt_start): The same as above. Also added
one line to release
the gpg object in the context (if any).

2001-04-26 Werner Koch <wk@gnupg.org>

* key.c, key.h (_gpgme_key_cache_init): New.
(_gpgme_key_cache_add): New.
(_gpgme_key_cache_get): New.
* version.c (do_subsystem_inits): Init the cache.
* keylist.c (finish_key): Put key into the cache

* verify.c (gpgme_get_sig_key): First look into the cache.

2001-04-19 Werner Koch <wk@gnupg.org>

* keylist.c (parse_timestamp): Adjusted for the changed
--fixed-list-mode of gpg 1.0.4h.

2001-04-05 Werner Koch <wk@gnupg.org>

* verify.c (gpgme_op_verify_start): Enabled pipemode for detached sigs.

2001-04-04 Werner Koch <wk@gnupg.org>

* w32-io.c (_gpgme_io_select): Don't select on the writer if there
are still bytes pending. Timo found this not easy to track down
race condition.

2001-04-02 Werner Koch <wk@gnupg.org>

* gpgme.h: Add GPGME_ATTR_KEY_{EXPIRED,DISABLED}.
* key.c (gpgme_key_get_ulong_attr): And return those attribs.

* verify.c (gpgme_get_sig_key): Set keyliosting mode
depending on
the mode set in the current context. Suggested by Timo.

* key.c (gpgme_key_get_ulong_attr): Return can_certify and not
can_encrypt. By Timo.

2001-03-30 Werner Koch <wk@gnupg.org>

* debug.c (debug_init): Allow to specify a debug file.
(_gpgme_debug_level): New.

* posix-io.c (_gpgme_io_read, _gpgme_io_write): Print output.
(_gpgme_io_select): Debug only with level > 2.

2001-03-15 Werner Koch <wk@gnupg.org>

* rungpg.c: Included time.h.

* key.h: New keyflags for capabilities.
* keylist.c (set_mainkey_capability, set_subkey_capability): New.
(keylist_colon_handler): Parse them.
* gpgme.h: New attribute values for capabilities.
* key.c (gpgme_key_get_string_attr): Return them.
(capabilities_to_string): New.
(gpgme_key_get_ulong_attr): Return the global caps.

2001-03-14 Werner Koch <wk@gnupg.org>

* w32-io.c (destroy_reader,destroy_writer): Fixed syntax error.
Thanks to Jan Oliver Wagner.

2001-03-13 Werner Koch <wk@gnupg.org>

* context.h: Add
invalid and revoke flags to user_id structure.
* keylist.c (gpgme_op_keylist_start): Use --fixed-list-mode.
(keylist_colon_handler): Adjust for that.
(set_userid_flags): New.
(set_mainkey_trust_info): Handle new key invalid flag
(set_subkey_trust_info): Ditto.
* gpgme.h: Add new attributes for key and user ID flags.
* key.c (_gpgme_key_append_name): Init these flags
(gpgme_key_get_as_xml): Print them.
(one_uid_as_xml): New helper for above.
(gpgme_key_get_string_attr, gpgme_key_get_ulong_attr):
Return the new attributes. Enhanced, so that subkey information
can be returned now.

2001-02-28 Werner Koch <wk@gnupg.org>

* w32-io.c (destroy_reader): Set stop_me flag.
(writer,create_writer,destroy_writer,find_writer,kill_writer): New.
(_gpgme_io_write): Use a writer thread to avoid blocking.
(_gpgme_io_close): Cleanup a writer thread
(_gpgme_io_select): Repalce the faked wait on writing by a real
waiting which is now possible due to the use of a writer thread.

2001-02-20
 Werner Koch <wk@gnupg.org>

* w32-io.c (destroy_reader,kill_reader): New.
(create_reader, reader): Add a new event to stop the thread.
(_gpgme_io_close): Kill the reader thread.

* posix-io.c (_gpgme_io_select): Handle frozen fds here.
* 32-io.c (_gpgme_io_select): Ditto. Removed a bunch of unused code.

* wait.c: Reworked the whole thing.
* rungpg.c (_gpgme_gpg_new): Init pid to -1.
(_gpgme_gpg_release): Remove the process from the wait queue.

2001-02-19 Werner Koch <wk@gnupg.org>

* w32-io.c (_gpgme_io_set_close_notify): New.
(_gpgme_io_close): Do the notification.

* posix-io.c (_gpgme_io_select): Use a 1 sec timeout and not 200
microseconds.

* wait.c (remove_process): Don't close the fd here.
(do_select): Set the fd to -1 and remove the is_closed flag everywhere.
(_gpgme_wait_on_condition): Remove the assert on the queue and
break out if we could not find the queue. The whole thing should
be reworked.

* posix-io.c (_gpgme_io_set_close_notify): New.
(_gpgme_io_close):
Do the notification.

* rungpg.c (close_notify_handler): New.
(_gpgme_gpg_new): Register a callback for the fd.
(_gpgme_gpg_set_colon_line_handler): Ditto.
(build_argv): Ditto

2001-02-13 Werner Koch <wk@gnupg.org>

* rungpg.c (struct reap_s): Replaced pid_t by int.

* types.h: Add ulong typedef.

* rungpg.c (do_reaping, _gpgme_gpg_housecleaning): New.
(_gpgme_gpg_release): Reap children.
* io.h, posix-io.c (_gpgme_io_kill): New.
* w32-io.c (_gpgme_io_kill): New (dummy).

* keylist.c (gpgme_op_keylist_start): Cancel a pending request.

* posix-io.c (_gpgme_io_read): Add some debug output.
(_gpgme_io_write): Ditto.
(_gpgme_io_select): Increased the timeout.

2001-02-12 Werner Koch <wk@gnupg.org>

Enhanced the signature verification, so that it can how handle
more than one signature and is able to return more information on
the signatures.
* verify.c (gpgme_get_sig_key): New.
(gpgme_get_sig_status): New.

* gpgme.h: Add stdio.h.
(GpgmeSigStat):

New status DIFF.

2001-02-01 Werner Koch <wk@gnupg.org>

* w32-io.c (set_synchronize): Add EVENT_MODIFY_STATE. Add Debug
code to all Set/ResetEvent().

* rungpg.c (read_status): Check for end of stream only if we have
an r. By Timo.

2001-01-31 Werner Koch <wk@gnupg.org>

* wait.c (_gpgme_wait_on_condition): Removed all exit code processing.
(propagate_term_results,clear_active_fds): Removed.
(count_active_fds): Renamed to ..
(count_active_and_thawed_fds): .. this and count only thawed fds.

* rungpg.c (gpg_colon_line_handler): Return colon.eof and not
status.eof ;-)

2001-01-30 Werner Koch <wk@gnupg.org>

* w32-io.c (_gpgme_io_spawn): Use the supplied path arg.

* version.c (get_engine_info): Return better error information.

* posix-util.c, w32-util.c: New.
(_gpgme_get_gpg_path): New, suggested by Jan-Oliver.
* rungpg.c (_gpgme_gpg_spawn): Use new function to get GPG's path.

* signers.c (gpgme_signers_add): Ooops, one should test code and
not just write it;
the newarr was not assigned. Thanks to Jos
for pointing this out. Hmmm, still not tested, why should a coder
test his fix :-)

* w32-io.c: Does now use reader threads, so that we can use
WaitForMultipleObjects.
* sema.h, posix-sema.c, w32-sema.c: Support for Critical sections.
Does currently only work for W32.

* debug.c, util.h : New. Changed all fprintfs to use this new
set of debugging functions.

2001-01-23 Werner Koch <wk@gnupg.org>

* data.c (_gpgme_data_release_and_return_string): Fixed string
termination.

2001-01-22 Werner Koch <wk@gnupg.org>

 * delete.c: New.

 * signers.c: New.
 * key.c (gpgme_key_ref, gpgme_key_unref): New.
 * sign.c (gpgme_op_sign_start): Allow the use of other keys.

 * version.c (gpgme_get_engine_info,gpgme_check_engine): New.
 * rungpg.c (_gpgme_gpg_set_simple_line_handler): New.

2001-01-05 Werner Koch <wk@gnupg.org>

 * data.c (gpgme_data_rewind): Allow to rewind data_type_none.

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;;; -*- Mode: lisp -*-

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;;; 02111-1307, USA.

(defpackage #:gpgme-system
 (:use #:common-lisp #:asdf))

(in-package #:gpgme-system)

(defsystem gpgme
 :description "GnuPG Made Easy."
 :author "g10 Code GmbH"
  :version "1.15.1"
 :licence "GPL"
 :defsystem-depends-on ("cffi-grovel")
 :depends-on ("cffi" "gpg-error" "trivial-garbage")
 :components ((:file "gpgme-package")
              (:cffi-grovel-file "gpgme-grovel"
               :depends-on ("gpgme-package"))
       (:file "gpgme"
  :depends-on ("gpgme-package" "gpgme-grovel"))))
# -*- mode: org -*-
#+TITLE: GNU Privacy Guard (GnuPG) Made Easy Python Bindings
#+AUTHOR: Ben McGinnes
#+LATEX_COMPILER: xelatex
#+LATEX_CLASS: article
#+LATEX_CLASS_OPTIONS: [12pt]
#+LATEX_HEADER: \usepackage{xltxtra}
#+LATEX_HEADER: \usepackage[margin=1in]{geometry}
#+LATEX_HEADER: \setmainfont[Ligatures={Common}]{Times New Roman}
#+LATEX_HEADER: \author{Ben McGinnes <ben@gnupg.org>}


* GPGME Python Bindings
 :PROPERTIES:
 :CUSTOM_ID: top
 :END:


** Contents
  :PROPERTIES:
  :CUSTOM_ID: contents
  :END:


- [[file:short-history][A short history of the project]]
- [[file:what-is-new][What's New]]
 - [[file:maintenance-mode][Maintenance Mode]] (from January, 2019)
- [[file:what-was-new][What Was New]]
```

- [[file:gpgme-python-howto][GPGME Python Bindings HOWTO]]


```
{
  "components":   [{
     "name": "gpg",
        "description":  "OpenPGP",
        "options":     [{
           "name": "Monitor",
           "flags":       1,
           "level":       0,
           "type": 0,
           "alt_type":    0
        }, {
           "name": "verbose",
           "description":  "verbose",
           "level":       0,
           "type": 0,
           "alt_type":    0
        }]
  }]
}
{
  "keys": [{
     "revoked":      false,
        "expired":      false,
        "disabled":     false,
        "invalid":      false,
        "can_encrypt":  true,
        "can_sign":     true,
        "can_certify":  true,
        "can_authenticate":     true,
        "secret":       false,
        "is_qualified": false,
        "protocol":     "OpenPGP",
        "fingerprint":  "23FD347A419429BACCD5E72D6BC4778054ACD246",
        "subkeys":      [{
           "revoked":      false,
           "expired":      false,
           "disabled":     false,
           "invalid":      false,
           "can_encrypt":  false,
           "can_sign":     true,
           "can_certify":  true,
           "can_authenticate":     true,
           "secret":       false,
           "is_qualified": false,
           "is_cardkey":   false,
           "is_de_vs":     false,
           "pubkey_algo_name":
```

```
    "DSA",
          "pubkey_algo_string":   "dsa1024",
          "pubkey_algo":  17,
          "length":       1024,
          "timestamp":    920892875,
          "expires":      0
        }, {
          "revoked":      false,
            "expired":      false,
            "disabled":     false,
            "invalid":      false,
            "can_encrypt":  true,
            "can_sign":     false,
            "can_certify":  false,
            "can_authenticate":     false,
            "secret":       false,
            "is_qualified": false,
            "is_cardkey":   false,
            "is_de_vs":     false,
            "pubkey_algo_name":     "ELG-E",
            "pubkey_algo_string":   "elg1024",
            "pubkey_algo":  16,
            "length":       1024,
            "timestamp":    920892914,
             "expires":      0
        }],
        "userids":      [{
          "revoked":      false,
          "invalid":      false,
          "validity":     "unknown",
          "uid":  "Zulu Test (demo key) <zulu@example.net>",
          "name": "Zulu Test",
          "email":        "zulu@example.net",
          "comment":      "demo key",
          "address":      "zulu@example.net"
        }]
  }]
}
{
  "op": "verify",
  "data": "Hello world",
  "signature": "-----BEGIN PGP SIGNATURE-----
\n\niHAEABECADAWIQSg/0WQu2Ei7e9uPFQtcnzHaGl3NAUCW+we3RIcYWxwaGFAZXhh\nbXBsZS5uZXQ
ACgkQLXJ8x2hpdzSwIgCfdfk+n6SsYwa9SYfBwr/o4FmWsa8Anj3V\n8p3ahr3rxNbK7cDbSk/p1zD0\n=oS5d\n---
--END PGP SIGNATURE-----"
}
{
  "env": {
```

```
    "browser": true,
    "es6": true
  },
  "extends": "eslint:recommended",
  "parserOptions": {
    "sourceType": "module"
  },
  "rules": {
    "indent": [
      "warn",
      4
    ],
    "linebreak-style": [
      "error",
      "unix"
    ],
    "quotes": [
      "error",
      "single"
    ],
    "semi": [
      "error",
      "always"
    ],
    "no-var": [
      "warn"
    ],
    "max-len": 1,
    "default-case": 2,
    "no-invalid-this": 2,
    "no-lone-blocks": 1,
    "no-self-compare": 2,
    "radix": 2,
    "no-use-before-define": ["error", {
      "functions": false,
      "classes": false,
      "variables": true
    }],
    "no-useless-constructor": 1,
    "space-before-function-paren": ["error", "always"],
    "keyword-spacing": 2,
    "spaced-comment": 1,
    "space-unary-ops":
 2,
    "object-curly-spacing": ["error", "always"],
    "array-bracket-spacing": ["error", "never"]
  }
}
```

```
{
 "result":      {
        "considered":   1,
        "no_user_id":   0,
        "imported_rsa": 0,
        "new_user_ids": 0,
        "new_sub_keys": 0,
        "new_signatures":       0,
        "new_revocations":      0,
        "secret_read":  0,
        "secret_imported":      0,
        "secret_unchanged":     0,
        "skipped_new_keys":     0,
        "not_imported": 0,
        "skipped_v3_keys":      0,
        "imports":      [{
                        "fingerprint":  "E8143C489C8D41124DC40D0B47AF4B6961F04784",
                        "error_string": "Success",
                        "status":       1
                }]
 }
}
```


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{
"keys": [{
"revoked": false,
"expired": false,

```
      "disabled":    false,
      "invalid":     false,
      "can_encrypt":  true,
      "can_sign":    true,
      "can_certify":  true,
      "can_authenticate":    true,
      "secret":      true,
      "is_qualified": false,
      "protocol":    "OpenPGP",
      "fingerprint":  "A0FF4590BB6122EDEF6E3C542D727CC768697734",
      "subkeys":     [{
        "revoked":     false,
        "expired":     false,
        "disabled":    false,
        "invalid":     false,
        "can_encrypt":  false,
        "can_sign":    true,
        "can_certify":  true,
        "can_authenticate":    true,
        "is_qualified": false,
        "is_cardkey":   false,
        "is_de_vs":    false,
        "pubkey_algo_name":    "DSA",

"pubkey_algo_string":   "dsa1024",
        "keyid":       "2D727CC768697734",
        "keygrip":     "76F7E2B35832976B50A27A282D9B87E44577EB66",
        "pubkey_algo":  17,
        "length":      1024,
        "timestamp":   920882846,
        "expires":     0
      }, {
        "revoked":     false,
          "expired":     false,
          "disabled":    false,
          "invalid":     false,
          "can_encrypt":  true,
          "can_sign":    false,
          "can_certify":  false,
          "can_authenticate":    false,
          "is_qualified": false,
          "is_cardkey":   false,
          "is_de_vs":    false,
          "pubkey_algo_name":    "ELG-E",
          "pubkey_algo_string":   "elg1024",
          "keyid":       "6AE6D7EE46A871F8",
          "keygrip":
```

```
  "A0747D5F9425E6664F4FFBEED20FBCA79FDED2BD",
            "pubkey_algo":  16,
            "length":       1024,
            "timestamp":    920882959,
            "expires":      0
        }],
        "userids":      [{
           "revoked":      false,
           "invalid":      false,
           "validity":     "unknown",
           "uid":  "Alfa Test (demo key) <alfa@example.net>",
           "name": "Alfa Test",
           "email":        "alfa@example.net",
           "comment":      "demo key",
           "address":      "alfa@example.net"
        }, {
           "revoked":      false,
           "invalid":      false,
           "validity":     "unknown",
           "uid":  "Alpha Test (demo key) <alpha@example.net>",
           "name": "Alpha Test",
           "email":        "alpha@example.net",
           "comment":      "demo key",
           "address":
  "alpha@example.net"
        }, {
           "revoked":      false,
              "invalid":      false,
              "validity":     "unknown",
              "uid":  "Alice (demo key)",
              "name": "Alice",
              "email":        "",
              "comment":      "demo key",
              "origin":       0,
              "last_update":  0
        }]
},  {
    "revoked":      false,
        "expired":      false,
        "disabled":     false,
        "invalid":      false,
        "can_encrypt":  true,
        "can_sign":     true,
        "can_certify":  true,
        "can_authenticate":     true,
        "is_qualified": false,
        "protocol":     "OpenPGP",
        "fingerprint":  "D695676BDCEDCC2CDD6152BCFE180B1DA9E3B0B2",
```

```
      "owner_trust":  "unknown",
      "origin":       0,
      "last_update":  0,
      "subkeys":
   [{
         "revoked":      false,
         "expired":      false,
         "disabled":     false,
         "invalid":      false,
         "can_encrypt":  false,
         "can_sign":     true,
         "can_certify":  true,
         "can_authenticate":     true,
         "secret":       false,
         "is_qualified": false,
         "is_cardkey":   false,
         "is_de_vs":     false,
         "pubkey_algo_name":     "DSA",
         "pubkey_algo_string":   "dsa1024",
         "keyid":        "FE180B1DA9E3B0B2",
         "pubkey_algo":  17,
         "length":       1024,
         "timestamp":    920888034,
         "expires":      0
      }, {
         "revoked":      false,
           "expired":      false,
           "disabled":     false,
           "invalid":      false,
           "can_encrypt":
true,
           "can_sign":     false,
           "can_certify":  false,
           "can_authenticate":     false,
           "secret":       false,
           "is_qualified": false,
           "is_cardkey":   false,
           "is_de_vs":     false,
           "pubkey_algo_name":     "ELG-E",
           "pubkey_algo_string":   "elg1024",
           "keyid":        "5381EA4EE29BA37F",
           "pubkey_algo":  16,
           "length":       1024,
           "timestamp":    920888071,
           "expires":      0
      }],
      "userids":      [{
         "revoked":      false,
```

```
            "invalid":      false,
            "validity":     "unknown",
            "uid":  "Bob (demo key)",
            "name": "Bob",
            "email":        "",
            "comment":      "demo key"
          }, {

       "revoked":      false,
            "invalid":      false,
            "validity":     "unknown",
            "uid":  "Bravo Test (demo key) <bravo@example.net>",
            "name": "Bravo Test",
            "email":        "bravo@example.net",
            "comment":      "demo key",
            "address":      "bravo@example.net"
          }]
  }]
}
{
  "op": "export",
  "keys": "alpha@example.net",
  "armor": true,
  "with-sec-fprs":true
}
{
  "name": "gpgmejson",
  "description": "Integration with GnuPG",
  "path": "/usr/bin/gpgme-json",
  "type": "stdio",
  "allowed_origins": [
     "chrome-extension://kajibbejlbohfaggdiogboambcijhkke/"
  ]
}
-----BEGIN PGP PUBLIC KEY BLOCK-----

mQENBFrsKEkBCADKw4Wt8J6M/88qD8PO6lSMCxH1cpwH8iK0uPaFFYsJkkXo7kWf
PTAtrV+REqF/o80dvYcdLvRsV21pvncZz/HXLu1yQ18mC3XObrKokbdgrTTKA5XE
BZkNsqyaMMJauT18H4hYkSg62/tTdO1cu/zWv/LFf7Xyn6+uA74ovXCJlO1s0N2c
PShtr98QRzPMf2owgVk37JnDNp4gGVDGHxSZOuUwxgYAZYnA8SFc+c+3ZrQfY870
+O4j3Mz4p7yD13AwP4buQLBsb/icxekeQCqpRJhLH9f7MdEcGXa1x36RcEkHdu+M
yJ392eMgD+dKNfRCtyTPhjZTxvbNELIBYICfABEBAAG0EHRlc3RAZXhhbXBsZS5v
cmeJAVQEEwEIAD4WIQTUFzW5Ejb9uIIEjFojAWNe7/DLBQUCWuwoSQIbAwUJA8Jn
AAULCQgHAgYVCgkICwIEFgIDAQIeAQIXgAAKCRAjAWNe7/DLBf9kB/wOQ/S60HGw
Fq07W9N01HWULyhHKoMmcHL6rfZ64oDqLxolPSasz7WAMW1jN4qtWJ0mFzwO83V6
kaBe+wF6Kqir6udFSBW9rPcFg6/VZXPltT0a6uacIHq6DyQ5iMW4YQWbVy9OR2rN
GkYo1JCBR0XdRJYCSX3yB4TWv/eXnZ37/WjmiTOIZh35rjs+NuU/S5JPDfAp2/k7
0DevQeBsv+UjVXjWpNTZmPbvDnd995uSmC6UY4hzyP84ORYMYn9n1QAR0goxDN6U
```

unOf9Rlp1oMzdxMool/d1MlCxg2h3jheuhv7lgUF4KpvHOuEPXQ7UO417E0TYcDZ
1J8Nsv87SZeEuQENBFrsKEkBCADjoEBhG/QPqZHg8VyoD1xYRAWGxyDJkX/GrSs6
yE+x2hk5FoQCajxKa/d4AVxOnJpdwhAfeXeSNaql5Ejgzax+Tdj9BV6vtGVJVv0p
O7bgAiZxkA6RHxtNqhpPnPQoXvUzkzpRgpuL+Nj4yIg7z1ITH6KQH4u5SI9vd+j/
8i9Taz67pdZwuJjac8qBuJHjzAo1bjYctFYUSG5pbmMQyNLySzgiNkFa4DajODlt
3RuqVGP316Fk+Sy2+60tC/HlX8jgMyMONfOGBQx6jk8tvAphS/LAqrrNepnagIyL
UGKU+L8cB2g1PGGp2biBFWqZbudZoyRBet/0yH/zirBdQJw1ABEBAAGJATwEGAEI
ACYWIQTUFzW5Ejb9uIIEjFojAWNe7/DLBQUCWuwoSQIbDAUJA8JnAAAKCRAjAWNe
7/DLBf0pCACPp5hBuUWngu2Hqvg+tNiujfsiYzId3MffFxEk3CbXeHcJ5F32NDJ9
PYCnra4L8wSv+NZt9gIa8lFwoFSFQCjzH7KE86XcV3MhfdJTNb/+9CR7Jq3e/4Iy
0N5ip7PNYMCyakcAsxvsNCJKrSaDuYe/OAoTXRBtgRWE2uyT315em02Lkr+2Cc/Q
k6H+vlNOHGRgnpI/OZZjnUuUfBUvMGHr1phW+y7aeymC9PnUGdViRdJe23nntMSD
A+0/I7ESO9JsWvJbyBmuiZpu9JjScOjYH9xpQLqRNyw4WHpZriN69F0t9Mmd7bM1
+UyPgbPEr0iWMeyctYsuOLeUyQKMscDT
=QyY6
-----END
 PGP PUBLIC KEY BLOCK-----
Using gpgme.js

At first, make sure that the environment you want to use gpgme.js in has access
and permissions for nativeMessaging, and gpgme-json installed. For details,
see the README.

The library itself is started via the {@link init} method. This will test the
nativeMessaging connection, and then resolve into an Object offering
the top level API:

* [encrypt]{@link GpgME#encrypt}
* [decrypt]{@link GpgME#decrypt}
* [sign]{@link GpgME#sign}
* [verify]{@link GpgME#verify}
* [Keyring]{@link GPGME_Keyring}

```
gpgmejs.init()
  .then(function(GPGME) {
    // using GPGME
  }, function(error){
    // error handling;
  })
```

All methods that require communication with nativeMessaging are asynchronous,
using Promises. Rejections will be instances of {@link GPGME_Error}.

An exaeption are Keys, which can be initialized in a 'sync' mode, allowing them
to be cached and used synchronously until manually refreshed.

Keyring and Keys

The gnupg keys
can be accessed via the [Keyring]{@link GPGME_Keyring}.

The Keyring offers the methods for accessing information on all Keys known to
gnupg.

**Due to security constraints, the javascript-binding currently only offers
limited support for secret-Key interaction.**

The existence of secret Keys is not secret, and those secret Keys can be used
for signing, but Operations that may expose, modify or delete secret Keys are
not supported.

* [getKeysArmored]{@link GPGME_Keyring#getKeysArmored}
* [getKeys]{@link GPGME_Keyring#getKeys}
* [getDefaultKey]{@link GPGME_Keyring#getDefaultKey}
* [generateKey]{@link GPGME_Keyring#generateKey}
* [deleteKey]{@link GPGME_Keyring#deleteKey}

{
  "op": "decrypt",
  "data":
"hQEOA2rm1+5GqHH4EAQAhzzu7VYpE9vFVdqkAALRHSyz8698b8MES7j5ldzXGVnGSWmN0+YXGyWyeB
5tnAXAvUiV10tzoiNaPXoNeOFrHQOWrDsQ1vYukdtblDc3FW/Ywf7aelcFIGh9qydmkPX/EPeULsbgdZp6sybGo
PpEuxzb4CYeRjogB9VvPCRAPb4D/1hRdpoVgWI78JvaeI+xwrP71RuHggZEsM8FSYFBD8c5dY+iAHbPSBI6Q
SZMvMHCu8YVlV40rHFjjoKQ1ox9DHHyvaZkwAZbI/U7+CYZoPoXMAARjCCCW4TIB3VrM70QLjnLSVfW
aCtTnYp2KWaRae0Ze7yPt/h1dYe4ofn/O3UH0kEBqJ99Srtrmr9UWdgikgrWCz5TAV27g2vsZubfMe8vC1QnqAS
azyBy74ibvrXrIvHnhHQvPCkZFRdbgYhV/+KQIQ==",
  "base64": true
}

;;;; gpgme-grovel.lisp

;;; This file is part of GPGME-CL.
;;;
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;;; under the terms of the GNU General Public License as published by
;;; the Free Software Foundation; either version 2 of the License, or
;;; (at your option) any later version.
;;;
;;; GPGME-CL is distributed in the hope that it will be useful, but
;;; WITHOUT ANY WARRANTY; without even the implied warranty of
;;; MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
;;; Lesser General Public License for more details.
;;;
;;; You should have received a copy of the GNU General Public License
;;; along with GPGME; if not, write to the Free Software Foundation,
;;; Inc., 59 Temple Place - Suite 330, Boston, MA 02111-1307, USA.

(in-package :gpgme)

(include "errno.h" "sys/types.h")

(constant (+ebadf+ "EBADF"))

(ctype off-t "off_t")
(ctype size-t "size_t")
(ctype ssize-t "ssize_t")

(cvar ("errno" *errno*) :int)
{
  "op": "version"
}
(21:protected-private-key(3:dsa(1:p129:_d8|po3s@!WGUOAXRC$_[8SN:y|o?2[.pVxn(kOc\Bk0zu&FnK)(1:q21:
vBeOP\P)(1:g129:fU/e(2hp@hjc2uE=Sg GO;ZkIyFnGM!GsG@
= _SZklI)(1:y128:K:9tA]4SU1 }sG`nZpx/imV^>A;V%?5!!sS{!=-6@|
=d
)(9:protected25:openpgp-s2k3-sha1-aes-cbc((4:sha18:Li7:6452224)16:,kO{,)80:z7OCG/sB48(H9%*ojSO
OGSma`YUs1h<_)(12:protected-at15:20130812T105134)))
For a list of the authors of the source code of GPGME, please see the
file AUTHORS. The following people supported GPGME development in
various ways (for example by finding bugs or giving advice), and we
want to thank them for their help. If we forgot you, please let us
know.

Adriaan de Groot adridg@cs.kun.nl
Albrecht Dre albrecht.dress@arcor.de
Alfons Hoogervorst alfons@proteus.demon.nl
Daniel Mueller daniel@danm.de
Enno Cramer uebergeek@web.de
Frank Heckenbach frank@g-n-u.de
Igor Belyi gpgme@katehok.ac93.org
Jan-Oliver Wagner jan@intevation.de
Johannes Poehlmann jhp@caldera.de
Jose C. Garca Sogo jose@jaimedelamo.eu.org
Leo Gaspard ekleog@gmail.com
Mark Mutz mutz@kde.org
Miguel Coca mcoca@gnu.org
Noel Torres envite@rolamasao.org
Patrick Spendrin patrick.spendrin@kdab.com
Stphane Corthsy stephane@sente.ch
Timo Schulz twoaday@freakmail.de
Tommy Reynolds reynolds@redhat.com
W.

Trevor King wking@tremily.us

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% Created 2019-01-18 Fri 10:10
% Intended LaTeX compiler: xelatex
\documentclass[12pt]{article}
\usepackage{graphicx}
\usepackage{grffile}
\usepackage{longtable}
\usepackage{wrapfig}
\usepackage{rotating}
\usepackage[normalem]{ulem}
\usepackage{amsmath}
\usepackage{textcomp}
\usepackage{amssymb}
\usepackage{capt-of}
\usepackage{hyperref}
\usepackage{xltxtra}
\usepackage[margin=1in]{geometry}
\setmainfont[Ligatures={Common}]{Times New Roman}
\author{Ben McGinnes <ben@gnupg.org>}
\author{Ben McGinnes}
\date{\today}
\title{GNU Privacy Guard (GnuPG) Made Easy Python Bindings HOWTO (English)}
\hypersetup{
pdfauthor={Ben McGinnes},
pdftitle={GNU Privacy Guard (GnuPG) Made Easy Python Bindings HOWTO (English)},
pdfkeywords={},
pdfsubject={},
pdfcreator={Emacs 26.1 (Org mode 9.1.14)},
pdflang={English}}
\begin{document}

\maketitle
\tableofcontents

\section{Introduction}
\label{sec:org8e5fa02}

\begin{center}
\begin{tabular}{ll}
Version: & 0.1.4\\
GPGME Version: & 1.12.1\\
Author: & Ben
 McGinnes <ben@gnupg.org>\\
Author GPG Key: & DB4724E6FA4286C92B4E55C4321E4E2373590E5D\\
Language: & Australian English, British English\\
Language codes: & en-AU, en-GB, en\\
\end{tabular}
\end{center}

This document provides basic instruction in how to use the GPGME
Python bindings to programmatically leverage the GPGME library.

\subsection{Python 2 versus Python 3}
\label{sec:org517cbf4}
Though the GPGME Python bindings themselves provide support for both
Python 2 and 3, the focus is unequivocally on Python 3 and
specifically from Python 3.4 and above. As a consequence all the
examples and instructions in this guide use Python 3 code.

Much of it will work with Python 2, but much of it also deals with
Python 3 byte literals, particularly when reading and writing data.
Developers concentrating on Python 2.7, and possibly even 2.6, will
need to make the appropriate modifications to support the older string
and unicode types as opposed to bytes.

There are multiple reasons for concentrating
 on Python 3; some of
which relate to the immediate integration of these bindings, some of
which relate to longer term plans for both GPGME and the python
bindings and some of which relate to the impending EOL period for
Python 2.7. Essentially, though, there is little value in tying the
bindings to a version of the language which is a dead end and the
advantages offered by Python 3 over Python 2 make handling the data
types with which GPGME deals considerably easier.

\subsection{Examples}
\label{sec:org2c08d53}
All of the examples found in this document can be found as Python 3
scripts in the \texttt{lang/python/examples/howto} directory.

\subsection{Unofficial Drafts}
\label{sec:orgceb2216}

In addition to shipping with each release of GPGME, there is a section
on locations to read or download \hyperref[sec:org080a94a]{draft editions} of this document from
at the end of it. These are unofficial versions produced in between
major releases.

\subsection{What's New}
\label{sec:orga79ddc2}
Full
 details of what is new are now available in the \href{what-is-new.org}{What's New} file
and archives of the preceding \emph{What's New} sections are available in
the \href{what-was-new}{What Was New} file.

\subsubsection{New in GPGME 1130}
\label{sec:org746b75d}
See the \href{what-is-new\#new-stuff-1-13-0}{What's New} document for what is new in version 1.13.0.

\subsubsection{New in GPGME 1120}
\label{sec:org7adcade}
See the \href{what-was-new\#new-stuff-1-12-0}{What Was New} document for what was new in version 1.12.0.

\section{GPGME Concepts}
\label{sec:orgb257fc1}
\subsection{A C API}
\label{sec:org4fe1dfa}
Unlike many modern APIs with which programmers will be more familiar
with these days, the GPGME API is a C API. The API is intended for
use by C coders who would be able to access its features by including
the \texttt{gpgme.h} header file with their own C source code and then access
its functions just as they would any other C headers.

This is a very
 effective method of gaining complete access to the API
and in the most efficient manner possible. It does, however, have the
drawback that it cannot be directly used by other languages without
some means of providing an interface to those languages. This is
where the need for bindings in various languages stems.

\subsection{Python bindings}
\label{sec:org0e49e52}
The Python bindings for GPGME provide a higher level means of
accessing the complete feature set of GPGME itself. It also provides
a more pythonic means of calling these API functions.

The bindings are generated dynamically with SWIG and the copy of
\texttt{gpgme.h} generated when GPGME is compiled.

This means that a version of the Python bindings is fundamentally tied
to the exact same version of GPGME used to generate that copy of
\texttt{gpgme.h}.

\subsection{Difference between the Python bindings and other GnuPG Python packages}
\label{sec:org97acfd7}
There have been numerous attempts to add GnuPG support to Python
over
the years. Some of the most well known are listed here, along with
what differentiates them.

\subsubsection{The python-gnupg package maintained by Vinay Sajip}
\label{sec:org0136847}
This is arguably the most popular means of integrating GPG with
Python. The package utilises the \texttt{subprocess} module to implement
wrappers for the \texttt{gpg} and \texttt{gpg2} executables normally invoked on the
command line (\texttt{gpg.exe} and \texttt{gpg2.exe} on Windows).

The popularity of this package stemmed from its ease of use and
capability in providing the most commonly required features.

Unfortunately it has been beset by a number of security issues in the
past; most of which stemmed from using unsafe methods of accessing the
command line via the \texttt{subprocess} calls. While some effort has been
made over the last two to three years (as of 2018) to mitigate this,
particularly by no longer providing shell access through those
subprocess calls, the wrapper is still somewhat
limited in the scope
of its GnuPG features coverage.

The python-gnupg package is available under the MIT license.

\subsubsection{The gnupg package created and maintained by Isis Lovecruft}
\label{sec:orgdc03987}
In 2015 Isis Lovecruft from the Tor Project forked and then
re-implemented the python-gnupg package as just gnupg. This new
package also relied on subprocess to call the \texttt{gpg} or \texttt{gpg2}
binaries, but did so somewhat more securely.

The naming and version numbering selected for this package, however,
resulted in conflicts with the original python-gnupg and since its
functions were called in a different manner to python-gnupg, the

release of this package also resulted in a great deal of consternation
when people installed what they thought was an upgrade that
subsequently broke the code relying on it.

The gnupg package is available under the GNU General Public License
version 3.0 (or any later version).

\subsubsection{The PyME package maintained by Martin
Albrecht}
\label{sec:org715600b}
This package is the origin of these bindings, though they are somewhat
different now. For details of when and how the PyME package was
folded back into GPGME itself see the \href{short-history.org}{Short History} document.\footnote{\texttt{short-history} and/or \texttt{short-history.html}.}

The PyME package was first released in 2002 and was also the first
attempt to implement a low level binding to GPGME. In doing so it
provided access to considerably more functionality than either the
\texttt{python-gnupg} or \texttt{gnupg} packages.

The PyME package is only available for Python 2.6 and 2.7.

Porting the PyME package to Python 3.4 in 2015 is what resulted in it
being folded into the GPGME project and the current bindings are the
end result of that effort.

The PyME package is available under the same dual licensing as GPGME
itself: the GNU General Public License version 2.0 (or any later
version) and the GNU Lesser General Public License version
2.1 (or any
later version).

\section{GPGME Python bindings installation}
\label{sec:org73d8d6f}
\subsection{No PyPI}
\label{sec:orgec9a038}
Most third-party Python packages and modules are available and
distributed through the Python Package Installer, known as PyPI.

Due to the nature of what these bindings are and how they work, it is
infeasible to install the GPGME Python bindings in the same way.

This is because the bindings use SWIG to dynamically generate C
bindings against \texttt{gpgme.h} and \texttt{gpgme.h} is generated from
\texttt{gpgme.h.in} at compile time when GPGME is built from source. Thus to
include a package in PyPI which actually built correctly would require

either statically built libraries for every architecture bundled with
it or a full implementation of C for each architecture.

See the additional notes regarding \hyperref[sec:org645735a]{CFFI and SWIG} at the end of this
section for further details.

\subsection{Requirements}
\label{sec:org2f7f06c}
The
GPGME Python bindings only have three requirements:

\begin{enumerate}
\item A suitable version of Python 2 or Python 3. With Python 2 that
means CPython 2.7 and with Python 3 that means CPython 3.4 or
higher.
\item \href{https://www.swig.org}{SWIG}.
\item GPGME itself. Which also means that all of GPGME's dependencies
must be installed too.
\end{enumerate}

\subsubsection{Recommended Additions}
\label{sec:org25bd7d4}
Though none of the following are absolute requirements, they are all
recommended for use with the Python bindings. In some cases these
recommendations refer to which version(s) of CPython to use the
bindings with, while others refer to third party modules which provide
a significant advantage in some way.

\begin{enumerate}
\item If possible, use Python 3 instead of 2.
\item Favour a more recent version of Python since even 3.4 is due to
reach EOL soon. In production systems and services, Python 3.6
should be robust enough to be relied on.
\item If possible add the
following Python modules which are not part of
the standard library: \href{http://docs.python-requests.org/en/latest/index.html}{Requests},
\href{https://cython.org/}{Cython}, \href{https://pendulum.eustace.io/}{Pendulum} and
\href{https://github.com/Selfnet/hkp4py}{hkp4py}.
\end{enumerate}

Chances are quite high that at least the first one and maybe two of
those will already be installed.

Note that, as with Cython, some of advanced use case scenarios will
bring with them additional requirements. Most of these will be fairly
well known and commonly installed ones, however, which are in many

cases likely to have already been installed on many systems or be
familiar to Python programmers.

\subsection{Installation}
\label{sec:orgf1c7587}
Installing the Python bindings is effectively achieved by compiling
and installing GPGME itself.

Once SWIG is installed with Python and all the dependencies for GPGME
are installed you only need to confirm that the version(s) of Python
you want the
bindings installed for are in your \texttt{\$PATH}.

By default GPGME will attempt to install the bindings for the most
recent or highest version number of Python 2 and Python 3 it detects
in \texttt{\$PATH}. It specifically checks for the \texttt{python} and \texttt{python3}
executables first and then checks for specific version numbers.

For Python 2 it checks for these executables in this order: \texttt{python},
\texttt{python2} and \texttt{python2.7}.

For Python 3 it checks for these executables in this order: \texttt{python3},
\texttt{python3.7}, \texttt{python3.6}, \texttt{python3.5} and \texttt{python3.4}.\footnote{With no issues reported
specific to Python 3.7, the release of
Python 3.7.1 at around the same time as GPGME 1.12.0 and the testing
with Python 3.7.1rc1, there is no reason to delay moving 3.7 ahead of
3.6 now. Production environments with more conservative requirements
will always enforce their own policies anyway and installation to each
supported minor release
is quite possible too.}

On systems where \texttt{python} is actually \texttt{python3} and not \texttt{python2} it
may be possible that \texttt{python2} may be overlooked, but there have been
no reports of that actually occurring as yet.

In the three months or so since the release of Python 3.7.0 there has
been extensive testing and work with these bindings with no issues
specifically relating to the new version of Python or any of the new
features of either the language or the bindings. This has also been
the case with Python 3.7.1rc1. With that in mind and given the
release of Python 3.7.1 is scheduled for around the same time as GPGME
1.12.0, the order of preferred Python versions has been changed to
move Python 3.7 ahead of Python 3.6.

\subsubsection{Installing GPGME}
\label{sec:org903bd67}

See the GPGME \texttt{README} file for details of how to install GPGME from
source.

\subsection{Known Issues}
\label{sec:org0d2a332}
There are a few known issues with the current build process
 and the
Python bindings. For the most part these are easily addressed should
they be encountered.

\subsubsection{Breaking Builds}
\label{sec:orgbac75f3}
Occasionally when installing GPGME with the Python bindings included
it may be observed that the \texttt{make} portion of that process induces a
large very number of warnings and, eventually errors which end that
part of the build process. Yet following that with \texttt{make check} and
\texttt{make install} appears to work seamlessly.

The cause of this is related to the way SWIG needs to be called to
dynamically generate the C bindings for GPGME in the first place. So
the entire process will always produce \texttt{lang/python/python2-gpg/} and
\texttt{lang/python/python3-gpg/} directories. These should contain the
build output generated during compilation, including the complete
bindings and module installed into \texttt{site-packages}.

Occasionally the errors in the early part or some other conflict
(e.g. not installing
 as \textbf{\emph{root}} or \textbf{\emph{su}}) may result in nothing
being installed to the relevant \texttt{site-packages} directory and the
build directory missing a lot of expected files. Even when this
occurs, the solution is actually quite simple and will always work.

That solution is simply to run the following commands as either the
\textbf{root} user or prepended with \texttt{sudo -H}\footnote{Yes, even if you use virtualenv with everything you do in
Python. If you want to install this module as just your user account
then you will need to manually configure, compile and install the
\emph{entire} GnuPG stack as that user as well. This includes libraries
which are not often installed that way. It can be done and there are
circumstances under which it is worthwhile, but generally only on
POSIX systems which utilise single user mode (some even require it).} in the \texttt{lang/python/}
directory:

\begin{verbatim}
/path/to/pythonX.Y setup.py build
/path/to/pythonX.Y setup.py

build
/path/to/pythonX.Y setup.py install
\end{verbatim}

Yes, the build command does need to be run twice. Yes, you still need
to run the potentially failing or incomplete steps during the
\texttt{configure}, \texttt{make} and \texttt{make install} steps with installing GPGME.
This is because those steps generate a lot of essential files needed,
both by and in order to create, the bindings (including both the
\texttt{setup.py} and \texttt{gpgme.h} files).

\begin{enumerate}
\item IMPORTANT Note
\label{sec:org37f3d4a}
If specifying a selected number of languages to create bindings for,
try to leave Python last. Currently the majority of the other
language bindings are also preceding Python of either version when
listed alphabetically (not counting the Qt bindings).

If Python is set to precede one of the other languages then it is
possible that the errors described here may interrupt the build
process before generating bindings for those other languages. In
these cases it may be preferable
 to configure all preferred language
bindings separately with alternative \texttt{configure} steps for GPGME using
the \texttt{-{}-enable-languages=\$LANGUAGE} option.

Alternatively \texttt{make} (or \texttt{gmake}, depending on your platform) may be
run with the the \texttt{-k} option, which tells make to keep going even if
errors are encountered. In that case the failure of one language's
set of bindings to build should not hamper another language's bindings
to build.
\end{enumerate}

\subsubsection{Reinstalling Responsibly}
\label{sec:org21e4dec}
Regardless of whether you're installing for one version of Python or
several, there will come a point where reinstallation is required.
With most Python module installations, the installed files go into the
relevant site-packages directory and are then forgotten about. Then
the module is upgraded, the new files are copied over the old and
that's the end of the matter.

While the same is true of these bindings, there have been intermittent
issues

observed on some platforms which have benefited significantly
from removing all the previous installations of the bindings before
installing the updated versions.

Removing the previous version(s) is simply a matter of changing to the
relevant \texttt{site-packages} directory for the version of Python in
question and removing the \texttt{gpg/} directory and any accompanying
egg-info files for that module.

In most cases this will require root or administration privileges on
the system, but the same is true of installing the module in the first
place.

\subsubsection{Multiple installations}
\label{sec:org30b18bd}
For a variety of reasons it may be either necessary or just preferable
to install the bindings to alternative installed Python versions which
meet the requirements of these bindings.

On POSIX systems this will generally be most simply achieved by
running the manual installation commands (build, build, install) as
described in the previous section for each Python
installation the
bindings need to be installed to.

As per the SWIG documentation: the compilers, libraries and runtime
used to build GPGME and the Python Bindings \textbf{must} match those used to
compile Python itself, including the version number(s) (at least going
by major version numbers and probably minor numbers too).

On most POSIX systems, including OS X, this will very likely be the
case in most, if not all, cases.

Note that from GPGME \href{https://dev.gnupg.org/rMff6ff616aea6f59b7f2ce1176492850ecdf3851e}{1.12.1} the
default installation installs to each
version of Python it can find first. That is that it will currently
install for the first copies of Python versions 2.7, 3.4, 3.5, 3.6,
3.7 and 3.8 (dev branch) that it finds. Usually this will be in the
same prefix as GPGME itself, but is dictated by the \texttt{\$PATH} when the
installation is performed. The above instructions can still be
performed on other python installations which the installer does not
find,
including alternative prefixes.

\subsubsection{Won't Work With Windows}

\label{sec:org0ebae3a}
There are semi-regular reports of Windows users having considerable
difficulty in installing and using the Python bindings at all. Very
often, possibly even always, these reports come from Cygwin users
and/or MinGW users and/or Msys2 users. Though not all of them have
been confirmed, it appears that these reports have also come from
people who installed Python using the Windows installer files from the
\href{https://python.org}{Python website} (i.e. mostly MSI installers, sometimes self-extracting
\texttt{.exe} files).

The Windows versions of Python are not built using Cygwin, MinGW or
Msys2; they're built using Microsoft Visual Studio. Furthermore the
version used is \emph{considerably} more advanced than the version which
MinGW obtained a small number of files from many years ago in order to
be able to compile anything at all. Not only that, but there are
changes to the version of
 Visual Studio between some micro releases,
though that is is particularly the case with Python 2.7, since it has
been kept around far longer than it should have been.

There are two theoretical solutions to this issue:

\begin{enumerate}
\item Compile and install the GnuPG stack, including GPGME and the
Python bindings using the same version of Microsoft Visual Studio
used by the Python Foundation to compile the version of Python
installed.

If there are multiple versions of Python then this will need to be
done with each different version of Visual Studio used for those
versions of Python.

\item Compile and install Python using the same tools used by choice,
such as MinGW or Msys2.
\end{enumerate}

Do \textbf{not} use the official Windows installer for Python unless
following the first method.

In this type of situation it may even be for the best to accept that
there are less limitations on permissive software than free software
and simply opt to use a recent version of the Community
 Edition of
Microsoft Visual Studio to compile and build all of it, no matter
what.

Investigations into the extent or the limitations of this issue are
ongoing.

The following table lists the version of Microsoft Visual Studio which
needs to be used when compiling GPGME and the Python bindings with
each version of the CPython binary released \href{https://www.python.org/downloads/windows/}{for Windows}:

\begin{center}
\begin{tabular}{rll}
CPython & Microsoft product name & runtime filename\\
2.7.6 & Visual Studio 2008 & MSVCR90.DLL\\
3.4.0 & Visual Studio 2010 & MSVCR100.DLL\\
3.5.0 & Visual Studio 2015 & \textbf{see below}\\
3.6.0 & Visual Studio 2015 & \textbf{see below}\\
3.7.0 & Visual Studio 2017* & \textbf{see below}\\
\end{tabular}
\end{center}

It is important to note that MingW and Msys2 ship with the Visual C
runtime from Microsoft Visual Studio 2005 and are thus \textbf{incompatible}
with all the versions of CPython which can be used with the GPGME
Python bindings.

It is
also important to note that from CPython 3.5 onwards, the Python
Foundation has adopted the reworking of the Visual C runtime which was
performed for Visual Studio 2015 and aimed at resolving many of these
kinds of issues. Much greater detail on these issues and the correct
file(s) to link to are available from Matthew Brett's invaluable page,
\href{https://matthew-brett.github.io/pydagogue/python_msvc.html}{Using Microsoft Visual C with Python}. It is
also worth reading the
Microsoft Developer Network blog post on \href{http://blogs.msdn.com/b/vcblog/archive/2015/03/03/introducing-the-universal-crt.aspx}{the universal CRT} and Steve
Dower's blog posts on Python extensions (\href{http://stevedower.id.au/blog/building-for-python-3-5}{part 1} and
\href{http://stevedower.id.au/blog/building-for-python-3-5-part-two}{part 2}).

The second of those two posts by Steve Dower contains the details of
specific configuration options required for compiling anything to be
used with official CPython
releases. In addition to those
configuration and compiler settings to use, the versions of Visual
Studio prior to Visual Studio 2015 did not support 64-bit systems by
default. So compiling a 64-bit version of these bindings for a 64-bit
version of CPython 2.7 or 3.4 requires additional work.

In addition to the blog posts, the \href{https://wiki.python.org/moin/WindowsCompilers}{Windows compilers}
wiki page on the
CPython wiki is another essential reference on the relevant versions
of Visual Studio to use and the degree of compatibility with CPython
releases.

Eventually someone will ask why there isn't an installable binary for
Windows, which the GPGME of the licenses do not preclude as long as
the source code is available in conjunction with such a release.

The sheer number of versions of Visual Studio in conjunction with
differing configuration options depending on the target Windows
version and whether the architecture is 64-bit or 32-bit makes it
difficult to provide a correct
 binary installer for Windows users. At
the bare minimum doing so would require the GnuPG project compile ten
different versions of the bindings with each release; both 32-bit and
64-bit versions for CPython 2.7 and 3.4, with 64-bit versions for both
x86-64 (i.e. Intel and AMD) and ARM architectures for CPython 3.5,
3.6, 3.7 and later releases. That's the bare \textbf{minimum}, it'd probably
be higher.

Additionally, with only a binary installation used in conjunction with
the CPython installer from \texttt{python.org} the advanced options available
which utilise \hyperref[sec:org3b53926]{Cython} will not be able to be used at all. Cython
depends on being able to compile the C code it generates and that too
would need to utilise a matching runtime to both the installed version
of CPython and these bindings in order to work with the bindings.

Considering all of that, what do we recommend?

\begin{enumerate}
\item Use a recent version of CPython; at least 3.5, but ideally 3.6 or
later.

\item
 Use Visual Studio 2015 or the standalone build tools for Visual
Studio 2017 (or later).

\item Compile both CPython and GPGME with these bindings using the tools
selected in step 2.

\item Ignore MingW, Msys2 and the official CPython binary installers.

\item Be thankful the answer to this question wasn't simply to say
something like, install Linux or install FreeBSD (or even
Apple's OS X).
\end{enumerate}

\subsubsection{CFFI is the Best and GPGME should use it instead of SWIG}
\label{sec:org645735a}
There are many reasons for favouring \href{https://cffi.readthedocs.io/en/latest/overview.html}{CFFI} and

proponents of it are
quite happy to repeat these things as if all it would take to switch
from SWIG to CFFI is repeating that list as if it were a new concept.

The fact is that there are things which Python's CFFI implementation
cannot handle in the GPGME C code. Beyond that there are features of
SWIG which are simply not available with CFFI at all. SWIG generates
the
 bindings to Python using the \texttt{gpgme.h} file, but that file is not
a single version shipped with each release, it too is generated when
GPGME is compiled.

CFFI is currently unable to adapt to such a potentially mutable
codebase. If there were some means of applying SWIG's dynamic code
generation to produce the Python/CFFI API modes of accessing the GPGME
libraries (or the source source code directly), but such a thing does
not exist yet either and it currently appears that work is needed in
at least one of CFFI's dependencies before any of this can be
addressed.

So if you're a massive fan of CFFI; that's great, but if you want this
project to switch to CFFI then rather than just insisting that it
should, I'd suggest you volunteer to bring CFFI up to the level this
project needs.

If you're actually seriously considering doing so, then I'd suggest
taking the \texttt{gpgme-tool.c} file in the GPGME \texttt{src/} directory and
getting that to work with any of the CFFI API methods
 (not the ABI
methods, they'll work with pretty much anything). When you start
running into trouble with "ifdefs" then you'll know what sort of
things are lacking. That doesn't even take into account the amount of
work saved via SWIG's code generation techniques either.

\subsubsection{Virtualised Environments}
\label{sec:orgb0d56f5}
It is fairly common practice amongst Python developers to, as much as
possible, use packages like virtualenv to keep various things that are
to be installed from interfering with each other. Given how much of
the GPGME bindings is often at odds with the usual pythonic way of
doing things, it stands to reason that this would be called into
question too.

As it happens the answer as to whether or not the bindings can be used
with virtualenv, the answer is both yes and no.

In general we recommend installing to the relevant path and matching

prefix of GPGME itself. Which means that when GPGME, and ideally the
rest of the GnuPG stack, is installed to a prefix
 like \texttt{/usr/local} or
\texttt{/opt/local} then the bindings would need to be installed to the main
Python installation and not a virtualised abstraction. Attempts to
separate the two in the past have been known to cause weird and
intermittent errors ranging from minor annoyances to complete failures
in the build process.

As a consequence we only recommend building with and installing to the
main Python installations within the same prefix as GPGME is installed
to or which are found by GPGME's configuration stage immediately prior
to running the make commands. Which is exactly what the compiling and
installing process of GPGME does by default.

Once that is done, however, it appears that a copy of the compiled
module may be installed into a virtualenv of the same major and minor
version matching the build. Alternatively it is possible to utilise a
\texttt{sites.pth} file in the \texttt{site-packages/} directory of a virtualenv
installation, which links back to the system
 installations
corresponding directory in order to import anything installed system
wide. This may or may not be appropriate on a case by case basis.

Though extensive testing of either of these options is not yet
complete, preliminary testing of them indicates that both are viable
as long as the main installation is complete. Which means that
certain other options normally restricted to virtual environments are
also available, including integration with pythonic test suites
(e.g. \href{https://docs.pytest.org/en/latest/index.html}{pytest}) and other large projects.

That said, it is worth reiterating the warning regarding non-standard
installations. If one were to attempt to install the bindings only to
a virtual environment without somehow also including the full GnuPG
stack (or enough of it as to include GPGME) then it is highly likely
that errors would be encountered at some point and more than a little
likely that the build process itself would break.

If a degree of separation
 from the main operating system is still
required in spite of these warnings, then consider other forms of
virtualisation. Either a virtual machine (e.g. \href{https://www.virtualbox.org/}{VirtualBox}), a
hardware emulation layer (e.g. \href{https://www.qemu.org/}{QEMU}) or an application container
(e.g. \href{https://www.docker.com/why-docker}{Docker}).

Finally it should be noted that the limited tests conducted thus far
have been using the \texttt{virtualenv} command in a new directory to create
the virtual python environment. As opposed to the standard \texttt{python3

-m venv} and it is possible that this will make a difference depending
on the system and version of Python in use. Another option is to run
the command \texttt{python3 -m virtualenv /path/to/install/virtual/thingy}
instead.

\section{Fundamentals}
\label{sec:org832642e}
Before we can get to the fun stuff, there are a few matters regarding
GPGME's design which hold true whether you're dealing with the C code
directly
 or these Python bindings.

\subsection{No REST}
\label{sec:org3d694ba}
The first part of which is or will be fairly blatantly obvious upon
viewing the first example, but it's worth reiterating anyway. That
being that this API is \emph{\textbf{not}} a REST API. Nor indeed could it ever
be one.

Most, if not all, Python programmers (and not just Python programmers)
know how easy it is to work with a RESTful API. In fact they've
become so popular that many other APIs attempt to emulate REST-like
behaviour as much as they are able. Right down to the use of JSON
formatted output to facilitate the use of their API without having to
retrain developers.

This API does not do that. It would not be able to do that and also
provide access to the entire C API on which it's built. It does,
however, provide a very pythonic interface on top of the direct
bindings and it's this pythonic layer that this HOWTO deals with.

\subsection{Context}
\label{sec:org10e4004}
One of the reasons which prevents
 this API from being RESTful is that
most operations require more than one instruction to the API to
perform the task. Sure, there are certain functions which can be
performed simultaneously, particularly if the result known or strongly
anticipated (e.g. selecting and encrypting to a key known to be in the
public keybox).

There are many more, however, which cannot be manipulated so readily:
they must be performed in a specific sequence and the result of one
operation has a direct bearing on the outcome of subsequent
operations. Not merely by generating an error either.

When dealing with this type of persistent state on the web, full of
both the RESTful and REST-like, it's most commonly referred to as a
session. In GPGME, however, it is called a context and every
operation type has one.

\section{Working with keys}
\label{sec:orgff114ca}
\subsection{Key selection}
\label{sec:org6589217}
Selecting keys to encrypt to or to sign with will be a common
occurrence when working with
 GPGMe and the means available for doing
so are quite simple.

They do depend on utilising a Context; however once the data is
recorded in another variable, that Context does not need to be the
same one which subsequent operations are performed.

The easiest way to select a specific key is by searching for that
key's key ID or fingerprint, preferably the full fingerprint without
any spaces in it. A long key ID will probably be okay, but is not
advised and short key IDs are already a problem with some being
generated to match specific patterns. It does not matter whether the
pattern is upper or lower case.

So this is the best method:

\begin{verbatim}
import gpg

k = gpg.Context().keylist(pattern="258E88DCBD3CD44D8E7AB43F6ECB6AF0DEADBEEF")
keys = list(k)
\end{verbatim}

This is passable and very likely to be common:

\begin{verbatim}
import gpg

k = gpg.Context().keylist(pattern="0x6ECB6AF0DEADBEEF")
keys = list(k)
\end{verbatim}

And this is a really bad idea:

\begin{verbatim}

```
import
 gpg

k = gpg.Context().keylist(pattern="0xDEADBEEF")
keys = list(k)
\end{verbatim}
```

Alternatively it may be that the intention is to create a list of keys
which all match a particular search string. For instance all the
addresses at a particular domain, like this:

```
\begin{verbatim}
import gpg

ncsc = gpg.Context().keylist(pattern="ncsc.mil")
nsa = list(ncsc)
\end{verbatim}
```

```
\subsubsection{Counting keys}
\label{sec:org63a3d62}
```

Counting the number of keys in your public keybox (\texttt{pubring.kbx}), the
format which has superseded the old keyring format (\texttt{pubring.gpg} and
\texttt{secring.gpg}), or the number of secret keys is a very simple task.

```
\begin{verbatim}
import gpg

c = gpg.Context()
seckeys = c.keylist(pattern=None, secret=True)
pubkeys = c.keylist(pattern=None, secret=False)

seclist = list(seckeys)
secnum = len(seclist)

publist = list(pubkeys)
pubnum = len(publist)

print("""
 Number of secret keys:  {0}
 Number of public keys:  {1}
""".format(secnum, pubnum))
\end{verbatim}
```

NOTE:
 The \hyperref[sec:org3b53926]{Cython} introduction in the \hyperref[sec:org944cc00]{Advanced and Experimental}
section uses this same key counting code with Cython to demonstrate

some areas where Cython can improve performance even with the
bindings. Users with large public keyrings or keyboxes, for instance,
should consider these options if they are comfortable with using
Cython.

\subsection{Get key}
\label{sec:org26adb2e}
An alternative method of getting a single key via its fingerprint is
available directly within a Context with \texttt{Context().get_key}. This is
the preferred method of selecting a key in order to modify it, sign or
certify it and for obtaining relevant data about a single key as a
part of other functions; when verifying a signature made by that key,
for instance.

By default this method will select public keys, but it can select
secret keys as well.

This first example demonstrates selecting the current key of Werner
Koch, which is due
 to expire at the end of 2018:

\begin{verbatim}
import gpg

fingerprint = "80615870F5BAD690333686D0F2AD85AC1E42B367"
key = gpg.Context().get_key(fingerprint)
\end{verbatim}

Whereas this example demonstrates selecting the author's current key
with the \texttt{secret} key word argument set to \texttt{True}:

\begin{verbatim}
import gpg

fingerprint = "DB4724E6FA4286C92B4E55C4321E4E2373590E5D"
key = gpg.Context().get_key(fingerprint, secret=True)
\end{verbatim}

It is, of course, quite possible to select expired, disabled and
revoked keys with this function, but only to effectively display
information about those keys.

It is also possible to use both unicode or string literals and byte
literals with the fingerprint when getting a key in this way.

\subsection{Importing keys}

\label{sec:org1ad598a}
Importing keys is possible with the \texttt{key_import()} method and takes
one argument which is a bytes literal object containing either the
binary or ASCII armoured key data for one or more
 keys.

The following example retrieves one or more keys from the SKS
keyservers via the web using the requests module. Since requests
returns the content as a bytes literal object, we can then use that
directly to import the resulting data into our keybox.

\begin{verbatim}
import gpg
import os.path
import requests

c = gpg.Context()
url = "https://sks-keyservers.net/pks/lookup"
pattern = input("Enter the pattern to search for key or user IDs: ")
payload = {"op": "get", "search": pattern}

r = requests.get(url, verify=True, params=payload)
result = c.key_import(r.content)

if result is not None and hasattr(result, "considered") is False:
  print(result)
elif result is not None and hasattr(result, "considered") is True:
  num_keys = len(result.imports)
  new_revs = result.new_revocations
  new_sigs = result.new_signatures
  new_subs = result.new_sub_keys
  new_uids = result.new_user_ids
  new_scrt = result.secret_imported
  nochange = result.unchanged
  print("""
 The total number of keys considered for import was: {0}

   Number of keys revoked: {1}
  Number of new signatures: {2}
    Number of new subkeys: {3}
   Number of new user IDs: {4}
 Number of new secret keys: {5}
  Number of unchanged keys: {6}

 The key IDs for all considered keys were:
""".format(num_keys, new_revs, new_sigs, new_subs, new_uids, new_scrt,
        nochange))
  for i in range(num_keys):

```
      print("{0}\n".format(result.imports[i].fpr))
else:
  pass
\end{verbatim}
```

NOTE: When searching for a key ID of any length or a fingerprint (without spaces), the SKS servers require the the leading \texttt{0x} indicative of hexadecimal be included. Also note that the old short key IDs (e.g. \texttt{0xDEADBEEF}) should no longer be used due to the relative ease by which such key IDs can be reproduced, as demonstrated by the Evil32 Project in 2014 (which was subsequently exploited in 2016).

Testing for whether a string in any given search is or may be a hexadecimal
value which may be missing the leading \texttt{0x} is a simple matter of using a try/except statement which attempts to convert the string as hex to an integer and then back to hex; then using that to search with. Raising a ValueError simply results in treating the string as a string. This is the method and logic utilised in the \texttt{import-keys-hkp.py} script (see below).

\subsubsection{Working with ProtonMail}
\label{sec:org27b0d6f}
Here is a variation on the example above which checks the constrained ProtonMail keyserver for ProtonMail public keys.

```
\begin{verbatim}
import gpg
import requests
import sys

print("""
This script searches the ProtonMail key server for the specified key and
imports it.
""")

c = gpg.Context(armor=True)
url = "https://api.protonmail.ch/pks/lookup"
ksearch = []

if len(sys.argv) >= 2:
  keyterm = sys.argv[1]
else:
  keyterm = input("Enter the key ID, UID or search string: ")

if keyterm.count("@") == 2 and keyterm.startswith("@") is
```

```
 True:
   ksearch.append(keyterm[1:])
   ksearch.append(keyterm[1:])
   ksearch.append(keyterm[1:])
elif keyterm.count("@") == 1 and keyterm.startswith("@") is True:
   ksearch.append("{0}@protonmail.com".format(keyterm[1:]))
   ksearch.append("{0}@protonmail.ch".format(keyterm[1:]))
   ksearch.append("{0}@pm.me".format(keyterm[1:]))
elif keyterm.count("@") == 0:
   ksearch.append("{0}@protonmail.com".format(keyterm))
   ksearch.append("{0}@protonmail.ch".format(keyterm))
   ksearch.append("{0}@pm.me".format(keyterm))
elif keyterm.count("@") == 2 and keyterm.startswith("@") is False:
   uidlist = keyterm.split("@")
   for uid in uidlist:
      ksearch.append("{0}@protonmail.com".format(uid))
      ksearch.append("{0}@protonmail.ch".format(uid))
      ksearch.append("{0}@pm.me".format(uid))
elif keyterm.count("@") > 2:
   uidlist = keyterm.split("@")
   for uid in uidlist:
      ksearch.append("{0}@protonmail.com".format(uid))
      ksearch.append("{0}@protonmail.ch".format(uid))
       ksearch.append("{0}@pm.me".format(uid))
else:
   ksearch.append(keyterm)

for k in ksearch:
   payload = {"op": "get", "search": k}
   try:
      r = requests.get(url, verify=True, params=payload)
      if r.ok is True:
         result = c.key_import(r.content)
      elif r.ok is False:
         result = r.content
   except Exception as e:
      result = None

   if result is not None and hasattr(result, "considered") is False:
      print("{0} for {1}".format(result.decode(), k))
   elif result is not None and hasattr(result, "considered") is True:
      num_keys = len(result.imports)
      new_revs = result.new_revocations
      new_sigs = result.new_signatures
      new_subs = result.new_sub_keys
      new_uids = result.new_user_ids
      new_scrt = result.secret_imported
      nochange = result.unchanged
```

```
        print("""
The total number of keys considered for import was: {0}

With UIDs wholely or partially matching the
 following string:

      {1}

  Number of keys revoked: {2}
Number of new signatures: {3}
   Number of new subkeys: {4}
  Number of new user IDs: {5}
Number of new secret keys: {6}
Number of unchanged keys: {7}

The key IDs for all considered keys were:
""".format(num_keys, k, new_revs, new_sigs, new_subs, new_uids, new_scrt,
           nochange))
        for i in range(num_keys):
            print(result.imports[i].fpr)
        print("")
    elif result is None:
        print(e)
\end{verbatim}
```

Both the above example, \href{../examples/howto/pmkey-import.py}{pmkey-import.py}, and a version which prompts
for an alternative GnuPG home directory, \href{../examples/howto/pmkey-import-alt.py}{pmkey-import-alt.py}, are available with the other examples and are executable scripts.

Note that while the ProtonMail servers are based on the SKS servers,
their server is related more to their API and is not feature complete
by comparison to the servers in the SKS pool. One notable difference
being
 that the ProtonMail server does not permit non ProtonMail users
to update their own keys, which could be a vector for attacking
ProtonMail users who may not receive a key's revocation if it had been
compromised.

\subsubsection{Importing with HKP for Python}
\label{sec:org592d7ab}
Performing the same tasks with the \href{https://github.com/Selfnet/hkp4py}{hkp4py module} (available via PyPI) is not too much different, but does provide a number of options of
benefit to end users. Not least of which being the ability to perform
some checks on a key before importing it or not. For instance it may
be the policy of a site or project to only import keys which have not
been revoked. The hkp4py module permits such checks prior to the

importing of the keys found.

```
\begin{verbatim}
import gpg
import hkp4py
import sys

c = gpg.Context()
server = hkp4py.KeyServer("hkps://hkps.pool.sks-keyservers.net")
results = []
keys = []

if len(sys.argv) > 2:
  pattern = " ".join(sys.argv[1:])
elif
 len(sys.argv) == 2:
  pattern = sys.argv[1]
else:
  pattern = input("Enter the pattern to search for keys or user IDs: ")


if pattern is not None:
  try:
    key = server.search(hex(int(pattern, 16)))
    keyed = True
  except ValueError as ve:
    key = server.search(pattern)
    keyed = False

  if key is not None:
    keys.append(key[0])
    if keyed is True:
      try:
        fob = server.search(pattern)
      except:
        fob = None
      if fob is not None:
        keys.append(fob[0])
    else:
      pass
  else:
    pass

  for logrus in pattern.split():
    try:
      key = server.search(hex(int(logrus, 16)))
      hexed = True
    except ValueError as ve:
```

```
            key = server.search(logrus)
            hexed = False

        if key is not None:
            keys.append(key[0])
            if hexed is True:
                try:

 fob = server.search(logrus)
                except:
                    fob = None
                if fob is not None:
                    keys.append(fob[0])
            else:
                pass
        else:
            pass


if len(keys) > 0:
   for key in keys:
       import_result = c.key_import(key.key_blob)
       results.append(import_result)

for result in results:
   if result is not None and hasattr(result, "considered") is False:
       print(result)
   elif result is not None and hasattr(result, "considered") is True:
       num_keys = len(result.imports)
       new_revs = result.new_revocations
       new_sigs = result.new_signatures
       new_subs = result.new_sub_keys
       new_uids = result.new_user_ids
       new_scrt = result.secret_imported
       nochange = result.unchanged
       print("""
The total number of keys considered for import was:  {0}

  Number of keys revoked:  {1}
Number of new signatures:  {2}
   Number of new subkeys:  {3}
  Number
 of new user IDs:  {4}
Number of new secret keys:  {5}
Number of unchanged keys:  {6}

The key IDs for all considered keys were:
""".format(num_keys, new_revs, new_sigs, new_subs, new_uids, new_scrt,
```

```
        nochange))
      for i in range(num_keys):
        print(result.imports[i].fpr)
      print("")
  else:
    pass
```

Since the hkp4py module handles multiple keys just as effectively as one (\texttt{keys} is a list of responses per matching key), the example above is able to do a little bit more with the returned data before anything is actually imported.

Importing from ProtonMail with HKP for Python

Though this can provide certain benefits even when working with ProtonMail, the scope is somewhat constrained there due to the limitations of the ProtonMail keyserver.

For instance, searching the SKS keyserver pool for the term "gnupg" produces hundreds of results from any time the word appears in any part of
a user ID. Performing the same search on the ProtonMail keyserver returns zero results, even though there are at least two test accounts which include it as part of the username.

The cause of this discrepancy is the deliberate configuration of that server by ProtonMail to require an exact match of the full email address of the ProtonMail user whose key is being requested. Presumably this is intended to reduce breaches of privacy of their users as an email address must already be known before a key for that address can be obtained.

1. Import from ProtonMail via HKP for Python Example no. 1

The following script is available with the rest of the examples under the somewhat less than original name, \texttt{pmkey-import-hkp.py}.

```
import gpg
import hkp4py
import os.path
import sys

print("""
```

```
This script searches the ProtonMail key server for the specified key and
imports it.

Usage:  pmkey-import-hkp.py [search strings]
""")

c
 = gpg.Context(armor=True)
server = hkp4py.KeyServer("hkps://api.protonmail.ch")
keyterms = []
ksearch = []
allkeys = []
results = []
paradox = []
homeless = None

if len(sys.argv) > 2:
  keyterms = sys.argv[1:]
elif len(sys.argv) == 2:
  keyterm = sys.argv[1]
  keyterms.append(keyterm)
else:
  key_term = input("Enter the key ID, UID or search string: ")
  keyterms = key_term.split()

for keyterm in keyterms:
  if keyterm.count("@") == 2 and keyterm.startswith("@") is True:
     ksearch.append(keyterm[1:])
     ksearch.append(keyterm[1:])
     ksearch.append(keyterm[1:])
  elif keyterm.count("@") == 1 and keyterm.startswith("@") is True:
     ksearch.append("{0}@protonmail.com".format(keyterm[1:]))
     ksearch.append("{0}@protonmail.ch".format(keyterm[1:]))
     ksearch.append("{0}@pm.me".format(keyterm[1:]))
  elif keyterm.count("@") == 0:
     ksearch.append("{0}@protonmail.com".format(keyterm))
     ksearch.append("{0}@protonmail.ch".format(keyterm))
      ksearch.append("{0}@pm.me".format(keyterm))
  elif keyterm.count("@") == 2 and keyterm.startswith("@") is False:
     uidlist = keyterm.split("@")
     for uid in uidlist:
        ksearch.append("{0}@protonmail.com".format(uid))
        ksearch.append("{0}@protonmail.ch".format(uid))
        ksearch.append("{0}@pm.me".format(uid))
  elif keyterm.count("@") > 2:
     uidlist = keyterm.split("@")
     for uid in uidlist:
        ksearch.append("{0}@protonmail.com".format(uid))
```

```
        ksearch.append("{0}@protonmail.ch".format(uid))
        ksearch.append("{0}@pm.me".format(uid))
  else:
    ksearch.append(keyterm)

for k in ksearch:
  print("Checking for key for: {0}".format(k))
  try:
    keys = server.search(k)
    if isinstance(keys, list) is True:
      for key in keys:
        allkeys.append(key)
        try:
          import_result = c.key_import(key.key_blob)

 except Exception as e:
          import_result = c.key_import(key.key)
    else:
      paradox.append(keys)
      import_result = None
  except Exception as e:
    import_result = None
  results.append(import_result)

for result in results:
  if result is not None and hasattr(result, "considered") is False:
    print("{0} for {1}".format(result.decode(), k))
  elif result is not None and hasattr(result, "considered") is True:
    num_keys = len(result.imports)
    new_revs = result.new_revocations
    new_sigs = result.new_signatures
    new_subs = result.new_sub_keys
    new_uids = result.new_user_ids
    new_scrt = result.secret_imported
    nochange = result.unchanged
    print("""
The total number of keys considered for import was:  {0}

With UIDs wholely or partially matching the following string:

    {1}

  Number of keys revoked:  {2}
Number of new signatures:  {3}
   Number of new subkeys:  {4}

  Number of new user IDs:  {5}
Number of new secret keys:  {6}
```

```
Number of unchanged keys:  {7}

The key IDs for all considered keys were:
""".format(num_keys, k, new_revs, new_sigs, new_subs, new_uids, new_scrt,
          nochange))
       for i in range(num_keys):
           print(result.imports[i].fpr)
       print("")
   elif result is None:
       pass
\end{verbatim}


\item Import from ProtonMail via HKP for Python Example no. 2
\label{sec:org3b674e5}
Like its counterpart above, this script can also be found with the
rest of the examples, by the name pmkey-import-hkp-alt.py.

With this script a modicum of effort has been made to treat anything
passed as a \texttt{homedir} which either does not exist or which is not a
directory, as also being a pssible user ID to check for.  It's not
guaranteed to pick up on all such cases, but it should cover most of
them.

\begin{verbatim}
import gpg
import hkp4py
import os.path
import sys

print("""
This script searches the ProtonMail key server
 for the specified key and
imports it.  Optionally enables specifying a different GnuPG home directory.

Usage:  pmkey-import-hkp.py [homedir] [search string]
  or:  pmkey-import-hkp.py [search string]
""")

c = gpg.Context(armor=True)
server = hkp4py.KeyServer("hkps://api.protonmail.ch")
keyterms = []
ksearch = []
allkeys = []
results = []
paradox = []
homeless = None
```

```
if len(sys.argv) > 3:
  homedir = sys.argv[1]
  keyterms = sys.argv[2:]
elif len(sys.argv) == 3:
  homedir = sys.argv[1]
  keyterm = sys.argv[2]
  keyterms.append(keyterm)
elif len(sys.argv) == 2:
  homedir = ""
  keyterm = sys.argv[1]
  keyterms.append(keyterm)
else:
  keyterm = input("Enter the key ID, UID or search string: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")
  keyterms.append(keyterm)

if len(homedir) == 0:
  homedir = None
  homeless = False

if homedir is not None:
  if homedir.startswith("~"):
     if os.path.exists(os.path.expanduser(homedir))
 is True:
        if os.path.isdir(os.path.expanduser(homedir)) is True:
           c.home_dir = os.path.realpath(os.path.expanduser(homedir))
        else:
           homeless = True
     else:
        homeless = True
  elif os.path.exists(os.path.realpath(homedir)) is True:
     if os.path.isdir(os.path.realpath(homedir)) is True:
        c.home_dir = os.path.realpath(homedir)
     else:
        homeless = True
  else:
     homeless = True

# First check to see if the homedir really is a homedir and if not, treat it as
# a search string.
if homeless is True:
  keyterms.append(homedir)
  c.home_dir = None
else:
  pass

for keyterm in keyterms:
  if keyterm.count("@") == 2 and keyterm.startswith("@") is True:
```

```
        ksearch.append(keyterm[1:])
        ksearch.append(keyterm[1:])
        ksearch.append(keyterm[1:])
    elif keyterm.count("@") == 1 and keyterm.startswith("@") is True:
        ksearch.append("{0}@protonmail.com".format(keyterm[1:]))
         ksearch.append("{0}@protonmail.ch".format(keyterm[1:]))
        ksearch.append("{0}@pm.me".format(keyterm[1:]))
    elif keyterm.count("@") == 0:
        ksearch.append("{0}@protonmail.com".format(keyterm))
        ksearch.append("{0}@protonmail.ch".format(keyterm))
        ksearch.append("{0}@pm.me".format(keyterm))
    elif keyterm.count("@") == 2 and keyterm.startswith("@") is False:
        uidlist = keyterm.split("@")
        for uid in uidlist:
            ksearch.append("{0}@protonmail.com".format(uid))
            ksearch.append("{0}@protonmail.ch".format(uid))
            ksearch.append("{0}@pm.me".format(uid))
    elif keyterm.count("@") > 2:
        uidlist = keyterm.split("@")
        for uid in uidlist:
            ksearch.append("{0}@protonmail.com".format(uid))
            ksearch.append("{0}@protonmail.ch".format(uid))
            ksearch.append("{0}@pm.me".format(uid))
    else:
        ksearch.append(keyterm)

for k in ksearch:
    print("Checking
 for key for: {0}".format(k))
    try:
        keys = server.search(k)
        if isinstance(keys, list) is True:
            for key in keys:
                allkeys.append(key)
                try:
                    import_result = c.key_import(key.key_blob)
                except Exception as e:
                    import_result = c.key_import(key.key)
        else:
            paradox.append(keys)
            import_result = None
    except Exception as e:
        import_result = None
    results.append(import_result)

for result in results:
    if result is not None and hasattr(result, "considered") is False:
        print("{0} for {1}".format(result.decode(), k))
```

```
  elif result is not None and hasattr(result, "considered") is True:
      num_keys = len(result.imports)
      new_revs = result.new_revocations
      new_sigs = result.new_signatures
      new_subs = result.new_sub_keys
      new_uids = result.new_user_ids
      new_scrt = result.secret_imported
       nochange = result.unchanged
      print("""
The total number of keys considered for import was:  {0}

With UIDs wholely or partially matching the following string:

      {1}

  Number of keys revoked:  {2}
Number of new signatures:  {3}
   Number of new subkeys:  {4}
  Number of new user IDs:  {5}
Number of new secret keys:  {6}
Number of unchanged keys:  {7}

The key IDs for all considered keys were:
""".format(num_keys, k, new_revs, new_sigs, new_subs, new_uids, new_scrt,
         nochange))
      for i in range(num_keys):
          print(result.imports[i].fpr)
      print("")
  elif result is None:
      pass
\end{verbatim}
\end{enumerate}


\subsection{Exporting keys}
\label{sec:org4596a77}
Exporting keys remains a reasonably simple task, but has been
separated into three different functions for the OpenPGP cryptographic
engine.  Two of those functions are for exporting public keys and the
third is for exporting secret keys.


\subsubsection{Exporting
 public keys}
\label{sec:org873704f}
There are two methods of exporting public keys, both of which are very
similar to the other.  The default method, \texttt{key\_export()}, will export
a public key or keys matching a specified pattern as normal.  The
```

alternative, the \texttt{key_export_minimal()} method, will do the same thing
except producing a minimised output with extra signatures and third
party signatures or certifications removed.

\begin{verbatim}
import gpg
import os.path
import sys

print("""
This script exports one or more public keys.
""")

c = gpg.Context(armor=True)

if len(sys.argv) >= 4:
  keyfile = sys.argv[1]
  logrus = sys.argv[2]
  homedir = sys.argv[3]
elif len(sys.argv) == 3:
  keyfile = sys.argv[1]
  logrus = sys.argv[2]
  homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
  keyfile = sys.argv[1]
  logrus = input("Enter the UID matching the key(s) to export: ")
  homedir = input("Enter the
 GPG configuration directory path (optional): ")
else:
  keyfile = input("Enter the path and filename to save the secret key to: ")
  logrus = input("Enter the UID matching the key(s) to export: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")

if homedir.startswith("~"):
  if os.path.exists(os.path.expanduser(homedir)) is True:
     c.home_dir = os.path.expanduser(homedir)
  else:
     pass
elif os.path.exists(homedir) is True:
  c.home_dir = homedir
else:
  pass

try:
  result = c.key_export(pattern=logrus)
except:
  result = c.key_export(pattern=None)

```
if result is not None:
  with open(keyfile, "wb") as f:
    f.write(result)
else:
  pass
\end{verbatim}

It should be noted that the result will only return \texttt{None} when a
search pattern has been entered, but has not matched any keys.  When
the search pattern itself is set to \texttt{None} this triggers the exporting
of the entire public keybox.

\begin{verbatim}
import
 gpg
import os.path
import sys

print("""
This script exports one or more public keys in minimised form.
""")

c = gpg.Context(armor=True)

if len(sys.argv) >= 4:
  keyfile = sys.argv[1]
  logrus = sys.argv[2]
  homedir = sys.argv[3]
elif len(sys.argv) == 3:
  keyfile = sys.argv[1]
  logrus = sys.argv[2]
  homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
  keyfile = sys.argv[1]
  logrus = input("Enter the UID matching the key(s) to export: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")
else:
  keyfile = input("Enter the path and filename to save the secret key to: ")
  logrus = input("Enter the UID matching the key(s) to export: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")

if homedir.startswith("~"):
  if os.path.exists(os.path.expanduser(homedir)) is True:
    c.home_dir = os.path.expanduser(homedir)
  else:
    pass
elif os.path.exists(homedir)
```

```
 is True:
   c.home_dir = homedir
else:
   pass

try:
   result = c.key_export_minimal(pattern=logrus)
except:
   result = c.key_export_minimal(pattern=None)

if result is not None:
   with open(keyfile, "wb") as f:
      f.write(result)
else:
   pass
\end{verbatim}


\subsubsection{Exporting secret keys}
\label{sec:org6c28d3d}
Exporting secret keys is, functionally, very similar to exporting
public keys; save for the invocation of \texttt{pinentry} via \texttt{gpg-agent} in
order to securely enter the key's passphrase and authorise the export.

The following example exports the secret key to a file which is then
set with the same permissions as the output files created by the
command line secret key export options.

\begin{verbatim}
import gpg
import os
import os.path
import sys

print("""
This script exports one or more secret keys.

The gpg-agent and pinentry are invoked to authorise the export.
""")

c = gpg.Context(armor=True)

if len(sys.argv) >= 4:
   keyfile
 = sys.argv[1]
   logrus = sys.argv[2]
   homedir = sys.argv[3]
elif len(sys.argv) == 3:
```

```
  keyfile = sys.argv[1]
  logrus = sys.argv[2]
  homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
  keyfile = sys.argv[1]
  logrus = input("Enter the UID matching the secret key(s) to export: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")
else:
  keyfile = input("Enter the path and filename to save the secret key to: ")
  logrus = input("Enter the UID matching the secret key(s) to export: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")

if len(homedir) == 0:
  homedir = None
elif homedir.startswith("~"):
  userdir = os.path.expanduser(homedir)
  if os.path.exists(userdir) is True:
    homedir = os.path.realpath(userdir)
  else:
    homedir = None
else:
  homedir = os.path.realpath(homedir)

if os.path.exists(homedir) is False:
  homedir =
 None
else:
  if os.path.isdir(homedir) is False:
    homedir = None
  else:
    pass

if homedir is not None:
  c.home_dir = homedir
else:
  pass

try:
  result = c.key_export_secret(pattern=logrus)
except:
  result = c.key_export_secret(pattern=None)

if result is not None:
  with open(keyfile, "wb") as f:
    f.write(result)
  os.chmod(keyfile, 0o600)
else:
  pass
```

\end{verbatim}

Alternatively the approach of the following script can be used. This
longer example saves the exported secret key(s) in files in the GnuPG
home directory, in addition to setting the file permissions as only
readable and writable by the user. It also exports the secret key(s)
twice in order to output both GPG binary (\texttt{.gpg}) and ASCII armoured
(\texttt{.asc}) files.

\begin{verbatim}
import gpg
import os
import os.path
import subprocess
import sys

print("""
This script exports one or more secret keys as both ASCII armored and binary
file formats, saved in files within the
 user's GPG home directory.

The gpg-agent and pinentry are invoked to authorise the export.
""")

if sys.platform == "win32":
  gpgconfcmd = "gpgconf.exe --list-dirs homedir"
else:
  gpgconfcmd = "gpgconf --list-dirs homedir"

a = gpg.Context(armor=True)
b = gpg.Context()
c = gpg.Context()

if len(sys.argv) >= 4:
  keyfile = sys.argv[1]
  logrus = sys.argv[2]
  homedir = sys.argv[3]
elif len(sys.argv) == 3:
  keyfile = sys.argv[1]
  logrus = sys.argv[2]
  homedir = input("Enter the GPG configuration directory path (optional): ")
elif len(sys.argv) == 2:
  keyfile = sys.argv[1]
  logrus = input("Enter the UID matching the secret key(s) to export: ")
  homedir = input("Enter the GPG configuration directory path (optional): ")
else:
  keyfile = input("Enter the filename to save the secret key to: ")
  logrus = input("Enter the UID matching the secret key(s) to export: ")

```
  homedir = input("Enter the GPG configuration directory path (optional): ")

if len(homedir)
 == 0:
  homedir = None
elif homedir.startswith("~"):
  userdir = os.path.expanduser(homedir)
  if os.path.exists(userdir) is True:
     homedir = os.path.realpath(userdir)
  else:
     homedir = None
else:
  homedir = os.path.realpath(homedir)

if os.path.exists(homedir) is False:
  homedir = None
else:
  if os.path.isdir(homedir) is False:
     homedir = None
  else:
     pass

if homedir is not None:
  c.home_dir = homedir
else:
  pass

if c.home_dir is not None:
  if c.home_dir.endswith("/"):
     gpgfile = "{0}{1}.gpg".format(c.home_dir, keyfile)
     ascfile = "{0}{1}.asc".format(c.home_dir, keyfile)
  else:
     gpgfile = "{0}/{1}.gpg".format(c.home_dir, keyfile)
     ascfile = "{0}/{1}.asc".format(c.home_dir, keyfile)
else:
  if os.path.exists(os.environ["GNUPGHOME"]) is True:
     hd = os.environ["GNUPGHOME"]
  else:
     try:
        hd = subprocess.getoutput(gpgconfcmd)
     except:
        process = subprocess.Popen(gpgconfcmd.split(),
                                   stdout=subprocess.PIPE)
        procom = process.communicate()
        if sys.version_info[0] == 2:
           hd = procom[0].strip()
        else:
           hd = procom[0].decode().strip()
```

```
  gpgfile = "{0}/{1}.gpg".format(hd, keyfile)
  ascfile = "{0}/{1}.asc".format(hd, keyfile)

try:
  a_result = a.key_export_secret(pattern=logrus)
  b_result = b.key_export_secret(pattern=logrus)
except:
  a_result = a.key_export_secret(pattern=None)
  b_result = b.key_export_secret(pattern=None)

if a_result is not None:
  with open(ascfile, "wb") as f:
     f.write(a_result)
  os.chmod(ascfile, 0o600)
else:
  pass

if b_result is not None:
  with open(gpgfile, "wb") as f:
     f.write(b_result)
  os.chmod(gpgfile, 0o600)
else:
  pass
\end{verbatim}


\subsubsection{Sending public keys to the SKS Keyservers}
\label{sec:org82d4958}
As with the previous section on importing
 keys, the \texttt{hkp4py} module
adds another option with exporting keys in order to send them to the
public keyservers.

The following example demonstrates how this may be done.

\begin{verbatim}
import gpg
import hkp4py
import os.path
import sys

print("""
This script sends one or more public keys to the SKS keyservers and is
essentially a slight variation on the export-key.py script.
""")

c = gpg.Context(armor=True)
server = hkp4py.KeyServer("hkps://hkps.pool.sks-keyservers.net")
```

```
if len(sys.argv) > 2:
  logrus = " ".join(sys.argv[1:])
elif len(sys.argv) == 2:
  logrus = sys.argv[1]
else:
  logrus = input("Enter the UID matching the key(s) to send: ")

if len(logrus) > 0:
  try:
     export_result = c.key_export(pattern=logrus)
  except Exception as e:
     print(e)
     export_result = None
else:
  export_result = c.key_export(pattern=None)

if export_result is not None:
  try:
     try:
        send_result = server.add(export_result)
     except:
         send_result = server.add(export_result.decode())
     if send_result is not None:
        print(send_result)
     else:
        pass
  except Exception as e:
     print(e)
else:
  pass
\end{verbatim}

An expanded version of this script with additional functions for
specifying an alternative homedir location is in the examples
directory as \texttt{send-key-to-keyserver.py}.

The \texttt{hkp4py} module appears to handle both string and byte literal text
data equally well, but the GPGME bindings deal primarily with byte
literal data only and so this script sends in that format first, then
tries the string literal form.


\section{Basic Functions}
\label{sec:orgb40b488}
The most frequently called features of any cryptographic library will
be the most fundamental tasks for encryption software.  In this
section we will look at how to programmatically encrypt data, decrypt
```

it, sign it and verify signatures.

\subsection{Encryption}
\label{sec:org3170365}
Encrypting
 is very straight forward. In the first example below the
message, \texttt{text}, is encrypted to a single recipient's key. In the
second example the message will be encrypted to multiple recipients.

\subsubsection{Encrypting to one key}
\label{sec:org8098c64}
Once the the Context is set the main issues with encrypting data is
essentially reduced to key selection and the keyword arguments
specified in the \texttt{gpg.Context().encrypt()} method.

Those keyword arguments are: \texttt{recipients}, a list of keys encrypted to
(covered in greater detail in the following section); \texttt{sign}, whether
or not to sign the plaintext data, see subsequent sections on signing
and verifying signatures below (defaults to \texttt{True}); \texttt{sink}, to write
results or partial results to a secure sink instead of returning it
(defaults to \texttt{None}); \texttt{passphrase}, only used when utilising symmetric
encryption (defaults to \texttt{None}); \texttt{always_trust}, used to override
 the
trust model settings for recipient keys (defaults to \texttt{False});
\texttt{add_encrypt_to}, utilises any preconfigured \texttt{encrypt-to} or
\texttt{default-key} settings in the user's \texttt{gpg.conf} file (defaults to
\texttt{False}); \texttt{prepare}, prepare for encryption (defaults to \texttt{False});
\texttt{expect_sign}, prepare for signing (defaults to \texttt{False}); \texttt{compress},
compresses the plaintext prior to encryption (defaults to \texttt{True}).

\begin{verbatim}
import gpg

a_key = "0x12345678DEADBEEF"
text = b"""Some text to test with.

Since the text in this case must be bytes, it is most likely that
the input form will be a separate file which is opened with "rb"
as this is the simplest method of obtaining the correct data format.
"""

c = gpg.Context(armor=True)
rkey = list(c.keylist(pattern=a_key, secret=False))
ciphertext, result, sign_result = c.encrypt(text, recipients=rkey, sign=False)

with open("secret_plans.txt.asc", "wb") as afile:

```
   afile.write(ciphertext)
\end{verbatim}

Though this is even more likely to be used like this; with the
plaintext input read from a file, the recipient keys used for
encryption regardless of key trust status and the encrypted output
also encrypted to any preconfigured keys set in the \texttt{gpg.conf} file:

\begin{verbatim}
import gpg

a_key = "0x12345678DEADBEEF"

with open("secret_plans.txt", "rb") as afile:
  text = afile.read()

c = gpg.Context(armor=True)
rkey = list(c.keylist(pattern=a_key, secret=False))
ciphertext, result, sign_result = c.encrypt(text, recipients=rkey, sign=True,
                                    always_trust=True,
                                    add_encrypt_to=True)

with open("secret_plans.txt.asc", "wb") as afile:
  afile.write(ciphertext)
\end{verbatim}

If the \texttt{recipients} parameter is empty then the plaintext is encrypted
symmetrically.  If no \texttt{passphrase} is supplied as a parameter or via a
callback registered with
 the \texttt{Context()} then an out-of-band prompt
for the passphrase via pinentry will be invoked.


\subsubsection{Encrypting to multiple keys}
\label{sec:orgdcf6e47}
Encrypting to multiple keys essentially just expands upon the key
selection process and the recipients from the previous examples.

The following example encrypts a message (\texttt{text}) to everyone with an
email address on the \texttt{gnupg.org} domain,\footnote{You probably don't really want to do this.  Searching the
keyservers for "gnupg.org" produces over 400 results, the majority of
which aren't actually at the gnupg.org domain, but just included a
comment regarding the project in their key somewhere.} but does \emph{not} encrypt
to a default key or other key which is configured to normally encrypt
to.

\begin{verbatim}
import gpg
```

text = b"""Oh look, another test message.

The same rules apply as with the previous example and more likely
than not, the message will actually be drawn from reading the
contents
 of a file or, maybe, from entering data at an input()
prompt.

Since the text in this case must be bytes, it is most likely that
the input form will be a separate file which is opened with "rb"
as this is the simplest method of obtaining the correct data
format.
"""

c = gpg.Context(armor=True)
rpattern = list(c.keylist(pattern="@gnupg.org", secret=False))
logrus = []

for i in range(len(rpattern)):
  if rpattern[i].can_encrypt == 1:
     logrus.append(rpattern[i])

ciphertext, result, sign_result = c.encrypt(text, recipients=logrus,
                                 sign=False, always_trust=True)

with open("secret_plans.txt.asc", "wb") as afile:
  afile.write(ciphertext)
\end{verbatim}

All it would take to change the above example to sign the message
and also encrypt the message to any configured default keys would
be to change the \texttt{c.encrypt} line to this:

\begin{verbatim}
ciphertext, result, sign_result = c.encrypt(text, recipients=logrus,

                          always_trust=True,
                                 add_encrypt_to=True)
\end{verbatim}

The only keyword arguments requiring modification are those for which
the default values are changing. The default value of \texttt{sign} is
\texttt{True}, the default of \texttt{always_trust} is \texttt{False}, the default of
\texttt{add_encrypt_to} is \texttt{False}.

If \texttt{always_trust} is not set to \texttt{True} and any of the recipient keys
are not trusted (e.g. not signed or locally signed) then the

encryption will raise an error. It is possible to mitigate this
somewhat with something more like this:

```
\begin{verbatim}
import gpg

with open("secret_plans.txt.asc", "rb") as afile:
  text = afile.read()

c = gpg.Context(armor=True)
rpattern = list(c.keylist(pattern="@gnupg.org", secret=False))
logrus = []

for i in range(len(rpattern)):
  if rpattern[i].can_encrypt == 1:
     logrus.append(rpattern[i])

  try:
     ciphertext, result,
 sign_result = c.encrypt(text, recipients=logrus,
                                     add_encrypt_to=True)
  except gpg.errors.InvalidRecipients as e:
     for i in range(len(e.recipients)):
        for n in range(len(logrus)):
           if logrus[n].fpr == e.recipients[i].fpr:
              logrus.remove(logrus[n])
           else:
              pass
     try:
        ciphertext, result, sign_result = c.encrypt(text,
                                          recipients=logrus,
                                          add_encrypt_to=True)
        with open("secret_plans.txt.asc", "wb") as afile:
           afile.write(ciphertext)
     except:
        pass
\end{verbatim}
```

This will attempt to encrypt to all the keys searched for, then remove
invalid recipients if it fails and try again.

```
\subsection{Decryption}
\label{sec:org1282b3d}
```

Decrypting something encrypted to a key in one's secret
 keyring is
fairly straight forward.

In this example code, however, preconfiguring either \texttt{gpg.Context()}
or \texttt{gpg.core.Context()} as \texttt{c} is unnecessary because there is no need
to modify the Context prior to conducting the decryption and since the
Context is only used once, setting it to \texttt{c} simply adds lines for no
gain.

\begin{verbatim}
import gpg

ciphertext = input("Enter path and filename of encrypted file: ")
newfile = input("Enter path and filename of file to save decrypted data to: ")

with open(ciphertext, "rb") as cfile:
  try:
     plaintext, result, verify_result = gpg.Context().decrypt(cfile)
  except gpg.errors.GPGMEError as e:
     plaintext = None
     print(e)

if plaintext is not None:
  with open(newfile, "wb") as nfile:
    nfile.write(plaintext)
  else:
     pass
\end{verbatim}

The data available in \texttt{plaintext} in this example is the decrypted
content as a byte object, the recipient key IDs and algorithms
 in
\texttt{result} and the results of verifying any signatures of the data in
\texttt{verify_result}.

If \texttt{gpg.Context().decrypt(cfile, verify=False)} is called instead,
then \texttt{verify_result} will be returned as \texttt{None} and the rest remains
as described here.

\subsection{Signing text and files}
\label{sec:org59f1262}
The following sections demonstrate how to specify keys to sign with.

\subsubsection{Signing key selection}
\label{sec:org909cb3c}
By default GPGME and the Python bindings will use the default key
configured for the user invoking the GPGME API. If there is no
default key specified and there is more than one secret key available
it may be necessary to specify the key or keys with which to sign

messages and files.

\begin{verbatim}
import gpg

logrus = input("Enter the email address or string to match signing keys to: ")
hancock = gpg.Context().keylist(pattern=logrus, secret=True)
sig_src = list(hancock)
\end{verbatim}

The signing examples in the
following sections include the explicitly
designated \texttt{signers} parameter in two of the five examples; once where the resulting signature would be ASCII armoured and once where it would not be armoured.

While it would be possible to enter a key ID or fingerprint here to match a specific key, it is not possible to enter two fingerprints and match two keys since the patten expects a string, bytes or None and not a list. A string with two fingerprints won't match any single key.

\subsubsection{Normal or default signing messages or files}
\label{sec:org6ee259d}
The normal or default signing process is essentially the same as is most often invoked when also encrypting a message or file. So when the encryption component is not utilised, the result is to produce an encoded and signed output which may or may not be ASCII armoured and which may or may not also be compressed.

By default compression will be used unless GnuPG detects that the plaintext is already compressed. ASCII armouring
will be determined
according to the value of \texttt{gpg.Context().armor}.

The compression algorithm is selected in much the same way as the symmetric encryption algorithm or the hash digest algorithm is when multiple keys are involved; from the preferences saved into the key itself or by comparison with the preferences with all other keys involved.

\begin{verbatim}
import gpg

text0 = """Declaration of ... something.

"""

```
text = text0.encode()

c = gpg.Context(armor=True, signers=sig_src)
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.NORMAL)

with open("/path/to/statement.txt.asc", "w") as afile:
  afile.write(signed_data.decode())
\end{verbatim}
```

Though everything in this example is accurate, it is more likely that reading the input data from another file and writing the result to a new file will be performed more like the way it is done in the next example. Even if the output format is ASCII armoured.

```
\begin{verbatim}
import gpg

with open("/path/to/statement.txt",
 "rb") as tfile:
  text = tfile.read()

c = gpg.Context()
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.NORMAL)

with open("/path/to/statement.txt.sig", "wb") as afile:
  afile.write(signed_data)
\end{verbatim}


\subsubsection{Detached signing messages and files}
\label{sec:org51049d4}
```

Detached signatures will often be needed in programmatic uses of GPGME, either for signing files (e.g. tarballs of code releases) or as a component of message signing (e.g. PGP/MIME encoded email).

```
\begin{verbatim}
import gpg

text0 = """Declaration of ... something.

"""
text = text0.encode()

c = gpg.Context(armor=True)
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.DETACH)

with open("/path/to/statement.txt.asc", "w") as afile:
  afile.write(signed_data.decode())
```

\end{verbatim}

As with normal signatures, detached signatures are best handled as
byte literals, even when the output is ASCII armoured.

\begin{verbatim}
import gpg

with open("/path/to/statement.txt",
 "rb") as tfile:
  text = tfile.read()

c = gpg.Context(signers=sig_src)
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.DETACH)

with open("/path/to/statement.txt.sig", "wb") as afile:
  afile.write(signed_data)
\end{verbatim}

\subsubsection{Clearsigning messages or text}
\label{sec:orgf528a20}
Though PGP/in-line messages are no longer encouraged in favour of
PGP/MIME, there is still sometimes value in utilising in-line
signatures. This is where clear-signed messages or text is of value.

\begin{verbatim}
import gpg

text0 = """Declaration of ... something.

"""
text = text0.encode()

c = gpg.Context()
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.CLEAR)

with open("/path/to/statement.txt.asc", "w") as afile:
  afile.write(signed_data.decode())
\end{verbatim}

In spite of the appearance of a clear-signed message, the data handled
by GPGME in signing it must still be byte literals.

\begin{verbatim}
import gpg

with open("/path/to/statement.txt",

```
 "rb") as tfile:
   text = tfile.read()

c = gpg.Context()
signed_data, result = c.sign(text, mode=gpg.constants.sig.mode.CLEAR)

with open("/path/to/statement.txt.asc", "wb") as afile:
   afile.write(signed_data)
\end{verbatim}
```

\subsection{Signature verification}
\label{sec:org6cd81af}
Essentially there are two principal methods of verification of a signature. The first of these is for use with the normal or default signing method and for clear-signed messages. The second is for use with files and data with detached signatures.

The following example is intended for use with the default signing method where the file was not ASCII armoured:

```
\begin{verbatim}
import gpg
import time

filename = "statement.txt"
gpg_file = "statement.txt.gpg"

c = gpg.Context()

try:
   data, result = c.verify(open(gpg_file))
   verified = True
except gpg.errors.BadSignatures as e:
   verified = False
   print(e)

if verified is True:
   for i in range(len(result.signatures)):

      sign = result.signatures[i]
       print("""Good signature from:
{0}
with key {1}
made at {2}
""".format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
          time.ctime(sign.timestamp)))
else:
```

```
  pass
\end{verbatim}
```

Whereas this next example, which is almost identical would work with
normal ASCII armoured files and with clear-signed files:

```
\begin{verbatim}
import gpg
import time

filename = "statement.txt"
asc_file = "statement.txt.asc"

c = gpg.Context()

try:
  data, result = c.verify(open(asc_file))
  verified = True
except gpg.errors.BadSignatures as e:
  verified = False
  print(e)

if verified is True:
  for i in range(len(result.signatures)):
    sign = result.signatures[i]
    print("""Good signature from:
{0}
with key {1}
made at {2}
""".format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
       time.ctime(sign.timestamp)))
else:
  pass
\end{verbatim}
```

In both of the previous examples it is also possible to compare the
original data that was signed
 against the signed data in \texttt{data} to see
if it matches with something like this:

```
\begin{verbatim}
with open(filename, "rb") as afile:
  text = afile.read()

if text == data:
  print("Good signature.")
else:
  pass
```

\end{verbatim}

The following two examples, however, deal with detached signatures.
With his method of verification the data that was signed does not get
returned since it is already being explicitly referenced in the first
argument of \texttt{c.verify}. So \texttt{data} is \texttt{None} and only the information
in \texttt{result} is available.

\begin{verbatim}
import gpg
import time

filename = "statement.txt"
sig_file = "statement.txt.sig"

c = gpg.Context()

try:
  data, result = c.verify(open(filename), open(sig_file))
  verified = True
except gpg.errors.BadSignatures as e:
  verified = False
  print(e)

if verified is True:
  for i in range(len(result.signatures)):
    sign = result.signatures[i]
    print("""Good signature from:
{0}
with
 key {1}
made at {2}
""".format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
       time.ctime(sign.timestamp)))
else:
  pass
\end{verbatim}

\begin{verbatim}
import gpg
import time

filename = "statement.txt"
asc_file = "statement.txt.asc"

c = gpg.Context()

try:

```
  data, result = c.verify(open(filename), open(asc_file))
  verified = True
except gpg.errors.BadSignatures as e:
  verified = False
  print(e)

if verified is True:
  for i in range(len(result.signatures)):
    sign = result.signatures[i]
    print("""Good signature from:
{0}
with key {1}
made at {2}
""".format(c.get_key(sign.fpr).uids[0].uid, sign.fpr,
       time.ctime(sign.timestamp)))
else:
  pass
\end{verbatim}


\section{Creating keys and subkeys}
\label{sec:org754c6df}
The one thing, aside from GnuPG itself, that GPGME depends on, of
course, is the keys themselves.  So it is necessary to be able to
generate them and modify them by adding subkeys, revoking or disabling
them, sometimes
 deleting them and doing the same for user IDs.

In the following examples a key will be created for the world's
greatest secret agent, Danger Mouse.  Since Danger Mouse is a secret
agent he needs to be able to protect information to \texttt{SECRET} level
clearance, so his keys will be 3072-bit keys.

The pre-configured \texttt{gpg.conf} file which sets cipher, digest and other
preferences contains the following configuration parameters:

\begin{verbatim}
expert
allow-freeform-uid
allow-secret-key-import
trust-model tofu+pgp
tofu-default-policy unknown
enable-large-rsa
enable-dsa2
cert-digest-algo SHA512
default-preference-list TWOFISH CAMELLIA256 AES256 CAMELLIA192 AES192 CAMELLIA128 AES
BLOWFISH IDEA CAST5 3DES SHA512 SHA384 SHA256 SHA224 RIPEMD160 SHA1 ZLIB BZIP2 ZIP
Uncompressed
```

personal-cipher-preferences TWOFISH CAMELLIA256 AES256 CAMELLIA192 AES192 CAMELLIA128 AES BLOWFISH IDEA CAST5 3DES
personal-digest-preferences SHA512 SHA384 SHA256 SHA224 RIPEMD160 SHA1
personal-compress-preferences
ZLIB BZIP2 ZIP Uncompressed
\end{verbatim}

\subsection{Primary key}
\label{sec:org0185c23}
Generating a primary key uses the \texttt{create_key} method in a Context.
It contains multiple arguments and keyword arguments, including:
\texttt{userid}, \texttt{algorithm}, \texttt{expires_in}, \texttt{expires}, \texttt{sign}, \texttt{encrypt}, \texttt{certify}, \texttt{authenticate}, \texttt{passphrase} and \texttt{force}. The defaults for all of those except \texttt{userid}, \texttt{algorithm}, \texttt{expires_in}, \texttt{expires} and \texttt{passphrase} is \texttt{False}. The defaults for \texttt{algorithm} and \texttt{passphrase} is \texttt{None}. The default for \texttt{expires_in} is \texttt{0}. The default for \texttt{expires} is \texttt{True}. There is no default for \texttt{userid}.

If \texttt{passphrase} is left as \texttt{None} then the key will not be generated with a passphrase, if \texttt{passphrase} is set to a string then that will be the passphrase and if
\texttt{passphrase} is set to \texttt{True} then gpg-agent will launch pinentry to prompt for a passphrase. For the sake of convenience, these examples will keep \texttt{passphrase} set to \texttt{None}.

\begin{verbatim}
import gpg

c = gpg.Context()

c.home_dir = "~/.gnupg-dm"
userid = "Danger Mouse <dm@secret.example.net>"

dmkey = c.create_key(userid, algorithm="rsa3072", expires_in=31536000,
                     sign=True, certify=True)
\end{verbatim}

One thing to note here is the use of setting the \texttt{c.home_dir} parameter. This enables generating the key or keys in a different location. In this case to keep the new key data created for this example in a separate location rather than adding it to existing and active key store data. As with the default directory, \texttt{\textasciitilde{}/.gnupg}, any temporary or separate directory needs the permissions set to only permit access by the directory owner. On posix systems this means setting the directory permissions to
700.

The \texttt{temp-homedir-config.py} script in the HOWTO examples directory
will create an alternative homedir with these configuration options
already set and the correct directory and file permissions.

The successful generation of the key can be confirmed via the returned
\texttt{GenkeyResult} object, which includes the following data:

\begin{verbatim}
print("""
Fingerprint: {0}
Primary Key: {1}
 Public Key: {2}
 Secret Key: {3}
Sub Key: {4}
User IDs: {5}
""".format(dmkey.fpr, dmkey.primary, dmkey.pubkey, dmkey.seckey, dmkey.sub,
        dmkey.uid))
\end{verbatim}

Alternatively the information can be confirmed using the command line
program:

\begin{verbatim}
bash-4.4$ gpg --homedir ~/.gnupg-dm -K
~/.gnupg-dm/pubring.kbx
----
sec   rsa3072 2018-03-15 [SC] [expires: 2019-03-15]
    177B7C25DB99745EE2EE13ED026D2F19E99E63AA
uid   [ultimate] Danger Mouse <dm@secret.example.net>

bash-4.4$
\end{verbatim}

As with generating keys manually,
 to preconfigure expanded preferences
for the cipher, digest and compression algorithms, the \texttt{gpg.conf} file
must contain those details in the home directory in which the new key
is being generated. I used a cut down version of my own \texttt{gpg.conf}
file in order to be able to generate this:

\begin{verbatim}
bash-4.4$ gpg --homedir ~/.gnupg-dm --edit-key 177B7C25DB99745EE2EE13ED026D2F19E99E63AA showpref
quit
Secret key is available.

sec rsa3072/026D2F19E99E63AA
   created: 2018-03-15 expires: 2019-03-15 usage: SC
   trust: ultimate   validity: ultimate

```
[ultimate] (1). Danger Mouse <dm@secret.example.net>

[ultimate] (1). Danger Mouse <dm@secret.example.net>
   Cipher: TWOFISH, CAMELLIA256, AES256, CAMELLIA192, AES192, CAMELLIA128, AES, BLOWFISH,
IDEA, CAST5, 3DES
   Digest: SHA512, SHA384, SHA256, SHA224, RIPEMD160, SHA1
   Compression: ZLIB, BZIP2, ZIP, Uncompressed
   Features: MDC, Keyserver no-modify

bash-4.4$
\end{verbatim}


\subsection{Subkeys}
\label{sec:org5e2acbc}
Adding
 subkeys to a primary key is fairly similar to creating the
primary key with the \texttt{create\_subkey} method.  Most of the arguments
are the same, but not quite all.  Instead of the \texttt{userid} argument
there is now a \texttt{key} argument for selecting which primary key to add
the subkey to.

In the following example an encryption subkey will be added to the
primary key.  Since Danger Mouse is a security conscious secret agent,
this subkey will only be valid for about six months, half the length
of the primary key.

\begin{verbatim}
import gpg

c = gpg.Context()
c.home_dir = "~/.gnupg-dm"

key = c.get_key(dmkey.fpr, secret=True)
dmsub = c.create_subkey(key, algorithm="rsa3072", expires_in=15768000,
                        encrypt=True)
\end{verbatim}

As with the primary key, the results here can be checked with:

\begin{verbatim}
print("""
Fingerprint:  {0}
Primary Key:  {1}
 Public Key:  {2}
 Secret Key:  {3}
Sub Key:  {4}
User IDs:  {5}
```

""".format(dmsub.fpr,
 dmsub.primary, dmsub.pubkey, dmsub.seckey, dmsub.sub,
        dmsub.uid))
\end{verbatim}

As well as on the command line with:

\begin{verbatim}
bash-4.4$ gpg --homedir ~/.gnupg-dm -K
~/.gnupg-dm/pubring.kbx
----
sec   rsa3072 2018-03-15 [SC] [expires: 2019-03-15]
    177B7C25DB99745EE2EE13ED026D2F19E99E63AA
uid   [ultimate] Danger Mouse <dm@secret.example.net>
ssb   rsa3072 2018-03-15 [E] [expires: 2018-09-13]

bash-4.4$
\end{verbatim}

\subsection{User IDs}
\label{sec:org4869c58}
\subsubsection{Adding User IDs}
\label{sec:orgebb13ca}
By comparison to creating primary keys and subkeys, adding a new user
ID to an existing key is much simpler. The method used to do this is
\texttt{key_add_uid} and the only arguments it takes are for the \texttt{key} and
the new \texttt{uid}.

\begin{verbatim}
import gpg

c = gpg.Context()
c.home_dir = "~/.gnupg-dm"

dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
key = c.get_key(dmfpr, secret=True)
uid
 = "Danger Mouse <danger.mouse@secret.example.net>"

c.key_add_uid(key, uid)
\end{verbatim}

Unsurprisingly the result of this is:

\begin{verbatim}
bash-4.4$ gpg --homedir ~/.gnupg-dm -K
~/.gnupg-dm/pubring.kbx

```
----------------------
sec   rsa3072 2018-03-15 [SC] [expires: 2019-03-15]
    177B7C25DB99745EE2EE13ED026D2F19E99E63AA
uid          [ultimate] Danger Mouse <danger.mouse@secret.example.net>
uid          [ultimate] Danger Mouse <dm@secret.example.net>
ssb   rsa3072 2018-03-15 [E] [expires: 2018-09-13]

bash-4.4$
\end{verbatim}


\subsubsection{Revoking User IDs}
\label{sec:org1683695}
Revoking a user ID is a fairly similar process, except that it uses
the \texttt{key\_revoke\_uid} method.

\begin{verbatim}
import gpg

c = gpg.Context()
c.home_dir = "~/.gnupg-dm"

dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
key = c.get_key(dmfpr, secret=True)
uid = "Danger Mouse <danger.mouse@secret.example.net>"

c.key_revoke_uid(key, uid)
\end{verbatim}


\subsection{Key certification}
\label{sec:orgf431bf8}
Since
 key certification is more frequently referred to as key signing,
the method used to perform this function is \texttt{key\_sign}.

The \texttt{key\_sign} method takes four arguments: \texttt{key}, \texttt{uids},
\texttt{expires\_in} and \texttt{local}.  The default value of \texttt{uids} is \texttt{None} and
which results in all user IDs being selected.  The default value of
both \texttt{expires\_in} and \texttt{local} is \texttt{False}; which results in the
signature never expiring and being able to be exported.

The \texttt{key} is the key being signed rather than the key doing the
signing.  To change the key doing the signing refer to the signing key
selection above for signing messages and files.

If the \texttt{uids} value is not \texttt{None} then it must either be a string to
match a single user ID or a list of strings to match multiple user
```

IDs. In this case the matching of those strings must be precise and
it is case sensitive.

To sign Danger
 Mouse's key for just the initial user ID with a
signature which will last a little over a month, do this:

```
\begin{verbatim}
import gpg

c = gpg.Context()
uid = "Danger Mouse <dm@secret.example.net>"

dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
key = c.get_key(dmfpr, secret=True)
c.key_sign(key, uids=uid, expires_in=2764800)
\end{verbatim}
```

```
\subsubsection{Verifying key certifications}
\label{sec:org87abdd3}
\begin{verbatim}
import gpg
import time

c = gpg.Context()
dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
keys = list(c.keylist(pattern=dmuid, mode=gpg.constants.keylist.mode.SIGS))
key = keys[0]

for user in key.uids:
  for sig in user.signatures:
    print("0x{0}".format(sig.keyid), "", time.ctime(sig.timestamp), "",
          sig.uid)
\end{verbatim}
```

Which for Danger Mouse displays the following:

```
\begin{verbatim}
0x92E3F6115435C65A  Thu Mar 15 13:17:44 2018  Danger Mouse <dm@secret.example.net>
0x321E4E2373590E5D  Mon Nov 26 12:46:05 2018  Ben McGinnes <ben@adversary.org>
\end{verbatim}
```

The
 two key signatures listed are for the self-certification of Danger
Mouse's key made when the key was created in March, 2018; and the
second is a signature made by the author and set to expire at the end
of the year. Note that the second signature was made with the

following code (including the preceding code to display the output of
the certifications or key signatures):

```
\begin{verbatim}
import gpg
import math
import pendulum
import time

hd = "/home/dm/.gnupg"
c = gpg.Context()
d = gpg.Context(home_dir=hd)
dmfpr = "177B7C25DB99745EE2EE13ED026D2F19E99E63AA"
dmuid = "Danger Mouse <dm@secret.example.net>"
dkeys = list(c.keylist(pattern=dmuid))
dmkey = dkeys[0]

c.key_import(d.key_export(pattern=None))

tp = pendulum.period(pendulum.now(tz="local"), pendulum.datetime(2019, 1, 1))
ts = tp.total_seconds()
total_secs = math.ceil(ts)
c.key_sign(dmkey, uids=dmuid, expires_in=total_secs)

d.key_import(c.key_export(pattern=dmuid))
keys = list(c.keylist(pattern=dmuid,
 mode=gpg.constants.keylist.mode.SIGS))
key = keys[0]

for user in key.uids:
   for sig in user.signatures:
      print("0x{0}".format(sig.keyid), "", time.ctime(sig.timestamp), "",
           sig.uid)
\end{verbatim}
```

Note that this final code block includes the use of a module which is
\emph{not} part of Python's standard library, the \href{https://pendulum.eustace.io/}{pendulum module}. Unlike
the standard datetime module, pendulum makes working with dates and
times significantly easier in Python; just as the requests module
makes working with HTTP and HTTPS easier than the builtin modules do.

Though neither requests nor pendulum are required modules for using
the GPGME Python bindings, they are both highly recommended more
generally.

\section{Advanced or Experimental Use Cases}
\label{sec:org944cc00}

\subsection{C plus Python plus SWIG plus Cython}
\label{sec:org3b53926}
In spite of the apparent incongruence of using Python bindings to a C
interface only to generate
 more C from the Python; it is in fact quite
possible to use the GPGME bindings with \href{http://docs.cython.org/en/latest/index.html}{Cython}. Though in many cases
the benefits may not be obvious since the most computationally
intensive work never leaves the level of the C code with which GPGME
itself is interacting with.

Nevertheless, there are some situations where the benefits are
demonstrable. One of the better and easier examples being the one of
the early examples in this HOWTO, the \hyperref[sec:org63a3d62]{key counting} code. Running that
example as an executable Python script, \texttt{keycount.py} (available in
the \texttt{examples/howto/} directory), will take a noticeable amount of time
to run on most systems where the public keybox or keyring contains a
few thousand public keys.

Earlier in the evening, prior to starting this section, I ran that
script on my laptop; as I tend to do periodically and timed it using
\texttt{time} utility, with the following results:

\begin{verbatim}
bash-4.4$
 time keycount.py

Number of secret keys: 23
Number of public keys: 12112

real 11m52.945s
user 0m0.913s
sys 0m0.752s

bash-4.4$
\end{verbatim}

Sometime after that I imported another key and followed it with a
little test of Cython. This test was kept fairly basic, essentially
lifting the material from the \href{http://docs.cython.org/en/latest/src/tutorial/cython_tutorial.html}{Cython Basic Tutorial} to demonstrate
compiling Python code to C. The first step was to take the example
key counting code quoted previously, essentially from the importing of
the \texttt{gpg} module to the end of the script:

\begin{verbatim}
import gpg

```
c = gpg.Context()
seckeys = c.keylist(pattern=None, secret=True)
pubkeys = c.keylist(pattern=None, secret=False)

seclist = list(seckeys)
secnum = len(seclist)

publist = list(pubkeys)
pubnum = len(publist)

print("""
   Number of secret keys:  {0}
   Number of public keys:  {1}

""".format(secnum, pubnum))
\end{verbatim}

Save
 that into a file called \texttt{keycount.pyx} and then create a
\texttt{setup.py} file which contains this:

\begin{verbatim}
from distutils.core import setup
from Cython.Build import cythonize

setup(
   ext_modules = cythonize("keycount.pyx")
)
\end{verbatim}

Compile it:

\begin{verbatim}
bash-4.4$ python setup.py build_ext --inplace
bash-4.4$
\end{verbatim}

Then run it in a similar manner to \texttt{keycount.py}:

\begin{verbatim}
bash-4.4$ time python3.7 -c "import keycount"

Number of secret keys:  23
Number of public keys:  12113


real 6m47.905s
```

user 0m0.785s
sys 0m0.331s

bash-4.4$
\end{verbatim}

Cython turned \texttt{keycount.pyx} into an 81KB \texttt{keycount.o} file in the
\texttt{build/} directory, a 24KB \texttt{keycount.cpython-37m-darwin.so} file to be
imported into Python 3.7 and a 113KB \texttt{keycount.c} generated C source
code file of nearly three thousand lines. Quite a bit bigger than the
314 bytes of the \texttt{keycount.pyx} file or the full 1,452 bytes
 of the
full executable \texttt{keycount.py} example script.

On the other hand it ran in nearly half the time; taking 6 minutes and
47.905 seconds to run. As opposed to the 11 minutes and 52.945 seconds
which the CPython script alone took.

The \texttt{keycount.pyx} and \texttt{setup.py} files used to generate this example
have been added to the \texttt{examples/howto/advanced/cython/} directory
The example versions include some additional options to annotate the
existing code and to detect Cython's use. The latter comes from the
\href{http://docs.cython.org/en/latest/src/tutorial/pure.html\#magic-attributes-within-the-pxd}{Magic Attributes}
section of the Cython documentation.

\section{Miscellaneous extras and work-arounds}
\label{sec:orgd72f7de}
Most of the things in the following sections are here simply because
there was no better place to put them, even though some are only
peripherally related to the GPGME Python bindings. Some are also
workarounds for functions not integrated
 with GPGME as yet. This is
especially true of the first of these, dealing with \hyperref[sec:org83f4d00]{group lines}.

\subsection{Group lines}
\label{sec:org83f4d00}
There is not yet an easy way to access groups configured in the
gpg.conf file from within GPGME. As a consequence these central
groupings of keys cannot be shared amongst multiple programs, such as
MUAs readily.

The following code, however, provides a work-around for obtaining this
information in Python.

\begin{verbatim}
import subprocess

```
import sys

if sys.platform == "win32":
  gpgconfcmd = "gpgconf.exe --list-options gpg"
else:
  gpgconfcmd = "gpgconf --list-options gpg"

process = subprocess.Popen(gpgconfcmd.split(), stdout=subprocess.PIPE)
procom = process.communicate()

if sys.version_info[0] == 2:
  lines = procom[0].splitlines()
else:
  lines = procom[0].decode().splitlines()

for line in lines:
  if line.startswith("group") is True:
     break

groups = line.split(":")[-1].replace("", "").split(',')

group_lines
 = []
group_lists = []

for i in range(len(groups)):
  group_lines.append(groups[i].split("="))
  group_lists.append(groups[i].split("="))

for i in range(len(group_lists)):
  group_lists[i][1] = group_lists[i][1].split()
\end{verbatim}

The result of that code is that \texttt{group\_lines} is a list of lists where
\texttt{group\_lines[i][0]} is the name of the group and \texttt{group\_lines[i][1]}
is the key IDs of the group as a string.

The \texttt{group\_lists} result is very similar in that it is a list of
lists.  The first part, \texttt{group\_lists[i][0]} matches
\texttt{group\_lines[i][0]} as the name of the group, but \texttt{group\_lists[i][1]}
is the key IDs of the group as a list.

A demonstration of using the \texttt{groups.py} module is also available in
the form of the executable \texttt{mutt-groups.py} script.  This second
script reads all the group entries in a user's \texttt{gpg.conf} file and
converts them into crypt-hooks suitable for use
 with the Mutt and
Neomutt mail clients.
```

\subsection{Keyserver access for Python}
\label{sec:org5ad99aa}
The \href{https://github.com/Selfnet/hkp4py}{hkp4py} module by Marcel Fest was originally a port of the old
\href{https://github.com/dgladkov/python-hkp}{python-hkp} module from Python 2 to Python 3 and updated to use
the
\href{http://docs.python-requests.org/en/latest/index.html}{requests} module instead. It has since been modified to
provide
support for Python 2.7 as well and is available via PyPI.

Since it rewrites the \texttt{hkp} protocol prefix as \texttt{http} and \texttt{hkps} as
\texttt{https}, the module is able to be used even with servers which do not
support the full scope of keyserver functions.\footnote{Such as with ProtonMail servers. This also means that
restricted servers which only advertise either HTTP or HTTPS end
points and not HKP or HKPS end points must still be identified as as
HKP or HKPS within the Python Code. The \texttt{hkp4py} module will rewrite
these
 appropriately when the connection is made to the server.} It also works quite
readily when incorporated into a \hyperref[sec:org3b53926]{Cython} generated and compiled version
of any code.

\subsubsection{Key import format}
\label{sec:org1e47c97}
The hkp4py module returns key data via requests as string literals
(\texttt{r.text}) instead of byte literals (\texttt{r.content}). This means that
the retrurned key data must be encoded to UTF-8 when importing that
key material using a \texttt{gpg.Context().key_import()} method.

For this reason an alternative method has been added to the \texttt{search}
function of \texttt{hkp4py.KeyServer()} which returns the key in the correct
format as expected by \texttt{key_import}. When importing using this module,
it is now possible to import with this:

\begin{verbatim}
for key in keys:
  if key.revoked is False:
     gpg.Context().key_import(key.key_blob)
  else:
     pass
\end{verbatim}

Without that recent addition it would
 have been necessary to encode
the contents of each \texttt{hkp4py.KeyServer().search()[i].key} in
\texttt{hkp4py.KeyServer().search()} before trying to import it.

An example of this is included in the \hyperref[sec:org1ad598a]{Importing Keys} section of this HOWTO and the corresponding executable version of that example is available in the \texttt{lang/python/examples/howto} directory as normal; the executable version is the \texttt{import-keys-hkp.py} file.

\subsection{GPGME version checking}
\label{sec:org18b8ef8}
For various reasons it may be necessary to check which version of GPGME the bindings have been built against; including whether a minimum required version of GPGME is in use.

For the most part the \texttt{gpg.version.versionstr} and \texttt{gpg.version.versionlist} methods have been quite sufficient. The former returns the same string as \texttt{gpgme-config -{}-version}, while the latter returns the major, minor and patch values in a list.

To check if the installed bindings
 have actually been built against
the current installed libgpgme version, this check can be performed:

\begin{verbatim}
import gpg
import subprocess
import sys

gpgme_version_call = subprocess.Popen(["gpgme-config", "--version"],
                                      stdout=subprocess.PIPE,
                                      stderr=subprocess.PIPE)
gpgme_version_str = gpgme_version_call.communicate()

if sys.version_info[0] == 2:
  gpgme_version = gpgme_version_str[0].strip()
elif sys.version_info[0] >= 3:
  gpgme_version = gpgme_version_str[0].decode().strip()
else:
  gpgme_version = None

if gpgme_version is not None:
  if gpgme_version == gpg.version.versionstr:
    print("The GPGME Python bindings match libgpgme.")
  else:
    print("The GPGME Python bindings do NOT match libgpgme.")
else:
  print("Upgrade Python and reinstall the GPGME Python bindings.")
\end{verbatim}

For many developers, however, the preferred checking means checking

for a minimum
 version or point release. This is now readily available
via the \texttt{gpg.version.versionintlist} method (added in version
\texttt{1.12.1-beta79}). It is also now possible to easily check whether the
installed GPGME Python bindings were built from a development or beta
branch of the GPGME source code.

The following code demonstrates how both of those methods may be used:

\begin{verbatim}
import gpg

try:
  if gpg.version.is_beta is True:
     print("The installed GPGME Python bindings were built from beta code.")
  else:
     print("The installed GPGME Python bindings are a released version.")
except Exception as e:
  print(e)

try:
  if gpg.version.versionintlist[0] == 1:
     if gpg.version.versionintlist[1] == 12:
        if gpg.version.versionintlist[2] == 1:
           print("This is the minimum version for using versionintlist.")
        elif gpg.version.versionintlist[2] > 1:
           print("The versionintlist method is available.")

        else:
           pass
     elif gpg.version.versionintlist[1] > 12:
        print("The versionintlist method is available.")
     else:
        pass
  elif gpg.version.versionintlist[0] > 1:
     print("The versionintlist method is available.")
  else:
     pass
except Exception as e:
  print(e)
\end{verbatim}

The points where \texttt{pass} is used in the above example will most likely
also produce an \texttt{Exception} error since those results should only
occur in versions which do not have the \texttt{gpgme.version.is_beta} and
\texttt{gpgme.version.versionintlist} methods available.

\section{Copyright and Licensing}
\label{sec:org9d52a23}
\subsection{Copyright}
\label{sec:org26ed04d}
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\subsection{Draft Editions of this HOWTO}
\label{sec:org080a94a}
Draft editions of this HOWTO may be periodically available directly
from the author at any of the following URLs:

\begin{itemize}
\item
 \href{https://files.au.adversary.org/crypto/gpgme-python-howto.html}{GPGME Python Bindings HOWTO draft (XHTML single file, AWS S3 SSL)}
\item \href{http://files.au.adversary.org/crypto/gpgme-python-howto.html}{GPGME Python Bindings HOWTO draft (XHTML single file, AWS S3 no SSL)}
\item \href{https://files.au.adversary.org/crypto/gpgme-python-howto-split/index.html}{GPGME Python Bindings HOWTO draft (XHTML multiple files, AWS S3 SSL)}
\item \href{http://files.au.adversary.org/crypto/gpgme-python-howto/index.html}{GPGME Python Bindings HOWTO draft (XHTML multiple files, AWS S3 no SSL)}
\end{itemize}

All of these draft versions except for one have been generated from
this document via GNU Emacs \href{https://orgmode.org/}{Org mode} and
\href{https://www.gnu.org/software/texinfo/}{GNU Texinfo}. Though it is
likely that the specific \href{https://files.au.adversary.org/crypto/gpgme-python-howto}{file}
\href{http://files.au.adversary.org/crypto/gpgme-python-howto.org}{version}
 used will be on the same server
with the generated output formats.

The GNU Texinfo and reStructured Text versions ship with the software,
while the GNU Emacs Info verseion is generated from the Texinfo
version using GNU Texinfo or GNU Makeinfo. The Texinfo format is
generated from the original Org mode source file in Org mode itself
either within GNU Emacs or via the command line by invoking Emacs in
batch mode:

\begin{verbatim}
emacs gpgme-python-howto.org --batch -f org-texinfo-export-to-texinfo --kill
emacs gpgme-python-howto --batch -f org-texinfo-export-to-texinfo --kill
\end{verbatim}

The reStructuredText format is also generated from the Org-mode source
file, except it is generated using \href{https://pandoc.org}{Pandoc} with either of the following

commands:

\begin{verbatim}
pandoc -f org -t rst+smart -o gpgme-python-howto.rst gpgme-python-howto.org
pandoc -f org -t rst+smart -o gpgme-python-howto.rst gpgme-python-howto
\end{verbatim}

In addition to these there is
a significantly less frequently updated
version as a HTML \href{https://files.au.adversary.org/crypto/gpgme-python/dita/webhelp/index.html}{WebHelp site} (AWS S3 SSL); generated from DITA XML
source files, which can be found in \href{https://dev.gnupg.org/source/gpgme/browse/ben\%252Fhowto-dita/}{an alternative branch} of the GPGME
git repository.

Various generated output formats may occasionally be found in
subdirectories of the \href{https://s3.amazonaws.com/files.au.adversary.org/crypto/gpgme-python}{gpgme-python} directory. In particular within
the \href{https://s3.amazonaws.com/files.au.adversary.org/crypto/gpgme-python/dita}{DITA},
\href{https://s3.amazonaws.com/files.au.adversary.org/crypto/gpgme-python/rst}{reStructuredText} and
\href{https://s3.amazonaws.com/files.au.adversary.org/crypto/gpgme-python/texinfo}{Texinfo} subdirectories. The \texttt{rst}
directory contains output files generated with Sphix and may include a
considerable number of its possible output formats.

These
draft editions are not official documents and the version of
documentation in the master branch or which ships with released
versions is the only official documentation. Nevertheless, these
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web versions which are updated between releases. They are provided on
the understanding that they may contain errors or may contain content
subject to change prior to an official release.

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This file is distributed in the hope that it will be useful, but
WITHOUT ANY WARRANTY, to the extent permitted by law; without even the
implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
PURPOSE.
\end{document}
This is a template. The dist target uses it to create the real file.
Summary: GPGME - GnuPG Made Easy

```
Name: gpgme
Version: 1.15.1
Release: 1
URL: https://gnupg.org/gpgme.html
Source: https://www.gnupg.org/ftp/gcrypt/gpgme/%{name}-%{version}.tar.gz
Group: Development/Libraries
Copyright: GPL
BuildRoot: %{_tmppath}/%{name}-%{version}
BuildRequires: make
Prereq: /sbin/ldconfig /sbin/install-info
Requires: gnupg

%description
GnuPG Made Easy (GPGME) is a library designed to make access to GnuPG easier
for applications. It provides a High-Level Crypto API for encryption,
decryption, signing, signature verification and key management.

%prep
%setup -q

%build
CFLAGS="$RPM_OPT_FLAGS"; export CFLAGS
./configure --prefix=/usr
make

%install
rm -fr $RPM_BUILD_ROOT
mkdir -p $RPM_BUILD_ROOT
make install prefix=$RPM_BUILD_ROOT/usr infodir=$RPM_BUILD_ROOT%{_infodir}
rm -f $RPM_BUILD_ROOT%{_infodir}/dir

%clean
rm -fr $RPM_BUILD_ROOT
make distclean

%post
/sbin/ldconfig
/sbin/install-info %{_infodir}/gpgme.info.gz
 %{_infodir}/dir
/sbin/install-info %{_infodir}/gpgme-python-howto.info.gz %{_infodir}/dir

%preun
if [ "$1" = 0 ]; then
/sbin/install-info --delete %{_infodir}/gpgme.info.gz %{_infodir}/dir
/sbin/install-info --delete %{_infodir}/gpgme-python-howto.info.gz %{_infodir}/dir
fi

%postun
```

/sbin/ldconfig

%files
%defattr(-,root,root)
%doc COPYING COPYING.LESSER AUTHORS README INSTALL NEWS ChangeLog TODO THANKS
%attr(0755,root,root) %{_bindir}/gpgme-config
%attr(0755,root,root) %{_libdir}/*gpgme.so*
%attr(0755,root,root) %{_libdir}/*gpgme.la
%attr(0644,root,root) %{_libdir}/*gpgme.a
%{_includedir}/gpgme.h
%{_datadir}/aclocal/gpgme.m4
%{_infodir}/gpgme.info*
%{_infodir}/gpgme-python-howto.info*

%changelog
* Sat Aug 30 2003 Robert Schiele <rschiele@uni-mannheim.de>
- %{_infodir}/dir is not packaged, remove to prevent checking failure
* Mon Jul 01 2002 Wojciech Polak <polak@lodz.pdi.net>
- initial specfile release for GPGME.

EOF

1.357 commons-codec 1.15

1.357.1 Available under license :

Apache Commons Codec
Copyright 2002-2020 The Apache Software Foundation

This product includes software developed at
The Apache Software Foundation (https://www.apache.org/).

src/test/org/apache/commons/codec/language/DoubleMetaphoneTest.java
contains test data from http://aspell.net/test/orig/batch0.tab.
Copyright (C) 2002 Kevin Atkinson (kevina@gnu.org)

==========

The content of package org.apache.commons.codec.language.bm has been translated
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* /axis-1-4-sources-jar/org/apache/axis/wsdl/gen/Parser.java
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Found in path(s):
* /axis-1-4-sources-jar/org/apache/axis/management/ServiceAdmin.java
* /axis-1-4-sources-jar/org/apache/axis/management/jmx/ServiceAdministratorMBean.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/AutoRegisterServlet.java
* /axis-1-4-sources-jar/org/apache/axis/client/HappyClient.java
*
/axis-1-4-sources-jar/org/apache/axis/utils/ByteArrayOutputStream.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/AxisHTTPSessionListener.java
* /axis-1-4-sources-jar/org/apache/axis/management/Registrar.java
* /axis-1-4-sources-jar/org/apache/axis/management/jmx/ServiceAdministrator.java
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Found in path(s):
* /axis-1-4-sources-jar/org/apache/axis/management/jmx/DeploymentAdministrator.java
* /axis-1-4-sources-jar/org/apache/axis/management/jmx/WSDDServiceWrapper.java
* /axis-1-4-sources-jar/org/apache/axis/management/jmx/DeploymentQuery.java
* /axis-1-4-sources-jar/org/apache/axis/management/jmx/WSDDTransportWrapper.java
*
/axis-1-4-sources-jar/org/apache/axis/management/jmx/DeploymentQueryMBean.java
* /axis-1-4-sources-jar/org/apache/axis/management/jmx/DeploymentAdministratorMBean.java
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Found in path(s):
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDConstants.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/ArraySerializer.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDService.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/ArraySerializerFactory.java
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Found in path(s):
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/providers/WSDDBsfProvider.java
* /axis-1-4-sources-jar/javax/xml/soap/Node.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPFaultBuilder.java
* /axis-1-4-sources-jar/org/apache/axis/components/compiler/Javac.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/Serializer.java
*
 /axis-1-4-sources-jar/org/apache/axis/utils/StringUtils.java
* /axis-1-4-sources-jar/org/apache/axis/message/RPCHandler.java
* /axis-1-4-sources-jar/org/apache/axis/types/NCName.java
* /axis-1-4-sources-jar/javax/xml/rpc/server/ServiceLifecycle.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/EnumDeserializer.java
* /axis-1-4-sources-jar/org/apache/axis/handlers/HandlerInfoChainFactory.java
* /axis-1-4-sources-jar/javax/xml/rpc/encoding/TypeMapping.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaWriter.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDDeployment.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/ElementDeserializer.java
* /axis-1-4-sources-jar/org/apache/axis/types/UnsignedShort.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDRequestFlow.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/SunFakeTrustSocketFactory.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/ArrayDeserializer.java
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/axis-1-4-sources-jar/org/apache/axis/encoding/ser/HexSerializer.java
* /axis-1-4-sources-jar/javax/xml/rpc/holders/FloatHolder.java
* /axis-1-4-sources-jar/org/apache/axis/attachments/ManagedMemoryDataSource.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/IBMFakeTrustSocketFactory.java
* /axis-1-4-sources-jar/org/apache/axis/message/EnvelopeHandler.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/PortTypeEntry.java
* /axis-1-4-sources-jar/org/apache/axis/NoEndPointException.java
* /axis-1-4-sources-jar/org/apache/axis/attachments/BoundaryDelimitedStream.java
* /axis-1-4-sources-jar/org/apache/axis/Constants.java
* /axis-1-4-sources-jar/org/apache/axis/handlers/HandlerChainImpl.java
* /axis-1-4-sources-jar/org/apache/axis/server/Transport.java
* /axis-1-4-sources-jar/org/apache/axis/types/Notation.java
* /axis-1-4-sources-jar/org/apache/axis/handlers/http/HTTPAuthHandler.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPHandler.java
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/axis-1-4-sources-jar/org/apache/axis/encoding/ser/QNameDeserializer.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/FileProvider.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/MapDeserializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/CommonsHTTPClientProperties.java
* /axis-1-4-sources-jar/org/apache/axis/utils/LockableHashtable.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/SymTabEntry.java
* /axis-1-4-sources-jar/org/apache/axis/providers/java/CORBAProvider.java
* /axis-1-4-sources-jar/org/apache/axis/MessageContext.java
* /axis-1-4-sources-jar/org/apache/axis/AxisProperties.java
* /axis-1-4-sources-jar/org/apache/axis/i18n/Messages.java
* /axis-1-4-sources-jar/org/apache/axis/attachments/MultiPartRelatedInputStream.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/QSWSDLHandler.java
* /axis-1-4-sources-jar/javax/xml/rpc/Service.java
* /axis-1-4-sources-jar/org/apache/axis/collections/LRUMap.java
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/axis-1-4-sources-jar/org/apache/axis/encoding/ser/JAFDataHandlerDeserializer.java
* /axis-1-4-sources-jar/org/apache/axis/handlers/JAXRPCHandler.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaImplWriter.java
* /axis-1-4-sources-jar/org/apache/axis/monitor/SOAPMonitorConstants.java
* /axis-1-4-sources-jar/org/apache/axis/message/InputStreamBody.java
* /axis-1-4-sources-jar/org/apache/axis/utils/tcpmon.java
* /axis-1-4-sources-jar/org/apache/axis/components/uuid/UUIDGenFactory.java
* /axis-1-4-sources-jar/org/apache/axis/utils/cache/JavaMethod.java
* /axis-1-4-sources-jar/org/apache/axis/types/IDRef.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/PlainTextDataHandlerDeserializer.java
* /axis-1-4-sources-jar/org/apache/axis/utils/WSDLUtils.java
* /axis-1-4-sources-jar/javax/xml/rpc/encoding/DeserializationContext.java
* /axis-1-4-sources-jar/org/apache/axis/components/script/Script.java
* /axis-1-4-sources-jar/javax/xml/soap/Name.java
* /axis-1-4-sources-jar/org/apache/axis/components/image/ImageIO.java
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/axis-1-4-sources-jar/org/apache/axis/utils/ArrayUtil.java
* /axis-1-4-sources-jar/org/apache/axis/server/ParamList.java

* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorDeserializer.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/SocketInputStream.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/providers/WSDDHandlerProvider.java
* /axis-1-4-sources-jar/javax/xml/rpc/soap/SOAPFaultException.java
* /axis-1-4-sources-jar/org/apache/axis/handlers/EchoHandler.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaTypeWriter.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/DeserializerImpl.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPFaultCodeBuilder.java
* /axis-1-4-sources-jar/org/apache/axis/providers/java/RPCProvider.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/providers/WSDDJavaMsgProvider.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/SimpleAxisServer.java
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/axis-1-4-sources-jar/org/apache/axis/message/NamedNodeMapImpl.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/VectorDeserializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/transport/mail/MailWorker.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/DuplicateFileException.java
* /axis-1-4-sources-jar/org/apache/axis/message/PrefixedQName.java
* /axis-1-4-sources-jar/org/apache/axis/transport/mail/Handler.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/DefinedType.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/CalendarSerializer.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/gen/NoopFactory.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/QSMethodHandler.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/JettyAxisServer.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/HTTPConstants.java
* /axis-1-4-sources-jar/javax/xml/rpc/Call.java
* /axis-1-4-sources-jar/org/apache/axis/attachments/AttachmentsImpl.java
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/axis-1-4-sources-jar/org/apache/axis/encoding/ser/BaseSerializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/BeanPropertyTarget.java
* /axis-1-4-sources-jar/javax/xml/rpc/holders/ObjectHolder.java
* /axis-1-4-sources-jar/javax/xml/soap/DetailEntry.java
* /axis-1-4-sources-jar/org/apache/axis/utils/Messages.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/CollectionType.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/Parameters.java
* /axis-1-4-sources-jar/org/apache/axis/handlers/DebugHandler.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/CalendarSerializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/JAFDataHandlerDeserializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/GeneratedFileInfo.java
* /axis-1-4-sources-jar/org/apache/axis/transport/java/JavaSender.java
* /axis-1-4-sources-jar/org/apache/axis/types/NonPositiveInteger.java
* /axis-1-4-sources-jar/org/apache/axis/types/Name.java
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/axis-1-4-sources-jar/org/apache/axis/encoding/ser/SimpleSerializer.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDDocumentation.java
* /axis-1-4-sources-jar/org/apache/axis/utils/IOUtils.java
* /axis-1-4-sources-jar/javax/xml/rpc/holders/BigDecimalHolder.java
* /axis-1-4-sources-jar/org/apache/axis/utils/DefaultEntityResolver.java
* /axis-1-4-sources-jar/org/apache/axis/server/AxisServer.java

* /axis-1-4-sources-jar/org/apache/axis/handlers/SOAPMonitorHandler.java
* /axis-1-4-sources-jar/org/apache/axis/Message.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/CommonsHTTPSender.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaBeanHelperWriter.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/VectorSerializer.java
* /axis-1-4-sources-jar/org/apache/axis/transport/java/JavaTransport.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/providers/WSDDJavaCORBAProvider.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/EnumDeserializerFactory.java
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/axis-1-4-sources-jar/org/apache/axis/encoding/ser/QNameSerializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/AxisServiceConfig.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaTestCaseWriter.java
* /axis-1-4-sources-jar/org/apache/axis/types/UnsignedInt.java
* /axis-1-4-sources-jar/javax/xml/rpc/ServiceFactory.java
* /axis-1-4-sources-jar/org/apache/axis/attachments/MimeMultipartDataSource.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/DefinedElement.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaBeanFaultWriter.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/gen/GeneratorFactory.java
* /axis-1-4-sources-jar/org/apache/axis/utils/ClassUtils.java
* /axis-1-4-sources-jar/org/apache/axis/message/IDResolver.java
* /axis-1-4-sources-jar/javax/xml/rpc/encoding/TypeMappingRegistry.java
* /axis-1-4-sources-jar/org/apache/axis/components/compiler/AbstractCompiler.java
* /axis-1-4-sources-jar/org/apache/axis/utils/Mapping.java
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/axis-1-4-sources-jar/javax/xml/soap/SOAPConnectionFactory.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/Base64Serializer.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaFaultWriter.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/QNameSerializer.java
* /axis-1-4-sources-jar/org/apache/axis/security/simple/SimpleAuthenticatedUser.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDResponseFlow.java
* /axis-1-4-sources-jar/org/apache/axis/types/NonNegativeInteger.java
* /axis-1-4-sources-jar/org/apache/axis/description/ParameterDesc.java
* /axis-1-4-sources-jar/javax/xml/rpc/server/ServletEndpointContext.java
* /axis-1-4-sources-jar/org/apache/axis/utils/BeanUtils.java
* /axis-1-4-sources-jar/org/apache/axis/message/NodeListImpl.java
* /axis-1-4-sources-jar/org/apache/axis/components/compiler/CompilerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/MessageEntry.java
* /axis-1-4-sources-jar/org/apache/axis/types/HexBinary.java
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/axis-1-4-sources-jar/org/apache/axis/message/HeaderBuilder.java
* /axis-1-4-sources-jar/javax/xml/rpc/holders/Holder.java
* /axis-1-4-sources-jar/javax/xml/rpc/encoding/Serializer.java
* /axis-1-4-sources-jar/org/apache/axis/message/RPCElement.java
* /axis-1-4-sources-jar/org/apache/axis/utils/CLArgsParser.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/BeanSerializer.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPDocumentImpl.java
* /axis-1-4-sources-jar/org/apache/axis/types/IDRefs.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/UndefinedDelegate.java

* /axis-1-4-sources-jar/javax/xml/rpc/holders/IntHolder.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/CollectionElement.java
* /axis-1-4-sources-jar/javax/xml/rpc/holders/ShortWrapperHolder.java
* /axis-1-4-sources-jar/org/apache/axis/client/AdminClient.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/Element.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/DateSerializer.java
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/axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaClassWriter.java
* /axis-1-4-sources-jar/org/apache/axis/attachments/Attachments.java
* /axis-1-4-sources-jar/org/apache/axis/types/Entity.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/DocumentSerializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/BaseType.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/BackslashUtil.java
* /axis-1-4-sources-jar/javax/xml/soap/AttachmentPart.java
* /axis-1-4-sources-jar/org/apache/axis/HandlerIterationStrategy.java
* /axis-1-4-sources-jar/org/apache/axis/types/Token.java
* /axis-1-4-sources-jar/org/apache/axis/i18n/ProjectResourceBundle.java
* /axis-1-4-sources-jar/org/apache/axis/components/image/ImageIOFactory.java
* /axis-1-4-sources-jar/org/apache/axis/attachments/MimeUtils.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDDocument.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/TypeMappingImpl.java
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/axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/ServiceEntry.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/Type.java
* /axis-1-4-sources-jar/org/apache/axis/attachments/SourceDataSource.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/XMLType.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/FieldTarget.java
* /axis-1-4-sources-jar/org/apache/axis/client/Transport.java
* /axis-1-4-sources-jar/org/apache/axis/message/RPCParam.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/XMLStringProvider.java
* /axis-1-4-sources-jar/org/apache/axis/utils/IDKey.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/Skeleton.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/Parameter.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/HexDeserializer.java
* /axis-1-4-sources-jar/org/apache/axis/TargetedChain.java
* /axis-1-4-sources-jar/org/apache/axis/types/Schema.java
* /axis-1-4-sources-jar/javax/xml/soap/SOAPHeader.java
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/axis-1-4-sources-jar/org/apache/axis/encoding/TypeMapping.java
* /axis-1-4-sources-jar/org/apache/axis/AxisEngine.java
* /axis-1-4-sources-jar/javax/xml/rpc/encoding/SerializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPFaultDetailsBuilder.java
* /axis-1-4-sources-jar/org/apache/axis/transport/mail/MailTransport.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/TypeEntry.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/Emitter.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/CalendarDeserializer.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/ElementDecl.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/TimeSerializer.java

* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/DateDeserializer.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/ArrayDeserializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaHolderWriter.java
* /axis-1-4-sources-jar/javax/xml/soap/SOAPBodyElement.java
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 /axis-1-4-sources-jar/org/apache/axis/encoding/ser/Base64DeserializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/Callback.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/QSListHandler.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/ChunkedInputStream.java
* /axis-1-4-sources-jar/javax/xml/rpc/ServiceException.java
* /axis-1-4-sources-jar/org/apache/axis/components/script/BSF.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/SimpleType.java
* /axis-1-4-sources-jar/org/apache/axis/attachments/DimeMultiPart.java
* /axis-1-4-sources-jar/javax/xml/soap/SOAPBody.java
* /axis-1-4-sources-jar/org/apache/axis/server/JNDIAxisServerFactory.java
* /axis-1-4-sources-jar/javax/xml/rpc/holders/BooleanWrapperHolder.java
* /axis-1-4-sources-jar/org/apache/axis/handlers/MD5AttachHandler.java
* /axis-1-4-sources-jar/org/apache/axis/transport/mail/MailServer.java
* /axis-1-4-sources-jar/javax/xml/messaging/URLEndpoint.java
* /axis-1-4-sources-jar/org/apache/axis/message/SAX2EventRecorder.java
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 /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/providers/WSDDComProvider.java
* /axis-1-4-sources-jar/org/apache/axis/schema/SchemaVersion.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/BindingEntry.java
* /axis-1-4-sources-jar/org/apache/axis/Part.java
* /axis-1-4-sources-jar/org/apache/axis/client/async/IAsyncCallback.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/MimeInfo.java
* /axis-1-4-sources-jar/org/apache/axis/constants/Use.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/JAFDataHandlerSerializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaServiceImplWriter.java
* /axis-1-4-sources-jar/org/apache/axis/schema/SchemaVersion1999.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/DirProvider.java
* /axis-1-4-sources-jar/org/apache/axis/utils/CLOptionDescriptor.java
* /axis-1-4-sources-jar/org/apache/axis/handlers/SimpleAuthenticationHandler.java
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* /axis-1-4-sources-jar/javax/xml/rpc/handler/HandlerRegistry.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaInterfaceWriter.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/SourceDataHandlerSerializer.java
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* /axis-1-4-sources-jar/org/apache/axis/Version.java
* /axis-1-4-sources-jar/javax/xml/rpc/FactoryFinder.java
* /axis-1-4-sources-jar/javax/xml/rpc/holders/IntegerWrapperHolder.java
* /axis-1-4-sources-jar/org/apache/axis/types/PositiveInteger.java
* /axis-1-4-sources-jar/org/apache/axis/handlers/soap/SOAPService.java
* /axis-1-4-sources-jar/org/apache/axis/types/NormalizedString.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/Namespaces.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/DefaultSOAPEncodingTypeMappingImpl.java
*
 /axis-1-4-sources-jar/org/apache/axis/message/RPCHeaderParam.java
* /axis-1-4-sources-jar/org/apache/axis/client/async/IAsyncResult.java
* /axis-1-4-sources-jar/org/apache/axis/constants/Scope.java
* /axis-1-4-sources-jar/org/apache/axis/client/AxisClientProxy.java
* /axis-1-4-sources-jar/org/apache/axis/security/servlet/ServletAuthenticatedUser.java
* /axis-1-4-sources-jar/javax/xml/rpc/holders/LongWrapperHolder.java
* /axis-1-4-sources-jar/org/apache/axis/server/DefaultAxisServerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/security/SecurityProvider.java
* /axis-1-4-sources-jar/org/apache/axis/utils/DOM2Writer.java
* /axis-1-4-sources-jar/org/apache/axis/transport/local/LocalSender.java
* /axis-1-4-sources-jar/org/apache/axis/i18n/RB.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/UndefinedType.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/ElementSerializer.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/NullProvider.java
* /axis-1-4-sources-jar/org/apache/axis/message/SAXOutputter.java
*
 /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDProvider.java
* /axis-1-4-sources-jar/javax/xml/rpc/encoding/DeserializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/BaseFactory.java
* /axis-1-4-sources-jar/org/apache/axis/providers/java/JavaProvider.java
* /axis-1-4-sources-jar/org/apache/axis/enum/Use.java
* /axis-1-4-sources-jar/org/apache/axis/utils/URLHashSet.java
* /axis-1-4-sources-jar/org/apache/axis/constants/Style.java
* /axis-1-4-sources-jar/org/apache/axis/components/encoding/DefaultXMLEncoder.java
* /axis-1-4-sources-jar/org/apache/axis/utils/Token.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaEnumTypeWriter.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaServiceIfaceWriter.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/DefaultHTTPTransportClientProperties.java
* /axis-1-4-sources-jar/javax/xml/soap/SOAPFault.java
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* /axis-1-4-sources-jar/org/apache/axis/encoding/SimpleValueSerializer.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAPConnectionFactoryImpl.java
*
 /axis-1-4-sources-jar/org/apache/axis/holders/NormalizedStringHolder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/YearMonthHolder.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAP11Constants.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/ServletEndpointContextImpl.java
* /axis-1-4-sources-jar/org/apache/axis/collections/SequencedHashMap.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/AxisServletBase.java
* /axis-1-4-sources-jar/org/apache/axis/message/DetailEntry.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/EngineConfigurationFactoryFinder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/DateHolder.java
* /axis-1-4-sources-jar/org/apache/axis/description/ElementDesc.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAPConnectionImpl.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/DefaultEngineConfigurationFactory.java
* /axis-1-4-sources-jar/org/apache/axis/AxisServiceConfigImpl.java
* /axis-1-4-sources-jar/org/apache/axis/holders/NonNegativeIntegerHolder.java
*
 /axis-1-4-sources-jar/org/apache/axis/holders/MonthDayHolder.java
* /axis-1-4-sources-jar/org/apache/axis/message/Detail.java
* /axis-1-4-sources-jar/org/apache/axis/utils/bytecode/ClassReader.java
* /axis-1-4-sources-jar/org/apache/axis/utils/SessionUtils.java
* /axis-1-4-sources-jar/org/apache/axis/holders/UnsignedByteHolder.java
* /axis-1-4-sources-jar/org/apache/axis/ConfigurationException.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/BasicClientConfig.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPBody.java
* /axis-1-4-sources-jar/org/apache/axis/holders/MonthHolder.java
* /axis-1-4-sources-jar/org/apache/axis/types/Month.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAPFactoryImpl.java
* /axis-1-4-sources-jar/org/apache/axis/types/Day.java

* /axis-1-4-sources-jar/org/apache/axis/message/SOAPHeader.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPFaultElement.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/EngineConfigurationFactoryServlet.java
*
 /axis-1-4-sources-jar/org/apache/axis/components/net/CommonsHTTPClientPropertiesFactory.java
* /axis-1-4-sources-jar/org/apache/axis/types/Year.java
* /axis-1-4-sources-jar/org/apache/axis/holders/TokenHolder.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPFaultReasonBuilder.java
* /axis-1-4-sources-jar/org/apache/axis/description/TypeDesc.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/SimpleSerializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/holders/HexBinaryHolder.java
* /axis-1-4-sources-jar/org/apache/axis/description/AttributeDesc.java
* /axis-1-4-sources-jar/org/apache/axis/holders/UnsignedShortHolder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/DayHolder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/UnsignedIntHolder.java
* /axis-1-4-sources-jar/org/apache/axis/types/Time.java
* /axis-1-4-sources-jar/org/apache/axis/EngineConfiguration.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/TransportClientPropertiesFactory.java
*
 /axis-1-4-sources-jar/org/apache/axis/utils/JWSClassLoader.java
* /axis-1-4-sources-jar/org/apache/axis/EngineConfigurationFactory.java
* /axis-1-4-sources-jar/org/apache/axis/soap/MessageFactoryImpl.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDFault.java
* /axis-1-4-sources-jar/org/apache/axis/holders/YearHolder.java
* /axis-1-4-sources-jar/org/apache/axis/description/JavaServiceDesc.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/BasicServerConfig.java
* /axis-1-4-sources-jar/org/apache/axis/holders/URIHolder.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/SocketFactory.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorDeserializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/holders/NegativeIntegerHolder.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAP12Constants.java
* /axis-1-4-sources-jar/org/apache/axis/utils/bytecode/ParamReader.java
*
 /axis-1-4-sources-jar/org/apache/axis/holders/UnsignedLongHolder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/DurationHolder.java
* /axis-1-4-sources-jar/org/apache/axis/description/FieldDesc.java
* /axis-1-4-sources-jar/org/apache/axis/message/Text.java
* /axis-1-4-sources-jar/org/apache/axis/description/ServiceDesc.java
* /axis-1-4-sources-jar/org/apache/axis/WSDDEngineConfiguration.java
* /axis-1-4-sources-jar/org/apache/axis/types/MonthDay.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/SocketFactoryFactory.java
* /axis-1-4-sources-jar/org/apache/axis/holders/PositiveIntegerHolder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/NonPositiveIntegerHolder.java
* /axis-1-4-sources-jar/org/apache/axis/utils/bytecode/ChainedParamReader.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/ServletEngineConfigurationFactory.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/SecureSocketFactory.java
* /axis-1-4-sources-jar/org/apache/axis/types/YearMonth.java
*

/axis-1-4-sources-jar/org/apache/axis/holders/TimeHolder.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/EngineConfigurationFactoryDefault.java
* /axis-1-4-sources-jar/org/apache/axis/holders/OctetStreamHolder.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAPConstants.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorSerializerFactory.java
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* /axis-1-4-sources-jar/org/apache/axis/utils/ClasspathUtils.java

1.359 jackson-xc 2.16.0

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1.362 jaxb-runtime 2.3.9

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1.363 jackson-jaxrs 2.16.0

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commons//httpclient/src/java/org/apache/commons/httpclient/Wire.java,v 1.9 2004/06/24 21:39:52 mbecke Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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commons//httpclient/src/java/org/apache/commons/httpclient/auth/AuthenticationException.java,v 1.6 2004/05/13
04:02:00 mbecke Exp $
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commons//httpclient/src/java/org/apache/commons/httpclient/NTCredentials.java,v 1.10 2004/04/18 23:51:35
jsdever Exp $
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Found in path(s):
* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/URIException.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/protocol/ControllerThreadSocketFactory.java,v 1.2 2004/04/18 23:51:38 jsdever Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/ConnectionPoolTimeoutException.java,v 1.1
2004/07/05 22:46:58 olegk Exp $
* $Revision: 480424 $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/ConnectionPoolTimeoutException.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/cookie/IgnoreCookiesSpec.java,v 1.6 2004/09/14 20:11:31 olegk Exp $
* $Revision: 480424 $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/cookie/IgnoreCookiesSpec.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/HeaderGroup.java,v 1.8 2004/05/13 04:03:25 mbecke Exp $
* $Revision: 480424 $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/HeaderGroup.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/GetMethod.java,v 1.29 2004/06/13 20:22:19 olegk Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/methods/GetMethod.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/params/DefaultHttpParamsFactory.java,v 1.16 2004/11/20 21:48:47 mbecke Exp $
* $Revision: 566065 $
* $Date: 2007-08-15 10:34:30 +0200 (Wed, 15 Aug 2007) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/params/DefaultHttpParamsFactory.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/OptionsMethod.java,v 1.15 2004/04/18 23:51:37 jsdever Exp $
* $Revision: 480424 $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/methods/OptionsMethod.java
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/StatusLine.java,v 1.14 2004/07/19 20:24:21 olegk Exp $
* $Revision: 480424 $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/StatusLine.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/AuthChallengeParser.java,v 1.10 2004/05/13 04:02:00 mbecke Exp $
* $Revision: 480424 $

* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/auth/AuthChallengeParser.java
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/HostConfiguration.java,v 1.23 2005/01/14 21:16:40 olegk Exp $
* $Revision: 510585 $
* $Date: 2007-02-22 17:52:16 +0100 (Thu, 22 Feb 2007) $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/HeaderElement.java,v 1.23 2004/05/13 04:03:25
mbecke Exp $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/HeaderElement.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/DigestScheme.java,v 1.22 2004/12/30 11:01:27 oglueck Exp $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/auth/DigestScheme.java
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/*

* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/AuthChallengeException.java,v 1.2 2004/04/18 23:51:36 jsdever Exp $
* $Revision: 480424 $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/auth/AuthChallengeException.java
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* $Header$
* $Revision:400312 $
* $Date:2006-05-06 14:49:41 +0200 (Sat, 06 May 2006) $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/DefaultMethodRetryHandler.java,v 1.4 2004/07/05 22:46:58 olegk Exp $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/cookie/NetscapeDraftSpec.java,v 1.11 2004/05/13 04:02:00 mbecke Exp $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/CircularRedirectException.java,v 1.1 2005/01/14 19:40:39 olegk Exp $
* $Revision: 480424 $
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/*
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commons//httpclient/src/java/org/apache/commons/httpclient/Header.java,v 1.17 2004/09/15 20:42:17 olegk Exp $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/Header.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/RFC2617Scheme.java,v 1.10 2004/05/13 04:02:00 mbecke Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/auth/RFC2617Scheme.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/HttpAuthenticator.java,v 1.19 2004/10/06 17:32:04 olegk Exp $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/auth/HttpAuthenticator.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/MalformedChallengeException.java,v 1.6 2004/05/13 04:02:00 mbecke Exp $
* $Revision: 480424 $

* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/auth/MalformedChallengeException.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/multipart/FilePartSource.java,v 1.10 2004/04/18 23:51:37 jsdever Exp $
* $Revision: 480424 $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/methods/multipart/FilePartSource.java
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```
/*
* $HeadRL$
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/InvalidRedirectLocationException.java
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/*
* $HeadURL:
https://svn.apache.org/repos/asf/jakarta/httpcomponents/oac.hc3x/tags/HTTPCLIENT_3_1/src/java/org/apache/commons/httpclient/methods/StringRequestEntity.java $
* $Revision: 480424 $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/ProxyHost.java,v 1.2 2005/01/14 21:16:40 olegk Exp

$
* $Revision: 510587 $
* $Date: 2007-02-22 17:56:08 +0100 (Thu, 22 Feb 2007) $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/UsernamePasswordCredentials.java,v 1.14 2004/04/18 23:51:35 jsdever Exp $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/WireLogInputStream.java,v 1.15 2004/06/24 21:39:52 mbecke Exp $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/WireLogInputStream.java
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/util/TimeoutController.java,v 1.6 2004/04/18 23:51:38 jsdever Exp $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/util/TimeoutController.java

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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/params/HttpConnectionManagerParams.java,v 1.9 2004/09/13 16:25:20 olegk Exp $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/params/HttpConnectionManagerParams.java
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/ProtocolException.java,v 1.4 2004/05/13 04:03:25 mbecke Exp $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/Credentials.java,v 1.9 2004/04/18 23:51:34 jsdever Exp $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/protocol/DefaultProtocolSocketFactory.java,v 1.10 2004/05/13 04:01:22 mbecke Exp $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/CredentialsProvider.java,v 1.6 2004/07/05 22:46:59 olegk Exp $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/HttpMethod.java,v 1.43 2004/10/07 16:14:15 olegk
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/SimpleHttpConnectionManager.java,v 1.23
2004/10/16 22:40:08 mbecke Exp $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/SimpleHttpConnectionManager.java
No license file was found, but licenses were detected in source scan.

/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/HttpMethodRetryHandler.java,v 1.2 2004/09/14 20:11:31 olegk Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/HttpMethodRetryHandler.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-

commons//httpclient/src/java/org/apache/commons/httpclient/ConnectMethod.java,v 1.29 2004/06/24 21:39:52 mbecke Exp $
* $Revision: 483949 $
* $Date: 2006-12-08 12:34:50 +0100 (Fri, 08 Dec 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/ConnectMethod.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/params/HttpParamsFactory.java,v 1.5 2004/05/13 04:01:22 mbecke Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/params/HttpParamsFactory.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/ExpectContinueMethod.java,v 1.13 2004/05/08 10:12:08 olegk Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/methods/ExpectContinueMethod.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/EntityEnclosingMethod.java,v 1.39 2004/07/03 14:27:03 olegk Exp $
* $Revision: 480424 $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/methods/EntityEnclosingMethod.java

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```
/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/auth/NTLM.java,v 1.11 2004/05/13 04:02:00 mbecke
Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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*/
/**
* Provides an implementation of the NTLM authentication protocol.
* <p>
* This class provides methods for generating authentication
* challenge responses for the NTLM authentication protocol.  The NTLM
* protocol is a proprietary Microsoft protocol and as such no RFC
* exists for it.  This class is based upon the reverse engineering
* efforts of a wide range of people.</p>
*
* <p>Please note that an implementation of JCE must be correctly installed
 and configured when
* using NTLM support.</p>
*
* <p>This class should not be used externally to HttpClient as it's API is specifically
```

* designed to work with HttpClient's use case, in particular it's connection management.</p>
*
* @author Adrian Sutton
* @author Jeff Dever
* @author Mike Bowler
*
* @version $Revision: 480424 $ $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
* @since 3.0
*/

Found in path(s):
* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/auth/NTLM.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/multipart/StringPart.java,v 1.11 2004/04/18 23:51:37 jsdever Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/methods/multipart/StringPart.java
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/*
*
$HeadURL:https://svn.apache.org/repos/asf/jakarta/commons/proper/httpclient/trunk/src/java/org/apache/commons/httpclient/cookie/CookieOrigin.java $
* $Revision:400312 $
* $Date:2006-05-06 14:49:41 +0200 (Sat, 06 May 2006) $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/params/HttpMethodParams.java,v 1.17 2004/10/06 17:32:04 olegk Exp $
* $Revision: 483949 $
* $Date: 2006-12-08 12:34:50 +0100 (Fri, 08 Dec 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/params/HttpMethodParams.java
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```
/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/params/HostParams.java,v 1.5 2004/10/06 17:32:04
olegk Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/multipart/MultipartRequestEntity.java,v 1.1 2004/10/06 03:39:59 mbecke Exp $
* $Revision: 502647 $
* $Date: 2007-02-02 17:22:54 +0100 (Fri, 02 Feb 2007) $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/RequestEntity.java,v 1.4 2004/05/17 21:46:03 olegk Exp $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/params/HttpConnectionParams.java,v 1.6 2004/09/15 20:32:21 olegk Exp $
* $Revision: 480424 $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/HttpParser.java,v 1.13 2005/01/11 13:57:06 oglueck Exp $
* $Revision: 533405 $
* $Date: 2007-04-28 20:19:29 +0200 (Sat, 28 Apr 2007) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/HttpClientError.java
No license file was found, but licenses were detected in source scan.

/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/util/HttpURLConnection.java,v 1.15 2004/04/18 23:51:38 jsdever Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/util/HttpURLConnection.java
No license file was found, but licenses were detected in source scan.

/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/AuthSchemeBase.java,v 1.7 2004/04/18 23:51:36 jsdever Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/auth/AuthSchemeBase.java
No license file was found, but licenses were detected in source scan.

```
/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/util/IdleConnectionTimeoutThread.java,v 1.2
2004/05/13 02:40:36 mbecke Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/util/IdleConnectionTimeoutThread.java
No license file was found, but licenses were detected in source scan.

```
/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/methods/multipart/PartSource.java,v 1.6 2004/04/18
23:51:37 jsdever Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/methods/multipart/PartSource.java
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```
/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/HttpURL.java,v 1.18 2004/09/30 17:26:41 oglueck
Exp $
* $Revision: 507324 $
* $Date: 2007-02-14 01:12:11 +0100 (Wed, 14 Feb 2007) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/HttpURL.java
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/*
* $HeadURL:
https://svn.apache.org/repos/asf/jakarta/httpcomponents/oac.hc3x/tags/HTTPCLIENT_3_1/src/java/org/apache/commons/httpclient/util/ParameterFormatter.java $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/util/ParameterFormatter.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/HttpHost.java,v 1.3 2005/01/14 21:16:40 olegk Exp $
* $Revision: 510587 $
* $Date: 2007-02-22 17:56:08 +0100 (Thu, 22 Feb 2007) $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/multipart/ByteArrayPartSource.java,v 1.7 2004/04/18 23:51:37 jsdever Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $

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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/methods/multipart/ByteArrayPartSource.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/protocol/SSLProtocolSocketFactory.java,v 1.10
2004/05/13 04:01:22 mbecke Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/protocol/SSLProtocolSocketFactory.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/AuthScheme.java,v 1.12 2004/05/13 04:02:00 mbecke Exp $
* $Revision: 480424 $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/DeleteMethod.java,v 1.14 2004/04/18 23:51:37 jsdever Exp $
* $Revision: 480424 $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/methods/DeleteMethod.java
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/*
* $HeadURL: https://svn.apache.org/repos/asf/jakarta/httpcomponents/oac.hc3x/tags/HTTPCLIENT_3_1/src/java/org/apache/commons/httpclient/methods/FileRequestEntity.java $

* $Revision: 486665 $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/HttpMethodBase.java,v 1.222 2005/01/14 21:16:40 olegk Exp $
* $Revision: 539441 $
* $Date: 2007-05-18 14:56:55 +0200 (Fri, 18 May 2007) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/HttpMethodBase.java
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/MultipartPostMethod.java,v 1.27 2004/10/06 03:39:59 mbecke Exp $
* $Revision: 480424 $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/methods/MultipartPostMethod.java
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/AutoCloseInputStream.java,v 1.9 2004/04/18 23:51:34 jsdever Exp $
* $Revision: 505890 $
* $Date: 2007-02-11 12:25:25 +0100 (Sun, 11 Feb 2007) $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/auth/AuthState.java,v 1.3 2004/11/02 19:39:16 olegk
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* $Revision: 480424 $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/methods/PostMethod.java,v 1.58 2004/08/08 12:50:09
olegk Exp $
* $Revision: 480424 $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/NoHttpResponseException.java,v 1.1 2004/07/05 22:46:58 olegk Exp $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/HttpMethodDirector.java,v 1.34 2005/01/14 19:40:39 olegk Exp $
* $Revision: 486658 $
* $Date: 2006-12-13 15:05:50 +0100 (Wed, 13 Dec 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/HttpMethodDirector.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/Cookie.java,v 1.44 2004/06/05 16:49:20 olegk Exp $
* $Revision: 531354 $
* $Date: 2007-04-23 08:53:20 +0200 (Mon, 23 Apr 2007) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/Cookie.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/HttpRecoverableException.java,v 1.15 2004/07/05 22:46:58 olegk Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/HttpRecoverableException.java
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/*
* $HeadURL:
https://svn.apache.org/repos/asf/jakarta/httpcomponents/oac.hc3x/tags/HTTPCLIENT_3_1/src/java/org/apache/com
mons/httpclient/util/LangUtils.java $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/util/LangUtils.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/ResponseConsumedWatcher.java,v 1.5 2004/04/18 23:51:35 jsdever Exp $
* $Revision: 480424 $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/ResponseConsumedWatcher.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/AuthScope.java,v 1.2 2004/06/23 06:50:25 olegk Exp $
* $Revision: 480424 $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/auth/AuthScope.java
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/HttpAuthRealm.java,v 1.9 2004/06/12 22:47:23 olegk Exp $

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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/NameValuePair.java,v 1.17 2004/04/18 23:51:35 jsdever Exp $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/auth/AuthChallengeProcessor.java,v 1.2 2004/04/18
23:51:36 jsdever Exp $
* $Revision: 480424 $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/ContentLengthInputStream.java,v 1.12 2004/10/04 22:05:44 olegk Exp $
* $Revision: 480424 $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/methods/multipart/Part.java,v 1.16 2005/01/14
21:16:40 olegk Exp $
* $Revision: 480424 $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/auth/CredentialsNotAvailableException.java,v 1.4
2004/05/13 04:02:00 mbecke Exp $
* $Revision: 480424 $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/cookie/CookiePolicy.java,v 1.15 2004/09/14 20:11:31 olegk Exp $
* $Revision: 480424 $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/multipart/FilePart.java,v 1.19 2004/04/18 23:51:37 jsdever Exp $
* $Revision: 480424 $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/InvalidCredentialsException.java,v 1.4 2004/05/13 04:02:00 mbecke Exp $
* $Revision: 480424 $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/util/URIUtil.java,v 1.27 2004/05/05 20:34:01 olegk Exp $
* $Revision: 507321 $
* $Date: 2007-02-14 01:10:51 +0100 (Wed, 14 Feb 2007) $
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/*
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commons//httpclient/src/java/org/apache/commons/httpclient/ConnectTimeoutException.java,v 1.5 2004/07/05
22:46:58 olegk Exp $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/util/ParameterParser.java,v 1.5 2004/05/13 04:01:22 mbecke Exp $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/HttpState.java,v 1.38 2004/12/20 11:50:54 olegk Exp
$
* $Revision: 561099 $
* $Date: 2007-07-30 21:41:17 +0200 (Mon, 30 Jul 2007) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/HttpState.java
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```
/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/HttpConnectionManager.java,v 1.24 2004/07/05
22:46:58 olegk Exp $
* $Revision: 480424 $
```

* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/HttpConnectionManager.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/WireLogOutputStream.java,v 1.7 2004/06/24 21:39:52 mbecke Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/WireLogOutputStream.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/cookie/CookieSpec.java,v 1.11 2004/09/14 20:11:31 olegk Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/cookie/CookieSpec.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/params/HttpParams.java,v 1.6 2004/05/13 04:01:22 mbecke Exp $
* $Revision: 480424 $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/params/HttpParams.java
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/util/IdleConnectionHandler.java,v 1.2 2004/05/13 02:40:36 mbecke Exp $
* $Revision: 480424 $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/HttpConnection.java,v 1.107 2005/01/14 21:30:59 olegk Exp $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/HttpConnection.java
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/PutMethod.java,v 1.26 2004/04/18 23:51:37 jsdever Exp $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/BasicScheme.java,v 1.17 2004/05/13 04:02:00 mbecke Exp $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/MethodRetryHandler.java,v 1.5 2004/07/05 22:46:58 olegk Exp $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/MethodRetryHandler.java
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/*
* $HeadURL: https://svn.apache.org/repos/asf/jakarta/httpcomponents/oac.hc3x/tags/HTTPCLIENT_3_1/src/java/org/apache/commons/httpclient/URI.java $
* $Revision: 564973 $
* $Date: 2007-08-11 22:51:47 +0200 (Sat, 11 Aug 2007) $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/cookie/MalformedCookieException.java,v 1.8
2004/05/13 04:02:00 mbecke Exp $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/cookie/CookieSpecBase.java,v 1.28 2004/11/06 19:15:42 mbecke Exp $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/params/DefaultHttpParams.java,v 1.9 2004/12/21 23:15:21 olegk Exp $
* $Revision: 510589 $

* $Date: 2007-02-22 18:04:52 +0100 (Thu, 22 Feb 2007) $
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Found in path(s):
* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/methods/InputStreamRequestEntity.java
No license file was found, but licenses were detected in source scan.

/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/ByteArrayRequestEntity.java,v 1.3 2004/05/13 02:26:08 mbecke Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/methods/ByteArrayRequestEntity.java
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/util/DateParser.java,v 1.11 2004/11/06 19:15:42 mbecke Exp $
* $Revision: 480424 $
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Found in path(s):
* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/util/DateParser.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/NTLMScheme.java,v 1.21 2004/05/13 04:02:00 mbecke Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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*
*/
/** An implementation of the Microsoft proprietary NTLM authentication scheme. For a detailed
* explanation of the NTLM scheme please see
* http://davenport.sourceforge.net/ntlm.html.
*
* @author Remy Maucherat
* @author Rodney Waldhoff
* @author Jeff Dever
* @author Ortwin Gl???ck
* @author Sean C. Sullivan
 * @author Adrian Sutton
* @author Mike Bowler
* @author Oleg Kalnichevski
*/

Found in path(s):
* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/auth/NTLMScheme.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/util/ExceptionUtil.java,v 1.5 2004/10/19 18:09:46 olegk Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/util/ExceptionUtil.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/protocol/SecureProtocolSocketFactory.java,v 1.6 2004/04/18 23:51:38 jsdever Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/protocol/SecureProtocolSocketFactory.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/auth/AuthPolicy.java,v 1.6 2004/05/13 04:02:00

```
mbecke Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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*/
/**
* Authentication policy class. The Authentication policy provides corresponding
* authentication scheme interfrace for a given type of authorization challenge.
* <p>The following specifications are provided:
*  <ul>
*   <li><tt>Basic</tt>: Basic authentication scheme as defined in RFC2617
*          (considered inherently insecure, but most widely supported)
*   <li><tt>Digest</tt>: Digest authentication scheme as defined in RFC2617
*   <li><tt>NTLM</tt>:
 The NTLM scheme is a proprietary Microsoft Windows
*          Authentication protocol (considered to be the most secure among
*          currently supported authentication schemes)
*  </ul>
*
* @author <a href="mailto:oleg@ural.ru">Oleg Kalnichevski</a>
*
* @version $Revision: 480424 $
* @since 3.0
*/
```

```
/**
   * The NTLM scheme is a proprietary Microsoft Windows Authentication
   * protocol (considered to be the most secure among currently supported
   * authentication schemes).
   */
```

Found in path(s):
* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/auth/AuthPolicy.java
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```
/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/HttpStatus.java,v 1.18 2004/05/02 11:21:13 olegk Exp
$
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/HttpStatus.java
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```
/*
```

* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/RedirectException.java,v 1.2 2004/04/18 23:51:35 jsdever Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/RedirectException.java
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/*
* $HeadURL:
https://svn.apache.org/repos/asf/jakarta/httpcomponents/oac.hc3x/tags/HTTPCLIENT_3_1/src/java/org/apache/commons/httpclient/cookie/RFC2965Spec.java $
* $Revision: 507134 $
* $Date: 2007-02-13 19:18:05 +0100 (Tue, 13 Feb 2007) $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/methods/HeadMethod.java,v 1.29 2004/06/13 20:22:19 olegk Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/methods/HeadMethod.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/protocol/Protocol.java,v 1.10 2004/04/18 23:51:38 jsdever Exp $
* $Revision: 480424 $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/protocol/Protocol.java
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```
/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/ChunkedOutputStream.java,v 1.16 2004/05/13
04:03:25 mbecke Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/ProxyClient.java,v 1.5 2004/12/20 11:39:04 olegk Exp
$
* $Revision: 480424 $
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-
commons//httpclient/src/java/org/apache/commons/httpclient/ChunkedInputStream.java,v 1.24 2004/10/10 15:18:55
olegk Exp $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/HttpClient.java,v 1.98 2004/10/07 16:14:15 olegk Exp $
* $Revision: 509577 $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/MultiThreadedHttpConnectionManager.java,v 1.47 2004/12/21 11:27:55 olegk Exp $
* $Revision: 564906 $
* $Date: 2007-08-11 14:27:18 +0200 (Sat, 11 Aug 2007) $
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/cookie/RFC2109Spec.java,v 1.21 2004/06/05 16:49:20 olegk Exp $
* $Revision: 507134 $

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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/methods/TraceMethod.java
* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/cookie/CookieVersionSupport.java
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/*
* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/protocol/ReflectionSocketFactory.java,v 1.4 2004/12/21 23:15:21 olegk Exp $
* $Revision: 480424 $
* $Date: 2006-11-29 06:56:49 +0100 (Wed, 29 Nov 2006) $
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* /commons-httpclient-3-1-sources-jar/org/apache/commons/httpclient/protocol/ReflectionSocketFactory.java
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* $Header: /home/jerenkrantz/tmp/commons/commons-convert/cvs/home/cvs/jakarta-commons//httpclient/src/java/org/apache/commons/httpclient/util/EncodingUtil.java,v 1.8 2004/05/13 04:01:22 mbecke Exp $
* $Revision: 480424 $
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/*
* $Header: /cvsroot/httpc-cookie2/httpc-cookie2/httpcookie2SVN-patch.082805-2100.diff,v 1.1 2005/08/29

05:01:58 sjain700 Exp $
* $Revision:400312 $
* $Date:2006-05-06 14:49:41 +0200 (Sat, 06 May 2006) $
*
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1.366 postgresql-jdbc 42.6.0

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1.367 scp 0.14.5

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1.368 httpcomponents-client 4.5.14

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1.369 xerces-j 2.12.2

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1.370 axis-rt-jws 1.4.1-SNAPSHOT

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/**
* Reviews the <code>Object</code> returned from a secure object invocation, being able to
* modify the <code>Object</code> or throw an {@link AccessDeniedException}.
* <p>
* Typically used to ensure the principal is permitted to access the domain object
* instance returned by a service layer bean.
 Can also be used to mutate the domain object
* instance so the principal is only able to access authorised bean properties or
* <code>Collection</code> elements.
* <p>
* Special consideration should be given to using an <code>AfterInvocationManager</code>
* on bean methods that modify a database. Typically an
* <code>AfterInvocationManager</code> is used with read-only methods, such as
```

* <code>public DomainObject getById(id)</code>. If used with methods that modify a
* database, a transaction manager should be used to ensure any
* <code>AccessDeniedException</code> will cause a rollback of the changes made by the
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* </p>
*
* @author Ben Alex
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* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/provisioning/GroupManager.java
* /spring-security-core-4-2-3-release-sources-
jar/org/springframework/security/access/vote/RoleHierarchyVoter.java
* /spring-security-core-4-2-3-release-sources-
jar/org/springframework/security/access/expression/method/DefaultMethodSecurityExpressionHandler.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/core/token/TokenService.java
* /spring-security-core-4-2-3-release-sources-
jar/org/springframework/security/access/hierarchicalroles/RoleHierarchy.java
* /spring-security-core-4-2-3-release-sources-
jar/org/springframework/security/core/token/SecureRandomFactoryBean.java
* /spring-security-core-4-2-3-release-sources-
jar/org/springframework/security/core/authority/mapping/MapBasedAttributes2GrantedAuthoritiesMapper.java
*
/spring-security-core-4-2-3-release-sources-
jar/org/springframework/security/access/annotation/Jsr250SecurityConfig.java
* /spring-security-core-4-2-3-release-sources-
jar/org/springframework/security/provisioning/InMemoryUserDetailsManager.java
* /spring-security-core-4-2-3-release-sources-
jar/org/springframework/security/core/authority/GrantedAuthoritiesContainer.java
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* /spring-security-core-4-2-3-release-sources-
jar/org/springframework/security/authentication/DefaultAuthenticationEventPublisher.java
* /spring-security-core-4-2-3-release-sources-
jar/org/springframework/security/access/expression/SecurityExpressionHandler.java
* /spring-security-core-4-2-3-release-sources-
jar/org/springframework/security/access/expression/AbstractSecurityExpressionHandler.java

* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/method/package-info.java
*
/spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/expression/method/PreInvocationExpressionAttribute.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/prepost/PreInvocationAuthorizationAdvice.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/concurrent/DelegatingSecurityContextExecutor.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/concurrent/DelegatingSecurityContextCallable.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/util/package-info.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/package-info.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/authentication/jaas/package-info.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/core/authority/mapping/SimpleAuthorityMapper.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/method/AbstractFallbackMethodSecurityMetadataSource.java
*
/spring-security-core-4-2-3-release-sources-jar/org/springframework/security/core/authority/mapping/Attributes2GrantedAuthoritiesMapper.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/scheduling/DelegatingSecurityContextSchedulingTaskExecutor.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/authentication/dao/package-info.java
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* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/method/DelegatingMethodSecurityMetadataSource.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/core/package-info.java
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/spring-security-core-4-2-3-release-sources-jar/org/springframework/security/authentication/jaas/memory/package-info.java
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* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/crypto/codec/Hex.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/expression/package-info.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/expression/ExpressionUtils.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/prepost/PreFilter.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/task/DelegatingSecurityContextAsyncTaskExecutor.java
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*

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* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/method/P.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/annotation/package-info.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/expression/SecurityExpressionRoot.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/authentication/AccountStatusException.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/crypto/codec/package-info.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/intercept/package-info.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/concurrent/DelegatingSecurityContextRunnable.java
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/spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/prepost/package-info.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/expression/method/AbstractExpressionBasedMethodConfigAttribute.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/prepost/PreInvocationAttribute.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/core/authority/mapping/NullAuthoritiesMapper.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/expression/method/package-info.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/authentication/rcp/package-info.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/authentication/encoding/PasswordEncoderUtils.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/event/package-info.java
*
/spring-security-core-4-2-3-release-sources-jar/org/springframework/security/concurrent/AbstractDelegatingSecurityContextSupport.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/core/userdetails/UserDetailsByNameServiceWrapper.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/core/userdetails/package-info.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/authentication/event/package-info.java
* /spring-security-core-4-2-3-release-sources-jar/org/springframework/security/access/prepost/PrePostInvocationAttributeFactory.java
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/**
  * Determines if the {@link #getAuthentication()} has permission to access the target
  * given the permission
  * @param target the target domain object to check permission on
  * @param permission the permission to check on the domain object (i.e. "read",
  * "write", etc).
  * @return true if permission
 is granted to the {@link #getAuthentication()}, else
  * false
  */
```

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*/
/**
* A token issued by {@link TokenService}.
*
* <p>
* It is important that the keys assigned to tokens are sufficiently randomised and
* secured that they can serve as identifying a unique user session. Implementations of
* {@link TokenService} are free to use encryption or encoding strategies of their
 choice.
* It is strongly recommended that keys are of sufficient length to balance safety against
* persistence cost. In relation to persistence cost, it is strongly recommended that
```

* returned keys are small enough for encoding in a cookie.
* </p>
*
* @author Ben Alex
* @since 2.0.1
*/

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*/
/**
  *
  * @param authentication represents the user in question. Should not be null.
  * @param targetDomainObject the domain object for which permissions should be
  * checked. May be null in which case implementations should return false, as the null
  * condition can be checked explicitly in the expression.

 * @param permission a representation of the permission object as supplied by the
  * expression system. Not null.
  * @return true if the permission is granted, false otherwise
  */

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1.372 log4j-jcl 2.7

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* /shapeless-2-10-2-3-1-sources-jar/shapeless/records.scala
* /shapeless-2-10-2-3-1-sources-jar/shapeless/typeable.scala
* /shapeless-2-10-2-3-1-sources-jar/shapeless/sized.scala
* /shapeless-2-10-2-3-1-sources-jar/shapeless/nat.scala
* /shapeless-2-10-2-3-1-sources-jar/shapeless/hlists.scala
*
 /shapeless-2-10-2-3-1-sources-jar/shapeless/poly.scala
* /shapeless-2-10-2-3-1-sources-jar/shapeless/ops/nat.scala
* /shapeless-2-10-2-3-1-sources-jar/shapeless/typeoperators.scala
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* /shapeless-2-10-2-3-1-sources-jar/shapeless/conversions.scala
* /shapeless-2-10-2-3-1-sources-jar/shapeless/syntax/std/traversables.scala

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* /shapeless-2-10-2-3-1-sources-jar/shapeless/ops/products.scala
* /shapeless-2-10-2-3-1-sources-jar/shapeless/syntax/singletons.scala
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* /shapeless-2-10-2-3-1-sources-jar/shapeless/hlistconstraints.scala
* /shapeless-2-10-2-3-1-sources-jar/shapeless/ops/traversables.scala
* /shapeless-2-10-2-3-1-sources-jar/shapeless/syntax/records.scala
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* /shapeless-2-10-2-3-1-sources-jar/shapeless/ops/hlists.scala
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1.377 springfox-schema 2.9.2

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* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/ModelNameContext.java
*
 /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/DefaultGenericTypeNamingStrategy.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/DefaultModelDependencyProvider.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/DefaultModelProvider.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/property/FactoryMethodProvider.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/plugins/SchemaPluginsManager.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/Annotations.java
* /springfox-schema-2-9-2-sources-3-
jar/springfox/documentation/schema/CodeGenGenericTypeNamingStrategy.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/configuration/ModelsConfiguration.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/property/bean/Accessors.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/property/field/FieldModelProperty.java
*
 /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/property/BaseModelProperty.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/CachingModelProvider.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/ResolvedTypes.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/property/bean/BeanModelProperty.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/Collections.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/property/ModelPropertiesProvider.java
* /springfox-schema-2-9-2-sources-3-
jar/springfox/documentation/schema/property/CachingModelPropertiesProvider.java
* /springfox-schema-2-9-2-sources-3-
jar/springfox/documentation/schema/property/BeanPropertyNamingStrategy.java
* /springfox-schema-2-9-2-sources-3-
jar/springfox/documentation/schema/property/bean/ParameterModelProperty.java
*
 /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/property/bean/AccessorsProvider.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/ModelDependencyProvider.java
* /springfox-schema-2-9-2-sources-3-
jar/springfox/documentation/schema/property/PojoPropertyBuilderFactory.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/ModelProvider.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/CachingModelDependencyProvider.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/property/field/FieldProvider.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/property/BeanPropertyDefinitions.java

* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/property/ModelProperty.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/configuration/ObjectMapperConfigured.java
* /springfox-schema-2-9-2-sources-3-jar/springfox/documentation/schema/DefaultTypeNameProvider.java
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1.378 jackson 2.13.5

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
been in development since 2007.
It is currently developed by a community of developers.

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1.379 libusb 1.0.26-1.el9

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1.383 json4s-jackson 3.5.2

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1.384 tomcat-util-scan 9.0.83

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* /json-smart-2-4-11-sources-jar/net/minidev/json/parser/JSONParserByteArray.java
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* /json-smart-2-4-11-sources-jar/net/minidev/json/parser/JSONParserMemory.java
* /json-smart-2-4-11-sources-jar/net/minidev/json/JStylerObj.java
* /json-smart-2-4-11-sources-jar/net/minidev/json/writer/CollectionMapper.java
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* /json-smart-2-4-11-sources-jar/net/minidev/json/parser/JSONParserString.java
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* /json-smart-2-4-11-sources-jar/net/minidev/json/parser/ParseException.java
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* /json-smart-2-4-11-sources-jar/net/minidev/json/JSONObject.java
*
 /json-smart-2-4-11-sources-jar/net/minidev/json/writer/BeansMapper.java
* /json-smart-2-4-11-sources-jar/net/minidev/json/JSONStreamAware.java
* /json-smart-2-4-11-sources-jar/net/minidev/json/writer/DefaultMapperCollection.java
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* /commons-discovery-0-2-sources-1-
jar/org/apache/commons/discovery/resource/names/DiscoverNamesInDictionary.java
*
/commons-discovery-0-2-sources-1-
jar/org/apache/commons/discovery/resource/names/DiscoverNamesInAlternateManagedProperties.java
* /commons-discovery-0-2-sources-1-
jar/org/apache/commons/discovery/resource/names/ResourceNameDiscoverImpl.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/ant/ServiceDiscoveryTask.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/resource/DiscoverResources.java
* /commons-discovery-0-2-sources-1-
jar/org/apache/commons/discovery/resource/names/DiscoverNamesInManagedProperties.java
* /commons-discovery-0-2-sources-1-
jar/org/apache/commons/discovery/resource/names/DiscoverNamesInFile.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/resource/classes/DiscoverClasses.java
* /commons-discovery-0-2-sources-1-
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* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/ResourceClassDiscover.java
*
/commons-discovery-0-2-sources-1-
jar/org/apache/commons/discovery/resource/names/DiscoverMappedNames.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/ResourceClass.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/ResourceIterator.java
* /commons-discovery-0-2-sources-1-
jar/org/apache/commons/discovery/resource/names/DiscoverNamesInSystemProperties.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/resource/names/NameDiscoverers.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/ResourceNameIterator.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/resource/ClassLoaders.java
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jar/org/apache/commons/discovery/resource/classes/ResourceClassDiscoverImpl.java
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* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/tools/ManagedProperties.java
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/*
* $Header: /home/cvs/jakarta-commons/logging/src/java/org/apache/commons/logging/impl/SimpleLog.java,v 1.4 2002/06/15 20:54:48 craigmcc Exp $
* $Revision: 1.4 $
* $Date: 2002/06/15 20:54:48 $
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*
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* $Header$
* $Revision$
* $Date$
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* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/tools/PropertiesHolder.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/tools/DiscoverClass.java
*
```

/commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/tools/ClassUtils.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/tools/SPInterface.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/jdk/JDK11Hooks.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/tools/EnvironmentCache.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/tools/DefaultClassHolder.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/jdk/PsuedoSystemClassLoader.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/DiscoveryException.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/tools/ResourceUtils.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/tools/DiscoverSingleton.java
* /commons-discovery-0-2-sources-1-jar/org/apache/commons/discovery/jdk/JDKHooks.java

1.387 failureaccess 1.0.1

1.388 paramiko 2.6.0

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1.389 pycparser 2.21

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* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/ArraySerializer.java
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* /axis-1-4-sources-jar/org/apache/axis/management/jmx/DeploymentAdministratorMBean.java
* /axis-1-4-sources-jar/org/apache/axis/management/jmx/DeploymentAdministrator.java
*
 /axis-1-4-sources-jar/org/apache/axis/management/jmx/WSDDTransportWrapper.java
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* /axis-1-4-sources-jar/org/apache/axis/message/Text.java
* /axis-1-4-sources-jar/org/apache/axis/utils/bytecode/ChainedParamReader.java
* /axis-1-4-sources-jar/org/apache/axis/holders/HexBinaryHolder.java
*
 /axis-1-4-sources-jar/org/apache/axis/holders/NegativeIntegerHolder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/PositiveIntegerHolder.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAP12Constants.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/SimpleValueSerializer.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/SimpleSerializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/AxisServletBase.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPBody.java
* /axis-1-4-sources-jar/org/apache/axis/holders/OctetStreamHolder.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPHeader.java
* /axis-1-4-sources-jar/org/apache/axis/holders/NonPositiveIntegerHolder.java
* /axis-1-4-sources-jar/org/apache/axis/types/Year.java
* /axis-1-4-sources-jar/org/apache/axis/description/JavaServiceDesc.java
* /axis-1-4-sources-jar/org/apache/axis/description/TypeDesc.java
* /axis-1-4-sources-jar/org/apache/axis/ConfigurationException.java
*
 /axis-1-4-sources-jar/org/apache/axis/description/AttributeDesc.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDNonFatalException.java
* /axis-1-4-sources-jar/org/apache/axis/EngineConfiguration.java

* /axis-1-4-sources-jar/org/apache/axis/holders/UnsignedLongHolder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/URIHolder.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPFaultElement.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/BasicServerConfig.java
* /axis-1-4-sources-jar/org/apache/axis/holders/DurationHolder.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDFault.java
* /axis-1-4-sources-jar/org/apache/axis/utils/SessionUtils.java
* /axis-1-4-sources-jar/org/apache/axis/message/DetailEntry.java
* /axis-1-4-sources-jar/org/apache/axis/holders/DateHolder.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAP11Constants.java
* /axis-1-4-sources-jar/org/apache/axis/holders/UnsignedByteHolder.java
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 /axis-1-4-sources-jar/org/apache/axis/components/net/TransportClientPropertiesFactory.java
* /axis-1-4-sources-jar/org/apache/axis/holders/NonNegativeIntegerHolder.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/ServletEndpointContextImpl.java
* /axis-1-4-sources-jar/org/apache/axis/holders/DayHolder.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAPConnectionImpl.java
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* /axis-1-4-sources-jar/org/apache/axis/components/net/SocketFactory.java
* /axis-1-4-sources-jar/org/apache/axis/holders/TokenHolder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/TimeHolder.java
* /axis-1-4-sources-jar/org/apache/axis/soap/MessageFactoryImpl.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAPConstants.java
* /axis-1-4-sources-jar/org/apache/axis/types/Month.java
* /axis-1-4-sources-jar/org/apache/axis/types/MonthDay.java
* /axis-1-4-sources-jar/org/apache/axis/types/YearMonth.java
* /axis-1-4-sources-jar/org/apache/axis/EngineConfigurationFactory.java
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 /axis-1-4-sources-jar/org/apache/axis/holders/YearHolder.java
* /axis-1-4-sources-jar/org/apache/axis/description/OperationDesc.java
* /axis-1-4-sources-jar/org/apache/axis/WSDDEngineConfiguration.java
* /axis-1-4-sources-jar/org/apache/axis/holders/YearMonthHolder.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPFaultReasonBuilder.java
* /axis-1-4-sources-jar/org/apache/axis/utils/bytecode/ClassReader.java
* /axis-1-4-sources-jar/org/apache/axis/collections/SequencedHashMap.java
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* /axis-1-4-sources-jar/org/apache/axis/holders/NormalizedStringHolder.java
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* /axis-1-4-sources-jar/org/apache/axis/components/net/SecureSocketFactory.java
* /axis-1-4-sources-jar/org/apache/axis/utils/JWSClassLoader.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorSerializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/SocketFactoryFactory.java
*
 /axis-1-4-sources-jar/org/apache/axis/holders/UnsignedShortHolder.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/CommonsHTTPClientPropertiesFactory.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/EngineConfigurationFactoryServlet.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/ServletEngineConfigurationFactory.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/EngineConfigurationFactoryFinder.java

* /axis-1-4-sources-jar/org/apache/axis/types/Day.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/DefaultEngineConfigurationFactory.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAPConnectionFactoryImpl.java
* /axis-1-4-sources-jar/org/apache/axis/holders/MonthDayHolder.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/EngineConfigurationFactoryDefault.java
* /axis-1-4-sources-jar/org/apache/axis/description/ServiceDesc.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/BasicClientConfig.java
*
 /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorDeserializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/description/ElementDesc.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAPFactoryImpl.java
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* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorEnumTypeDeserializer.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/AnyContentType.java
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* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDJAXRPCHandlerInfoChain.java
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* /axis-1-4-sources-jar/org/apache/axis/management/Registrar.java
* /axis-1-4-sources-jar/org/apache/axis/management/ServiceAdmin.java
*
 /axis-1-4-sources-jar/org/apache/axis/management/jmx/ServiceAdministrator.java
* /axis-1-4-sources-jar/org/apache/axis/utils/ByteArrayOutputStream.java
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* /axis-1-4-sources-jar/org/apache/axis/transport/jms/JMSConnectorManager.java
*
 /axis-1-4-sources-jar/org/apache/axis/components/jms/JNDIVendorAdapter.java
* /axis-1-4-sources-jar/org/apache/axis/transport/jms/InvokeException.java
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* /axis-1-4-sources-jar/org/apache/axis/transport/jms/JMSConstants.java
* /axis-1-4-sources-jar/org/apache/axis/components/jms/JMSVendorAdapterFactory.java
* /axis-1-4-sources-jar/org/apache/axis/transport/jms/TopicConnector.java
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* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorEnumTypeDeserializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/NamespaceSelector.java
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* /axis-1-4-sources-jar/org/apache/axis/attachments/SourceDataSource.java
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* /axis-1-4-sources-jar/javax/xml/rpc/holders/Holder.java
* /axis-1-4-sources-jar/org/apache/axis/transport/java/Handler.java
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* /axis-1-4-sources-jar/org/apache/axis/monitor/SOAPMonitorService.java
* /axis-1-4-sources-jar/org/apache/axis/transport/java/JavaSender.java
* /axis-1-4-sources-jar/org/apache/axis/utils/Admin.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaDefinitionWriter.java
*

/axis-1-4-sources-jar/org/apache/axis/transport/http/SimpleAxisServer.java
* /axis-1-4-sources-jar/org/apache/axis/transport/local/LocalSender.java
* /axis-1-4-sources-jar/org/apache/axis/security/servlet/ServletAuthenticatedUser.java
* /axis-1-4-sources-jar/org/apache/axis/components/compiler/Jikes.java
* /axis-1-4-sources-jar/org/apache/axis/utils/WSDLUtils.java
* /axis-1-4-sources-jar/org/apache/axis/handlers/HandlerChainImpl.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/DefaultTypeMappingImpl.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/ArrayDeserializer.java
* /axis-1-4-sources-jar/org/apache/axis/utils/DOM2Writer.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/Java2WSDL.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/HexSerializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/message/MessageWithAttachments.java
* /axis-1-4-sources-jar/org/apache/axis/types/HexBinary.java
* /axis-1-4-sources-jar/javax/xml/soap/SOAPFaultElement.java
*
/axis-1-4-sources-jar/javax/xml/soap/SOAPConstants.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/CommonsHTTPClientProperties.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/JAFDataHandlerDeserializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/client/async/IAsyncResult.java
* /axis-1-4-sources-jar/javax/xml/rpc/holders/ByteArrayHolder.java
* /axis-1-4-sources-jar/org/apache/axis/utils/NSStack.java
* /axis-1-4-sources-jar/javax/xml/rpc/NamespaceConstants.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaClassWriter.java
* /axis-1-4-sources-jar/org/apache/axis/utils/cache/JavaClass.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/JettyAxisServer.java
* /axis-1-4-sources-jar/org/apache/axis/server/AxisServerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/utils/bytecode/ParamNameExtractor.java
* /axis-1-4-sources-jar/javax/xml/soap/SOAPFault.java
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* /axis-1-4-sources-jar/org/apache/axis/message/MessageElement.java

* /axis-1-4-sources-jar/org/apache/axis/client/AxisClient.java
* /axis-1-4-sources-jar/org/apache/axis/utils/ByteArray.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/gen/Parser.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/SchemaUtils.java
*
 /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaGeneratorFactory.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/Utils.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/AxisServlet.java
* /axis-1-4-sources-jar/org/apache/axis/utils/XMLUtils.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/DeserializationContext.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaBuildFileWriter.java
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1.394 springfoxswagger 2.9.2

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* /springfox-swagger2-2-9-2-sources-3-jar/springfox/documentation/swagger2/mappers/LicenseMapper.java
* /springfox-swagger2-2-9-2-sources-3-
jar/springfox/documentation/swagger2/mappers/SecuritySchemeFactory.java
* /springfox-swagger2-2-9-2-sources-3-jar/springfox/documentation/swagger2/annotations/EnableSwagger2.java
*
 /springfox-swagger2-2-9-2-sources-3-
jar/springfox/documentation/swagger2/mappers/ServiceModelToSwagger2Mapper.java
* /springfox-swagger2-2-9-2-sources-3-
jar/springfox/documentation/swagger2/configuration/Swagger2DocumentationConfiguration.java
* /springfox-swagger2-2-9-2-sources-3-
jar/springfox/documentation/swagger2/mappers/SerializableParameterFactory.java

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* /springfox-swagger2-2-9-2-sources-3-jar/springfox/documentation/swagger2/mappers/ModelMapper.java
* /springfox-swagger2-2-9-2-sources-3-jar/springfox/documentation/swagger2/mappers/OAuth2AuthFactory.java
* /springfox-swagger2-2-9-2-sources-3-jar/springfox/documentation/swagger2/mappers/ParameterMapper.java

*
 /springfox-swagger2-2-9-2-sources-3-jar/springfox/documentation/swagger2/configuration/Swagger2JacksonModule.java
* /springfox-swagger2-2-9-2-sources-3-jar/springfox/documentation/swagger2/mappers/ApiKeyAuthFactory.java
* /springfox-swagger2-2-9-2-sources-3-jar/springfox/documentation/swagger2/mappers/BasicAuthFactory.java
* /springfox-swagger2-2-9-2-sources-3-jar/springfox/documentation/swagger2/mappers/VendorExtensionsMapper.java
* /springfox-swagger2-2-9-2-sources-3-jar/springfox/documentation/swagger2/mappers/SecurityMapper.java
* /springfox-swagger2-2-9-2-sources-3-jar/springfox/documentation/swagger2/mappers/SerializableParameterFactories.java
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* /springfox-swagger2-2-9-2-sources-3-jar/springfox/documentation/swagger2/mappers/EnumMapper.java
* /springfox-swagger2-2-9-2-sources-3-jar/springfox/documentation/swagger2/mappers/Properties.java

1.395 less 590-3.el9_3

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*
 /spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/annotation/Description.java
* /spring-data-rest-core-3-7-18-sources-
jar/org/springframework/data/rest/core/event/ValidatingRepositoryEventListener.java
* /spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/annotation/RestResource.java
* /spring-data-rest-core-3-7-18-sources-
jar/org/springframework/data/rest/core/annotation/HandleAfterLinkSave.java
* /spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/annotation/HandleBeforeCreate.java
* /spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/event/LinkedEntityEvent.java
* /spring-data-rest-core-3-7-18-sources-
jar/org/springframework/data/rest/core/annotation/HandleAfterLinkDelete.java
* /spring-data-rest-core-3-7-18-sources-
jar/org/springframework/data/rest/core/annotation/HandleBeforeLinkSave.java
* /spring-data-rest-core-3-7-18-sources-
jar/org/springframework/data/rest/core/config/RepositoryRestConfiguration.java

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* /spring-data-rest-core-3-7-18-sources-
jar/org/springframework/data/rest/core/event/AbstractRepositoryEventListener.java
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jar/org/springframework/data/rest/core/annotation/HandleBeforeLinkDelete.java
* /spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/UriToEntityConverter.java
* /spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/ValidationErrors.java
* /spring-data-rest-core-3-7-18-sources-
jar/org/springframework/data/rest/core/event/AnnotatedEventHandlerInvoker.java
* /spring-data-rest-core-3-7-18-sources-
jar/org/springframework/data/rest/core/annotation/RepositoryEventHandler.java
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jar/org/springframework/data/rest/core/mapping/ConfigurationApplyingSupportedHttpMethodsAdapter.java
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jar/org/springframework/data/rest/core/mapping/ConfigurableHttpMethods.java
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* /spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/util/MapUtils.java
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* /spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/support/DefaultSelfLinkProvider.java
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* /spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/config/EntityLookupRegistrar.java
* /spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/support/EntityLookup.java
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* /spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/mapping/ResourceType.java
*
/spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/config/ProjectionDefinitionConfiguration.java
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* /spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/mapping/ParameterMetadata.java
* /spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/mapping/TypedResourceDescription.java
* /spring-data-rest-core-3-7-18-sources-jar/org/springframework/data/rest/core/config/Projection.java
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1.398 asm 9.4

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* /asm-9-4-sources-1-jar/org/objectweb/asm/ClassWriter.java
*
/asm-9-4-sources-1-jar/org/objectweb/asm/Label.java
* /asm-9-4-sources-1-jar/org/objectweb/asm/FieldWriter.java
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1.401 classmate 1.3.4

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel

1.402 paramiko 3.4.0

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

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

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by
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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

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

Otherwise, if the work is a derivative of the Library, you may

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6. 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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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.

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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.

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That's all there is to it!

1.403 python-pip 21.2.3

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

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

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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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Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see http://www.cnri.reston.va.us)
in Reston, Virginia where he released several versions of the
software.

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
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releases have also been GPL-compatible; the table below summarizes
the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes

1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible,
because its license has a choice of law clause. According to
CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1
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1.406 jackson-dataformat-xml 2.16.0

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1.407 commons-codec 1.10

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1.408 jakarta-persistence-api 2.2.3

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/logback-core-1-2-12-sources-jar/ch/qos/logback/core/ConsoleAppender.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/LocationUtil.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/spi/ElementPath.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/ActionConst.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/helper/CompressionMode.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/JoranConfiguratorBase.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/color/RedCompositeConverter.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/conditional/ElseAction.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/server/ClientVisitor.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/helpers/Transform.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/parser/TokenStream.java
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/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/ShutdownHookAction.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/layout/EchoLayout.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/spi/FilterAttachable.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/spi/PropertyDefiner.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/color/BoldYellowCompositeConverter.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/spi/AppenderAttachableImpl.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/color/MagentaCompositeConverter.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/status/OnPrintStreamStatusListenerBase.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/CoreConstants.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/ActionUtil.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/ContextPropertyAction.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/status/StatusListener.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/status/WarnStatus.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/FileUtil.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/PropertyDefinerBase.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/boolex/Matcher.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/event/BodyEvent.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/ContentTypeUtil.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/RollingPolicy.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/color/BoldBlueCompositeConverter.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/UnsynchronizedAppenderBase.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/color/ForegroundCompositeConverterBase.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/color/BoldMagentaCompositeConverter.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/html/IThrowableRenderer.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/SMTPAppenderBase.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/parser/OptionTokenizer.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/LoginAuthenticator.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/color/BoldWhiteCompositeConverter.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/AbstractSocketAppender.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/helper/FileFilterUtil.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/NOPAction.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/spi/ScanException.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/spi/LifeCycle.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/spi/EventPlayer.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/color/GrayCompositeConverter.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/DynamicClassLoadingException.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/status/OnConsoleStatusListener.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/hook/ShutdownHookBase.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/color/GreenCompositeConverter.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/event/StartEvent.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/hook/ShutdownHook.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/TimestampAction.java

* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/DefinePropertyAction.java
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/logback-core-1-2-12-sources-jar/ch/qos/logback/core/boolex/EvaluationException.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/recovery/ResilientFileOutputStream.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/JNDIUtil.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/StatusListenerConfigHelper.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/server/RemoteReceiverServerListener.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/spi/ConfigurationWatchList.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/util/RestrictedEscapeUtil.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/ObjectWriter.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/helper/TokenConverter.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/status/Status.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/Action.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/StatusListenerAction.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/server/RemoteReceiverServerRunner.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/ssl/TrustManagerFactoryFactoryBean.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/NewRuleAction.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/util/RegularEscapeUtil.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/server/AbstractServerSocketAppender.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/sift/SiftingAppenderBase.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/spi/JoranException.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/Context.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/spi/DefaultClass.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/ssl/SSLConfigurable.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/event/SaxEvent.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/parser/Compiler.java
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* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/ssl/ConfigurableSSLServerSocketFactory.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/util/AlmostAsIsEscapeUtil.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/helper/Compressor.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/helper/RenameUtil.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/spi/Interpreter.java
*
/logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/ssl/SSLComponent.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/event/SaxEventRecorder.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/event/stax/StaxEventRecorder.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/status/StatusListenerAsList.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/ParamAction.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/Loader.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/encoder/Encoder.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/ssl/ConfigurableSSLSocketFactory.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/ConversionRuleAction.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/CachingDateFormatter.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/CloseUtil.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/EnvUtil.java
*
/logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/DelayStrategy.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/BasicStatusManager.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/IADataForBasicProperty.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/ssl/SSLConfiguration.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/DynamicConverter.java
* /logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/TimeBasedFileNamingAndTriggeringPolicy.java

1.410 pcre 10.40-2.el9

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1.411 namespace 1.4.01

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1.412 slf4j-jdk14 1.8.0-beta4

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1.424 super-csv 2.3.1

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* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/annotation/AnnotationMemberValue.java
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 /javassist-3-16-1-ga-sources-jar/javassist/bytecode/annotation/DoubleMemberValue.java
* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/annotation/CharMemberValue.java
* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/annotation/MemberValue.java
* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/annotation/ArrayMemberValue.java
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* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/annotation/FloatMemberValue.java
*
 /javassist-3-16-1-ga-sources-jar/javassist/bytecode/annotation/ByteMemberValue.java
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* /javassist-3-16-1-ga-sources-jar/javassist/tools/rmi/RemoteRef.java
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* /javassist-3-16-1-ga-sources-jar/javassist/tools/reflect/Metalevel.java
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 /javassist-3-16-1-ga-sources-jar/javassist/runtime/Cflow.java
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* /javassist-3-16-1-ga-sources-jar/javassist/ClassMap.java
* /javassist-3-16-1-ga-sources-jar/javassist/util/proxy/ProxyObjectInputStream.java
* /javassist-3-16-1-ga-sources-jar/javassist/CodeConverter.java
* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/InnerClassesAttribute.java
* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/AnnotationDefaultAttribute.java
* /javassist-3-16-1-ga-sources-jar/javassist/convert/TransformWriteField.java
* /javassist-3-16-1-ga-sources-jar/javassist/tools/reflect/Loader.java
* /javassist-3-16-1-ga-sources-jar/javassist/tools/reflect/Reflection.java
* /javassist-3-16-1-ga-sources-jar/javassist/compiler/ast/Symbol.java
* /javassist-3-16-1-ga-sources-jar/javassist/convert/TransformNewClass.java
* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/CodeAttribute.java
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 /javassist-3-16-1-ga-sources-jar/javassist/ByteArrayClassPath.java
* /javassist-3-16-1-ga-sources-jar/javassist/util/proxy/MethodFilter.java
* /javassist-3-16-1-ga-sources-jar/javassist/compiler/MemberCodeGen.java
* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/LocalVariableTypeAttribute.java
* /javassist-3-16-1-ga-sources-jar/javassist/expr/ExprEditor.java
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* /javassist-3-16-1-ga-sources-jar/javassist/expr/Handler.java
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/javassist-3-16-1-ga-sources-jar/javassist/bytecode/ParameterAnnotationsAttribute.java
* /javassist-3-16-1-ga-sources-jar/javassist/compiler/JvstCodeGen.java
* /javassist-3-16-1-ga-sources-jar/javassist/util/proxy/ProxyObject.java
* /javassist-3-16-1-ga-sources-jar/javassist/ClassPath.java
* /javassist-3-16-1-ga-sources-jar/javassist/tools/reflect/Compiler.java
* /javassist-3-16-1-ga-sources-jar/javassist/scopedpool/SoftValueHashMap.java
* /javassist-3-16-1-ga-sources-jar/javassist/tools/web/BadHttpRequest.java
* /javassist-3-16-1-ga-sources-jar/javassist/compiler/ast/AssignExpr.java
* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/analysis/Type.java
* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/stackmap/Tracer.java
* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/CodeAnalyzer.java
* /javassist-3-16-1-ga-sources-jar/javassist/tools/Dump.java
* /javassist-3-16-1-ga-sources-jar/javassist/tools/rmi/StubGenerator.java
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/javassist-3-16-1-ga-sources-jar/javassist/bytecode/BadBytecode.java
* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/ClassFile.java
* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/ClassFilePrinter.java
* /javassist-3-16-1-ga-sources-jar/javassist/tools/reflect/Metaobject.java
* /javassist-3-16-1-ga-sources-jar/javassist/CtNewConstructor.java
* /javassist-3-16-1-ga-sources-jar/javassist/expr/Cast.java
* /javassist-3-16-1-ga-sources-jar/javassist/CtNewNestedClass.java
* /javassist-3-16-1-ga-sources-jar/javassist/expr/Instanceof.java
* /javassist-3-16-1-ga-sources-jar/javassist/SerialVersionUID.java
* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/StackMapTable.java
* /javassist-3-16-1-ga-sources-jar/javassist/CtNewClass.java
* /javassist-3-16-1-ga-sources-jar/javassist/util/proxy/SecurityActions.java
* /javassist-3-16-1-ga-sources-jar/javassist/bytecode/MethodInfo.java
* /javassist-3-16-1-ga-sources-jar/javassist/compiler/TypeChecker.java

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* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/condition/ConditionalOnNotWebApplication.java
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* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/data/mongo/package-info.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/admin/package-info.java
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jar/org/springframework/boot/autoconfigure/template/AbstractTemplateViewResolverProperties.java
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* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/cassandra/package-info.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/liquibase/package-info.java
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* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/jms/artemis/ArtemisXAConnectionFactoryConfiguration.java
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* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/flyway/FlywayMigrationInitializer.java

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/spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/batch/package-info.java
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/spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/mustache/MustacheResourceTemplateLoader.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/security/package-info.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/mustache/web/package-info.java
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* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/security/oauth2/resource/JwtAccessTokenConverterConfigurer.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/condition/ConditionalOnJndi.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/amqp/package-info.java
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*
/spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/hazelcast/HazelcastInstanceFactory.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/AutoConfigureAfter.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/web/ErrorController.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/cache/JCacheManagerCustomizer.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/jms/artemis/ArtemisNoOpBindingRegistry.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/mobile/package-info.java
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* /spring-boot-autoconfigure-1-5-8-release-sources-

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/spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/mustache/package-info.java
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* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/cloud/package-info.java
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* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/jdbc/package-info.java
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* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/security/oauth2/client/EnableOAuth2Sso.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/template/TemplateAvailabilityProvider.java
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/spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/jdbc/metadata/package-info.java
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* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/AutoConfigurationPackage.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/web/ErrorAttributes.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/jdbc/metadata/DataSourcePoolMetadata.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/security/SecurityAuthorizeMode.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/jdbc/metadata/DataSourcePoolMetadataProvider.java

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* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/transaction/TransactionManagerCustomizers.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/cache/CacheProperties.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/data/ldap/package-info.java
* /spring-boot-autoconfigure-1-5-8-release-sources-jar/org/springframework/boot/autoconfigure/orm/jpa/HibernateJpaAutoConfiguration.java
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1.432 pygobject 3.40.1

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1.434 cxf-rt-wsdl 3.5.5

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* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/regex/RegExp.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/FloatType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/NmtokenType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/UnsignedIntType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/DateTimeBaseType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/BinaryValueType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/Proxy.java
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 /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/LengthFacet.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/datetime/CalendarFormatter.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/datetime/TimeZone.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/ErrorDatatypeLibrary.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/ListValueType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/FractionDigitsFacet.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/ngimpl/DatatypeBuilderImpl.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/UnicodeUtil.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/XSDatatype.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/LanguageType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/RangeFacet.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/datetime/AbstractCalendarParser.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/ErrorType.java
*
 /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/GMonthType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/ngimpl/DataTypeLibraryImpl.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/ShortType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/GMonthDayType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/NonPositiveIntegerType.java
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* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/PatternFacet.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/FloatingNumberType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/SerializationContext.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/AnyURIType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/IntType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/TotalDigitsFacet.java
*
 /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/UnsignedShortType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/DataTypeWithFacet.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/PositiveIntegerType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/DateType.java

* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/Discrete.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/regex/XercesImpl.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/regex/RegExpFactory.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/ConcreteType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/Comparator.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/GYearType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/NameType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/DataTypeWithValueConstraintFacet.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/UnsignedByteType.java
*
/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/datetime/BigTimeDurationValueType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/NonNegativeIntegerType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/datetime/CalendarParser.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/GDayType.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/xsd/IntegerType.java
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* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/Op.java
*
/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/ParseException.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/Match.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/REUtil.java
* /xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/Token.java
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1.436 guava 30.1.1-jre

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1.438 spring-boot-starter 1.5.8.RELEASE

1.439 axis-rt-provider-bsf 1.4.1-SNAPSHOT

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1.440 jakarta-annotation-api 1.3.5

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Source Code

The project maintains the following source code repositories:

* https://github.com/eclipse-ee4j/common-annotations-api

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jar/org/springframework/aop/aspectj/annotation/MetadataAwareAspectInstanceFactory.java
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* /spring-aop-5-3-33-sources-1-jar/org/aopalliance/intercept/Interceptor.java
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1.447 axis-rt-databinding-castor 1.4.1-SNAPSHOT

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* /axis-1-4-sources-jar/org/apache/axis/management/jmx/DeploymentAdministratorMBean.java
* /axis-1-4-sources-jar/org/apache/axis/management/jmx/WSDDTransportWrapper.java
*
 /axis-1-4-sources-jar/org/apache/axis/management/jmx/DeploymentAdministrator.java
* /axis-1-4-sources-jar/org/apache/axis/management/jmx/DeploymentQueryMBean.java
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* /axis-1-4-sources-jar/org/apache/axis/utils/cache/ClassCache.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/BeanDeserializer.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/fromJava/Types.java
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* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/DefinedType.java
* /axis-1-4-sources-jar/org/apache/axis/message/RPCHeaderParam.java

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* /axis-1-4-sources-jar/org/apache/axis/encoding/DefaultTypeMappingImpl.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/JavaBeanHelperWriter.java
* /axis-1-4-sources-jar/org/apache/axis/attachments/DimeTypeNameFormat.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/DefaultSocketFactory.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/Base64DeserializerFactory.java
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* /axis-1-4-sources-jar/org/apache/axis/configuration/FileProvider.java
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* /axis-1-4-sources-jar/org/apache/axis/client/async/AsyncResult.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/AttributeSerializationContextImpl.java
* /axis-1-4-sources-jar/org/apache/axis/attachments/Attachments.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDElement.java
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* /axis-1-4-sources-jar/org/apache/axis/types/UnsignedByte.java
* /axis-1-4-sources-jar/javax/xml/soap/DetailEntry.java
* /axis-1-4-sources-jar/org/apache/axis/client/Call.java
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* /axis-1-4-sources-jar/org/apache/axis/transport/http/FilterPrintWriter.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/MethodTarget.java
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* /axis-1-4-sources-jar/javax/xml/soap/SOAPFaultElement.java
* /axis-1-4-sources-jar/org/apache/axis/holders/SchemaHolder.java
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* /axis-1-4-sources-jar/org/apache/axis/components/compiler/AbstractCompiler.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDChain.java
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* /axis-1-4-sources-jar/org/apache/axis/utils/DefaultAuthenticator.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/JAFDataHandlerSerializer.java
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* /axis-1-4-sources-jar/org/apache/axis/handlers/SOAPMonitorHandler.java
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* /axis-1-4-sources-jar/org/apache/axis/NoEndPointException.java
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* /axis-1-4-sources-jar/org/apache/axis/providers/BasicProvider.java
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* /axis-1-4-sources-jar/org/apache/axis/utils/bytecode/ParamNameExtractor.java
* /axis-1-4-sources-jar/javax/xml/rpc/holders/ByteHolder.java
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* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/TimeSerializerFactory.java
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* /axis-1-4-sources-jar/org/apache/axis/transport/http/AdminServlet.java
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* /axis-1-4-sources-jar/org/apache/axis/handlers/JWSHandler.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPFaultBuilder.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/symbolTable/Parameter.java
* /axis-1-4-sources-jar/javax/xml/rpc/holders/QNameHolder.java
* /axis-1-4-sources-jar/org/apache/axis/message/BodyBuilder.java
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* /axis-1-4-sources-jar/org/apache/axis/wsdl/gen/WSDL2.java
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* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/ElementDeserializer.java
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/axis-1-4-sources-jar/org/apache/axis/transport/http/SimpleAxisServer.java
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* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDRequestFlow.java
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* /axis-1-4-sources-jar/org/apache/axis/message/SOAPFault.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/HexDeserializer.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/IBMFakeTrustSocketFactory.java
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/axis-1-4-sources-jar/javax/xml/rpc/holders/ByteArrayHolder.java
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* /axis-1-4-sources-jar/org/apache/axis/holders/DateHolder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/NegativeIntegerHolder.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDFault.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/SocketFactory.java
* /axis-1-4-sources-jar/org/apache/axis/types/YearMonth.java
*
 /axis-1-4-sources-jar/org/apache/axis/holders/NonNegativeIntegerHolder.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAPConnectionImpl.java
* /axis-1-4-sources-jar/org/apache/axis/holders/TimeHolder.java
* /axis-1-4-sources-jar/org/apache/axis/message/DetailEntry.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/BasicServerConfig.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/SecureSocketFactory.java

* /axis-1-4-sources-jar/org/apache/axis/utils/bytecode/ParamReader.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAP12Constants.java
* /axis-1-4-sources-jar/org/apache/axis/utils/SessionUtils.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPFaultReasonBuilder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/MonthDayHolder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/YearMonthHolder.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/SimpleValueSerializer.java
* /axis-1-4-sources-jar/org/apache/axis/holders/PositiveIntegerHolder.java
*
/axis-1-4-sources-jar/org/apache/axis/holders/UnsignedLongHolder.java
* /axis-1-4-sources-jar/org/apache/axis/utils/bytecode/ChainedParamReader.java
* /axis-1-4-sources-jar/org/apache/axis/description/JavaServiceDesc.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/EngineConfigurationFactoryDefault.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/DefaultEngineConfigurationFactory.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/EngineConfigurationFactoryServlet.java
* /axis-1-4-sources-jar/org/apache/axis/holders/DurationHolder.java
* /axis-1-4-sources-jar/org/apache/axis/holders/TokenHolder.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAPConstants.java
* /axis-1-4-sources-jar/org/apache/axis/AxisServiceConfigImpl.java
* /axis-1-4-sources-jar/org/apache/axis/description/ElementDesc.java
* /axis-1-4-sources-jar/org/apache/axis/holders/DayHolder.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/AxisServletBase.java
*
/axis-1-4-sources-jar/org/apache/axis/soap/SOAPConnectionFactoryImpl.java
* /axis-1-4-sources-jar/org/apache/axis/holders/UnsignedShortHolder.java
* /axis-1-4-sources-jar/org/apache/axis/types/Day.java
* /axis-1-4-sources-jar/org/apache/axis/holders/UnsignedIntHolder.java
* /axis-1-4-sources-jar/org/apache/axis/EngineConfiguration.java
* /axis-1-4-sources-jar/org/apache/axis/holders/UnsignedByteHolder.java
* /axis-1-4-sources-jar/org/apache/axis/transport/http/ServletEndpointContextImpl.java
* /axis-1-4-sources-jar/org/apache/axis/description/AttributeDesc.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/BasicClientConfig.java
* /axis-1-4-sources-jar/org/apache/axis/utils/JWSClassLoader.java
* /axis-1-4-sources-jar/org/apache/axis/collections/SequencedHashMap.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAP11Constants.java
* /axis-1-4-sources-jar/org/apache/axis/soap/SOAPFactoryImpl.java
* /axis-1-4-sources-jar/org/apache/axis/ConfigurationException.java
*
/axis-1-4-sources-jar/org/apache/axis/types/Time.java
* /axis-1-4-sources-jar/org/apache/axis/WSDDEngineConfiguration.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPHeader.java
* /axis-1-4-sources-jar/org/apache/axis/utils/bytecode/ClassReader.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorDeserializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/types/MonthDay.java
* /axis-1-4-sources-jar/org/apache/axis/description/TypeDesc.java
* /axis-1-4-sources-jar/org/apache/axis/holders/URIHolder.java
* /axis-1-4-sources-jar/org/apache/axis/message/Detail.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/SimpleSerializerFactory.java

* /axis-1-4-sources-jar/org/apache/axis/holders/NonPositiveIntegerHolder.java
* /axis-1-4-sources-jar/org/apache/axis/description/ServiceDesc.java
* /axis-1-4-sources-jar/org/apache/axis/deployment/wsdd/WSDDNonFatalException.java
* /axis-1-4-sources-jar/org/apache/axis/holders/OctetStreamHolder.java
*
 /axis-1-4-sources-jar/org/apache/axis/holders/YearHolder.java
* /axis-1-4-sources-jar/org/apache/axis/types/Month.java
* /axis-1-4-sources-jar/org/apache/axis/message/Text.java
* /axis-1-4-sources-jar/org/apache/axis/holders/MonthHolder.java
* /axis-1-4-sources-jar/org/apache/axis/soap/MessageFactoryImpl.java
* /axis-1-4-sources-jar/org/apache/axis/types/Year.java
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* /axis-1-4-sources-jar/org/apache/axis/description/OperationDesc.java
* /axis-1-4-sources-jar/org/apache/axis/message/SOAPBody.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/CommonsHTTPClientPropertiesFactory.java
* /axis-1-4-sources-jar/org/apache/axis/configuration/EngineConfigurationFactoryFinder.java
* /axis-1-4-sources-jar/org/apache/axis/components/net/TransportClientPropertiesFactory.java
*
 /axis-1-4-sources-jar/org/apache/axis/message/SOAPFaultElement.java
* /axis-1-4-sources-jar/org/apache/axis/description/FieldDesc.java
* /axis-1-4-sources-jar/org/apache/axis/holders/HexBinaryHolder.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorSerializerFactory.java
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* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/NamespaceSelector.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/SimpleListSerializerFactory.java
* /axis-1-4-sources-jar/org/apache/axis/wsdl/toJava/FactoryProperty.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorEnumTypeSerializerFactory.java
*
 /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorEnumTypeSerializer.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorEnumTypeDeserializerFactory.java
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* /axis-1-4-sources-jar/org/apache/axis/encoding/AnyContentType.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/SimpleListDeserializer.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/MixedContentType.java
* /axis-1-4-sources-jar/org/apache/axis/encoding/ser/castor/CastorEnumTypeDeserializer.java
*

/axis-1-4-sources-jar/org/apache/axis/encoding/ser/SimpleListDeserializerFactory.java
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* /axis-1-4-sources-jar/org/apache/axis/client/HappyClient.java
* /axis-1-4-sources-jar/org/apache/axis/management/Registrar.java
* /axis-1-4-sources-jar/org/apache/axis/management/jmx/ServiceAdministratorMBean.java
*
/axis-1-4-sources-jar/org/apache/axis/transport/http/AxisHTTPSessionListener.java
* /axis-1-4-sources-jar/org/apache/axis/utils/ByteArrayOutputStream.java

* /axis-1-4-sources-jar/org/apache/axis/management/ServiceAdmin.java
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1.448 commons-configuration 1.5

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jar/org/springframework/data/rest/webmvc/RepositoryEntityController.java
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jar/org/springframework/data/rest/webmvc/json/Jackson2DatatypeHelper.java
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* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/config/ResourceMetadataHandlerMethodArgumentResolver.java
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* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/json/patch/PatchConverter.java
*
 /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/json/patch/JsonLateObjectEvaluator.java
* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/json/patch/FromOperation.java
* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/json/patch/PatchException.java
* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/mapping/Associations.java
* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/json/patch/JsonPatchPatchConverter.java
* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/json/patch/LateObjectEvaluator.java
* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/ProfileResourceProcessor.java
* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/util/UriUtils.java
*
 /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/json/patch/Patch.java
* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/alps/RootResourceInformationToAlpsDescriptorConverter.java
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* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/BaseUri.java
*
 /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/BasePathAwareController.java
* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/json/JacksonMetadata.java
* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/BasePathAwareHandlerMapping.java
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* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/PersistentEntityResource.java
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jar/org/springframework/data/rest/webmvc/support/HttpMethodHandlerMethodArgumentResolver.java
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jar/org/springframework/data/rest/webmvc/support/Projector.java
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jar/org/springframework/data/rest/webmvc/json/MappingAwarePageableArgumentResolver.java
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jar/org/springframework/data/rest/webmvc/json/MappingAwareDefaultedPageableArgumentResolver.java
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jar/org/springframework/data/rest/webmvc/json/MappingAwareSortArgumentResolver.java
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jar/org/springframework/data/rest/webmvc/json/MappedProperties.java
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jar/org/springframework/data/rest/webmvc/support/ExcerptProjector.java
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jar/org/springframework/data/rest/webmvc/EmbeddedResourcesAssembler.java
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jar/org/springframework/data/rest/webmvc/HttpHeadersPreparer.java
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jar/org/springframework/data/rest/webmvc/json/WrappedProperties.java
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jar/org/springframework/data/rest/webmvc/support/DefaultExcerptProjector.java
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/spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/json/patch/AddOperation.java
* /spring-data-rest-webmvc-2-6-8-release-sources-1-jar/org/springframework/data/rest/webmvc/json/patch/ReplaceOperation.java
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*
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jar/org/springframework/data/rest/webmvc/ResourceProcessorInvokingHandlerAdapter.java
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jar/org/springframework/data/rest/webmvc/RepositoryRestHandlerMapping.java
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jar/org/springframework/data/rest/webmvc/config/RepositoryRestMvcConfiguration.java
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jar/org/springframework/data/rest/webmvc/json/JsonSchemaPropertyCustomizer.java
* /spring-data-rest-webmvc-2-6-8-release-sources-1-
jar/org/springframework/data/rest/webmvc/config/RepositoryRestConfigurerDelegate.java
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/spring-data-rest-webmvc-2-6-8-release-sources-1-
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* /spring-data-rest-webmvc-2-6-8-release-sources-1-
jar/org/springframework/data/rest/webmvc/config/ProjectionDefinitionRegistar.java
* /spring-data-rest-webmvc-2-6-8-release-sources-1-
jar/org/springframework/data/rest/webmvc/config/ArgumentResolverPagingAndSortingTemplateVariables.java
* /spring-data-rest-webmvc-2-6-8-release-sources-1-
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/spring-data-rest-webmvc-2-6-8-release-sources-1-
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1.455 servlet-api 4.0.0

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* /servlet-api-4-0-0-sources-6-jar/org/xipki/http/servlet/TlsHelper.java
* /servlet-api-4-0-0-sources-6-jar/org/xipki/http/servlet/SimpleLruCache.java
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1.456 checker-qual 3.5.0

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1.457 python-requests 2.31.0

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1.458 json4s-core 3.5.2

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1.459 accessors-smart 2.4.11

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1.460 jdk 1.8.0u391

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source using a web browser. The root directory of the WebKit source
code is here:

rt/modules/javafx.web/src/main/native/
```

```
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Vigna, Sebastiano (2014). "Further scramblings of Marsaglia's xorshift
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Authors

Original Authors

Peter Mattis <petm@xcf.berkeley.edu>
Spencer Kimball <spencer@xcf.berkeley.edu>
Josh MacDonald <jmacd@xcf.berkeley.edu>

GLib-2.0 Team

Hans Breuer <hans@breuer.org>
Matthias
Clasen <mclasen@redhat.com>
Tor Lillqvist <tml@iki.fi>
Tim Janik <timj@gtk.org>
Havoc Pennington <hp@redhat.com>
Ron Steinke <rsteinke@w-link.net>
Owen Taylor <otaylor@redhat.com>
Sebastian Wilhelmi <seppi@seppi.de>

GLib-1.2 Team

Shawn T. Amundson <amundson@gimp.org>
Jeff Garzik <jgarzik@pobox.com>
Raja R Harinath <harinath@cs.umn.edu>
Tim Janik <timj@gtk.org>
Elliot Lee <sopwith@redhat.com>
Tor Lillqvist <tml@iki.fi>
Paolo Molaro <lupus@debian.org>
Havoc Pennington <hp@pobox.com>
Manish Singh <yosh@gimp.org>
Owen Taylor <otaylor@gtk.org>
Sebastian Wilhelmi <wilhelmi@ira.uka.de>

The random number generator "Mersenne Twister", which is used by GLib,
was developed and originally coded by:
Makoto Matsumoto <matumoto@math.keio.ac.jp>
Takuji Nishimura <nisimura@math.keio.ac.jp>

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Authors:
Kristian Hgsberg (krh@redhat.com)

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Authors

Erik Walthinsen <omega@temple-baptist.com>
Matt Howell <mhowell@users.sourceforge.net>
Brent Bradburn <bbradburn@users.sourceforge.net>
Wim Taymans <wim.taymans@chello.be>
Richard Boulton <richard@tartarus.org>
Zaheer Abbas Merali <zaheerabbas at merali dot org>
 - thread synchronization rework
David I. Lehn <dlehn@users.sourceforge.net>
 - debian packaging
 - various fixes
Chris Emerson <chris@tartarus.org>
 - PPC port
 - small libxml patches
Jens Thiele <karme@unforgettable.com>
  - color conversion patches
Thomas Nyberg <thomas@codefactory.se>
 - gstreamer.m4 macros
 - ALSA plugins
Bastien Nocera <hadess@hadess.net>
 - gnomevfs sink and source
Christian Fredrik Kalager Schaller <Uraeus@linuxrising.org>
 - Red Hat packaging and website work
Thomas Vander Stichele <thomas@apestaart.org>
 - build system cleaning
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 - release pushing
David Schleef <ds@schleef.org>
Benjamin Otte <in7y118@public.uni-hamburg.de>
Ronald Bultje <rbultje@ronald.bitfreak.net>
Andy Wingo <wingo@pobox.com>
Julien Moutte <julien@moutte.net>
Jan Schmidt <thaytan@noraisin.net>

Maintainers

Jan Schmidt <thaytan@noraisin.net>
Wim Taymans <wim.taymans@gmail.com>
David Schleef <ds@schleef.org>

Tim-Philipp Mller <tim centricular net>
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  - On Solaris and Linux systems: delete $(JAVA_HOME)/lib/libsunec.so
  - On Windows systems: delete $(JAVA_HOME)\bin\sunec.dll
  - On Mac OSX systems: delete
        For JRE: /Library/Internet\ Plug-Ins/JavaAppletPlugin.plugin/Contents/Home/lib/libsunec.dylib
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```

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Main Mesa code	src/mesa/	MIT
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Ext headers	GL/glext.h	Khronos
	GL/glxext.h	Khronos
	GL/wglext.h	Khronos
	KHR/khrplatform.h	Khronos

****

---
include/GL/gl.h :

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### AUTHORS File Information
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libffi was originally written by Anthony Green <green@moxielogic.com>.

The developers of the GNU Compiler Collection project have made
innumerable valuable contributions. See the ChangeLog file for
details.

Some of the ideas behind libffi were inspired by Gianni Mariani's free
gencall library for Silicon Graphics machines.

The closure mechanism was designed and implemented by Kresten Krab
Thorup.

Major processor
architecture ports were contributed by the following
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aarch64	Marcus Shawcroft, James Greenhalgh
x86	Anthony Green, Jon Beniston
x86-64	Bo Thorsen

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Thanks to Jim Blandy, who provided some useful feedback on the libffi
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Alex Oliva solved the executable page problem for SElinux.

```
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*/
/*
* Based on org.stringtree.json.JSONReader, licensed under APL and
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*/

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/**
* Micrometer implementation of {@link MetricsCollector}.
* Note transactions are not supported (see {@link MetricsCollector}.
* Micrometer provides out-of-the-box support for report backends like JMX,
* Graphite, Ganglia, Atlas, Datadog, etc. See Micrometer documentation for
* more details.
*
* Note Micrometer requires Java 8 or more, so does this {@link MetricsCollector}.
*
* @see MetricsCollector
* @since 4.3.0
*/

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/**
* Dropwizard Metrics implementation of {@link MetricsCollector}.
* Note transactions are not supported (see {@link MetricsCollector}.
* Metrics provides out-of-the-box support for report backends like JMX,
* Graphite, Ganglia, or plain HTTP. See Metrics documentation for
* more details.
*
```

* @see MetricsCollector
*/

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* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/DefaultSocketConfigurator.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/SocketChannelFrameHandler.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/Return.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/MethodArgumentWriter.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/ValueWriter.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/PlainMechanism.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/MethodArgumentReader.java
*
 /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/ForgivingExceptionHandler.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/NetworkConnection.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/ValueReader.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/SocketChannelRegistration.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/tools/json/JSONUtil.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RecordedBinding.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/AMQP.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/AbstractMetricsCollector.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/ShutdownNotifierComponent.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/AddressResolver.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/StrictExceptionHandler.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/HeartbeatSender.java
*
 /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/ReturnListener.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/UnexpectedMethodError.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/UnknownClassOrMethodId.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/ShutdownListener.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/ConsumerDispatcher.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/DnsSrvRecordAddressResolver.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/UnexpectedFrameError.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/UnroutableRpcRequestException.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/TopologyRecoveryException.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/utility/BlockingValueOrException.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/ShutdownNotifier.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/Method.java
*

/amqp-client-5-14-3-sources-jar/com/rabbitmq/client/StringRpcServer.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/NioLoopContext.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/utility/SensibleClone.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/BasicProperties.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/AutorecoveringConnection.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/DnsRecordIpAddressResolver.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RecordedNamedEntity.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/WorkPool.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/ShutdownSignalException.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/utility/BlockingCell.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/utility/ValueOrException.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/SslEngineByteBufferOutputStream.java
*
/amqp-client-5-14-3-sources-jar/com/rabbitmq/client/ExceptionHandler.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/Connection.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/UnknownChannelException.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/Recoverable.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/AuthenticationFailureException.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/tools/jsonrpc/JsonRpcServer.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/tools/jsonrpc/ServiceDescription.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/Channel.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/MalformedFrameException.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/MapRpcServer.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RecoveryAwareAMQConnection.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/AMQBasicProperties.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/MessageProperties.java
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/amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/NioHelper.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/RecoveryDelayHandler.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/ContentHeaderPropertyWriter.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/ExternalMechanism.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/Command.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/RpcServer.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/AutorecoveringChannel.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/JDKSaslConfig.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/ChannelManager.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/WriteRequest.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/LongString.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/ConfirmListener.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/tools/jsonrpc/ParameterDescription.java
*
/amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RecordedExchangeBinding.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/MissedHeartbeatException.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RecoveryCanBeginListener.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/FrameHandler.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/NioParams.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/Environment.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/Envelope.java

* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/TruncatedInputStream.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/tools/jsonrpc/JsonRpcException.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/BlockedListener.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/RecoveryListener.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/LongStringHelper.java
*
 /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/DefaultSocketChannelConfigurator.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/ContentHeaderPropertyReader.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/ListAddressResolver.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/ConsumerRecoveryListener.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/SelectorHolder.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/Consumer.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/AlreadyClosedException.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/NioLoop.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/NoOpMetricsCollector.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/AMQImpl.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/ChannelN.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/GetResponse.java
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 /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/SaslMechanism.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/tools/jsonrpc/ProcedureDescription.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RecordedExchange.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RecoveryAwareAMQConnectionFactory.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/AMQConnection.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/FrameWriteRequest.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/RpcClientParams.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/ConsumerWorkService.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/QueueRecoveryListener.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/DefaultSaslConfig.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/DefaultExceptionHandler.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/PossibleAuthenticationFailureException.java
*
 /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RecordedConsumer.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/tools/jsonrpc/JsonRpcClient.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/RpcClient.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/ProtocolVersionMismatchException.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/ConsumerCancelledException.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/Address.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/ContentHeader.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RecoveryAwareChannelN.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/utility/IntAllocator.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RecordedQueue.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RecordedEntity.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/CRDemoMechanism.java
*
 /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/AMQContentHeader.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RecordedQueueBinding.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/SocketChannelConfigurator.java

* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/TrustEverythingTrustManager.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/Method.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/HeaderWriteRequest.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/SaslConfig.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/SetQueue.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/SocketConfigurator.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/MetricsCollector.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/utility/Utility.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/ClientVersion.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/DefaultConsumer.java
*
/amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RecoveryAwareChannelManager.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/Version.java
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* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RetryResult.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/TopologyRecoveryFilter.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RetryContext.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/TopologyRecoveryRetryHandlerBuilder.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/tools/jsonrpc/JsonRpcMapper.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/tools/jsonrpc/JsonRpcMappingException.java
*
/amqp-client-5-14-3-sources-jar/com/rabbitmq/client/SslEngineConfigurators.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/BackoffPolicy.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/DefaultRetryHandler.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/ErrorOnWriteListener.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/RetryHandler.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/tools/jsonrpc/JacksonJsonRpcMapper.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/SocketConfigurators.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/DefaultCredentialsProvider.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/recovery/TopologyRecoveryRetryLogic.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/SocketChannelConfigurators.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/WorkPoolFullException.java
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* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/CommandAssembler.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/SocketFrameHandler.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/SocketChannelFrameHandlerFactory.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/SocketChannelFrameHandlerState.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/SslEngineFrameBuilder.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/ConnectionFactory.java
*
/amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/nio/FrameBuilder.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/SocketFrameHandlerFactory.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/AMQChannel.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/AMQCommand.java
* /amqp-client-5-14-3-sources-jar/com/rabbitmq/client/impl/Frame.java

1.470 hibernate-validator 5.3.5.Final

1.470.1 Available under license :

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/*
* Hibernate Validator, declare and validate application constraints
*
* License: Apache License, Version 2.0
* See the license.txt file in the root directory or <http://www.apache.org/licenses/LICENSE-2.0>.
*/
/**
*
* A method-level constraint, that evaluates a script expression against the
* annotated method or constructor. This constraint can be used to implement
* validation routines that depend on several parameters of the annotated
* executable.
*
*
* Script expressions can be written in any scripting or expression language,
* for which a JSR 223
* ("Scripting for the Java^{TM} Platform") compatible engine can be
* found on the classpath. To refer to a parameter within the scripting
* expression, use its name as obtained by the active
* {@link javax.validation.ParameterNameProvider}. By default, {@code arg0}, {@code arg1}
etc.
* will be used as parameter names.
*
*
* The following listing shows an example using the JavaScript engine which
* comes with the JDK:
*
* <pre>

* {@code @ParameterScriptAssert(script = "arg0.before(arg1)", lang = "javascript")
* public void createEvent(Date start, Date end) { ... }
* }
* </pre>
*
* Can be specified on any method or constructor.
*
*
* @author Gunnar Morling
*/

Found in path(s):
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/constraints/ParameterScriptAssert.java
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~ Hibernate Validator, declare and validate application constraints
~
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jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/classhierarchy/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/engine/groups/package.html
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/engine/messageinterpolation/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/metadata/descriptor/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/constraints/package.html
*
/hibernate-validator-5-3-5-final-sources-1-jar/META-INF/maven/org.hibernate/hibernate-validator/pom.xml
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/metadata/aggregated/rule/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/META-INF/validation-mapping-1.0.xsd
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/constraintvalidation/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/resourceloading/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/annotationfactory/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/metadata/raw/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/overview.html
*
/hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/spi/resourceloading/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/scriptengine/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/META-INF/validation-configuration-1.1.xsd
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/metadata/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/logging/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/metadata/location/package.html

* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/context/package.html
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/engine/messageinterpolation/el/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/group/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/constraints/br/package.html
*
/hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/cfg/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/metadata/provider/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/spi/group/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/META-INF/validation-mapping-1.1.xsd
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/cfg/context/package.html
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/engine/constraintvalidation/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/engine/path/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/engine/resolver/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/messageinterpolation/package.html
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/hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/metadata/core/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/metadata/aggregated/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/defs/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/privilegedactions/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/engine/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/META-INF/validation-configuration-1.0.xsd
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/xml/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/metadata/facets/package.html
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/package.html
No license file was found, but licenses were detected in source scan.

/*
* Hibernate Validator, declare and validate application constraints
*
* License: Apache License, Version 2.0
* See the license.txt file in the root directory or <http://www.apache.org/licenses/LICENSE-2.0>.
*/
/*
* Written by Doug Lea with assistance from members of JCP JSR-166
* Expert Group and released to the public domain, as explained at
* http://creativecommons.org/licenses/publicdomain
*/

Found in path(s):
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/util/ConcurrentReferenceHashMap.java
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```
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* limitations under the License.
*/
```

Found in path(s):
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/TypeHelper.java
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```
/*
* Hibernate Validator, declare and validate application constraints
*
* License: Apache License, Version 2.0
* See the license.txt file in the root directory or <http://www.apache.org/licenses/LICENSE-2.0>.
*/
/**
  * Retrieves constraint related meta data for the parameters of the given
  * executable.
  *
  * @param executable The executable of interest.
  *
  * @return A list with parameter meta data for the given executable.
  */
```

Found in path(s):
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/metadata/provider/AnnotationMetaDataProvider.java
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```
/*
* Hibernate Validator, declare and validate application constraints
*
* License: Apache License, Version 2.0
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*/
```

Found in path(s):
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/future/FutureValidatorForOffsetDateTime.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/parameternameprovider/package-info.java

* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/privilegedactions/NewSchema.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/constraints/NotBlank.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/PatternValidator.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/xml/ResourceLoaderHelper.java
*
/hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/scriptengine/ScriptEvaluator.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/ConstraintDef.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/cfg/context/GroupConversionTargetContextImpl.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/engine/MethodValidationConfiguration.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/IgnoreJava6Requirement.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/engine/constraintvalidation/ConstraintValidatorFactoryImpl.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/engine/resolver/JPATraversableResolver.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/path/package-info.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/TokenCollector.java
*
/hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/group/GroupSequenceProvider.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/constraints/ConstraintComposition.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/resourceloading/DelegatingResourceBundleLocator.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/metadata/aggregated/rule/ParallelMethodsMustNotDefineGroupConversionForCascadedReturnValue.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/privilegedactions/GetDeclaredField.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/cfg/context/ConstraintMappingContextImplBase.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/NotNullValidator.java
*
/hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/xml/ConstrainedGetterBuilder.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/xml/ValidationBootstrapParameters.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/DecimalMaxValidatorForNumber.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/defs/NullDef.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/context/MethodTarget.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/resourceloading/CachingResourceBundleLocator.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/defs/CreditCardNumberDef.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/constraints/br/CNPJ.java
* /hibernate-validator-5-3-5-final-sources-1-

jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/TokenIterator.java
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/hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/util/privilegedactions/GetDeclaredFields.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/metadata/raw/AbstractConstrainedElement.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/IdentitySet.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/cfg/context/MethodConstraintMappingContextImpl.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/spi/valuehandling/ValidatedValueUnwrapper.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/util/privilegedactions/GetDeclaredMethod.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/util/privilegedactions/GetMethods.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/hv/NotBlankValidator.java
*
/hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/constraints/Mod10Check.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/cfg/context/ConfiguredConstraint.java
* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/defs/DigitsDef.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/past/PastValidatorForReadableInstant.java
*
/hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/engine/messageinterpolation/ElTermResolver.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForCollection.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/xml/ConstrainedFieldBuilder.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/future/FutureValidatorForDate.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/context/PropertyTarget.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/metadata/aggregated/ValidatableParametersMetaData.java
* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/xml/MetaConstraintBuilder.java
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* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/constraints/Length.java
* /hibernate-validator-5-3-5-final-sources-1-
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*
 /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/context/TypeTarget.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/logging/LoggerFactory.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/constraints/Email.java
* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/defs/Mod10CheckDef.java
* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/context/ParameterTarget.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/metadata/core/AnnotationProcessingOptions.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/util/annotationfactory/AnnotationProxy.java
* /hibernate-validator-5-3-5-final-sources-1-
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 /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/engine/messageinterpolation/el/MapBasedVariableMapper.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/constraints/CompositionType.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/engine/ValidatorContextImpl.java

* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/ReflectionHelper.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/xml/ConstrainedTypeBuilder.java
* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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/hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/cfg/context/MethodConstraintMappingContext.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/messageinterpolation/HibernateMessageInterpolatorContext.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/util/privilegedactions/NewInstance.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/util/privilegedactions/GetResolvedMemberMethods.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/past/package-info.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfByte.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/engine/ServiceLoaderBasedConstraintMappingContributor.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/metadata/raw/ConfigurationSource.java
*
/hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/util/privilegedactions/NewJaxbContext.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/metadata/aggregated/BeanMetaDataImpl.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/xml/GroupConversionBuilder.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/context/Cascadable.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/metadata/aggregated/rule/ReturnValueMayOnlyBeMarkedOnceAsCascadedPerH
ierarchyLine.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/messageinterpolation/AbstractMessageInterpolator.java
* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/cfg/context/CrossParameterConstraintMappingContext.java
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/hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/metadata/descriptor/ReturnValueDescriptorImpl.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/hv/Mod10CheckValidator.java

* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/util/classhierarchy/Filters.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/MinValidatorForCharSequence.java
* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/defs/LengthDef.java
* /hibernate-validator-5-3-5-final-sources-1-
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/hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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*
/hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/engine/ValidatorFactoryImpl.java
* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/constraints/URL.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/path/PropertyNode.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/defs/DecimalMinDef.java
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/hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/metadata/facets/Validatable.java
* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/defs/MaxDef.java
* /hibernate-validator-5-3-5-final-sources-1-
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* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/defs/SizeDef.java
* /hibernate-validator-5-3-5-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/past/PastValidatorForDate.java

* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/metadata/provider/TypeAnnotationAwareMetaDataProvider.java
* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/hv/ParameterScriptAssertValidator.java
*
 /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/constraintvalidators/bv/future/FutureValidatorForChronoZonedDateTime.java
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* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/MessageDescriptorFormatException.java
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* /hibernate-validator-5-3-5-final-sources-1-jar/org/hibernate/validator/cfg/context/AnnotationProcessingOptions.java
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* /micrometer-core-1-9-17-sources-jar/io/micrometer/core/ipc/http/HttpStatusClass.java
* /micrometer-core-1-9-17-sources-jar/io/micrometer/core/instrument/StrongReferenceGaugeFunction.java
* /micrometer-core-1-9-17-sources-jar/io/micrometer/core/ipc/http/OkHttpSender.java
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1.473 kmod 28-9.el9

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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1.478 activation 1.2.2

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1.483 dom 1.0

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*/
/**
    * Checks if this content model has had its min/maxOccurs values reduced for
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    *
    * @return a boolean that says whether this content has been compacted for UPA
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*/
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```

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*

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*
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Found in path(s):
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDocumentInfo.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDElementTraverser.java

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 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLErrorHandler.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLFrameElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/XMLEntityDescriptionImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/ShadowedSymbolTable.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/DefaultXMLDocumentHandler.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLMetaElementImpl.java
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*/
/**
  * DOM Level 3 LS CR - Experimental.
    * Create a new <code>LSParser</code>. The newly constructed parser may
    *
 then be configured by means of its <code>DOMConfiguration</code>
    * object, and used to parse documents by means of its <code>parse</code>
    *  method.
    * @param mode  The <code>mode</code> argument is either
    *   <code>MODE_SYNCHRONOUS</code> or <code>MODE_ASYNCHRONOUS</code>, if
    *   <code>mode</code> is <code>MODE_SYNCHRONOUS</code> then the
    *   <code>LSParser</code> that is created will operate in synchronous
    *   mode, if it's <code>MODE_ASYNCHRONOUS</code> then the
    *   <code>LSParser</code> that is created will operate in asynchronous
    *   mode.
    * @param schemaType  An absolute URI representing the type of the schema
    *   language used during the load of a <code>Document</code> using the
    *   newly created <code>LSParser</code>. Note that no lexical checking
    *   is done on the absolute URI. In order to create a
    *   <code>LSParser</code> for any kind of schema types (i.e. the
    *   LSParser will be free to use any schema
 found), use the value
    *   <code>null</code>.
    * <p ><b>Note:</b>    For W3C XML Schema [<a href='http://www.w3.org/TR/2001/REC-xmlschema-1-
20010502/'>XML Schema Part 1</a>]
    *   , applications must use the value
    *   <code>"http://www.w3.org/2001/XMLSchema"</code>. For XML DTD [<a
href='http://www.w3.org/TR/2000/REC-xml-20001006'>XML 1.0</a>],
    *   applications must use the value
    *   <code>"http://www.w3.org/TR/REC-xml"</code>. Other Schema languages
```

```
    *   are outside the scope of the W3C and therefore should recommend an
    *   absolute URI in order to use this method.
    * @return  The newly created <code>LSParser</code> object. This
    *   <code>LSParser</code> is either synchronous or asynchronous
    *   depending on the value of the <code>mode</code> argument.
    * <p ><b>Note:</b>    By default, the newly created <code>LSParser</code>
    *    does not contain a <code>DOMErrorHandler</code>, i.e. the value of
    *   the "<a href='http://www.w3.org/TR/2003/WD-DOM-Level-3-Core-20030609/core.html#parameter-error-handler'>
     *   error-handler</a>" configuration parameter is <code>null</code>. However, implementations
    *   may provide a default error handler at creation time. In that case,
    *   the initial value of the <code>"error-handler"</code> configuration
    *   parameter on the new created <code>LSParser</code> contains a
    *   reference to the default error handler.
    * @exception DOMException
    *    NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is
    *   not supported.
     */
```

Found in path(s):
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/CoreDOMImplementationImpl.java
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*/
```

Found in path(s):
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DOMImplementationListImpl.java

1.484 scala-java8-compat_2.12 0.7.0

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1.487 smtp 1.6.4

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1.488 spring-hateoas 0.23.0.RELEASE

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1.489 xom 1.2.5

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1.490 latencyutils 2.0.3

1.491 asm 9.3

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Found in path(s):
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/ElementQNameIterator.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/ElementIterator.java
* /dom4j-2-1-3-sources-jar/org/dom4j/ElementHandler.java
* /dom4j-2-1-3-sources-jar/org/dom4j/CDATA.java
* /dom4j-2-1-3-sources-jar/org/dom4j/Document.java
* /dom4j-2-1-3-sources-jar/org/dom4j/rule/Action.java
* /dom4j-2-1-3-sources-jar/org/dom4j/Comment.java
* /dom4j-2-1-3-sources-jar/org/dom4j/Entity.java
* /dom4j-2-1-3-sources-jar/org/dom4j/bean/BeanDocumentFactory.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/FlyweightCDATA.java
* /dom4j-2-1-3-sources-jar/org/dom4j/IllegalAddException.java
* /dom4j-2-1-3-sources-jar/org/dom4j/jaxb/JAXBModifier.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/FilterIterator.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMDocumentType.java
*
/dom4j-2-1-3-sources-jar/org/dom4j/rule/Pattern.java
* /dom4j-2-1-3-sources-jar/org/dom4j/rule/Rule.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/NamespaceStack.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/NamespaceCache.java
* /dom4j-2-1-3-sources-jar/org/dom4j/jaxb/JAXBObjectHandler.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/DOMReader.java
* /dom4j-2-1-3-sources-jar/org/dom4j/QName.java
* /dom4j-2-1-3-sources-jar/org/dom4j/VisitorSupport.java
* /dom4j-2-1-3-sources-jar/org/dom4j/InvalidXPathException.java
* /dom4j-2-1-3-sources-jar/org/dom4j/XPath.java
* /dom4j-2-1-3-sources-jar/org/dom4j/bean/BeanMetaData.java

* /dom4j-2-1-3-sources-jar/org/dom4j/dtd/ElementDecl.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/XMLWriter.java
* /dom4j-2-1-3-sources-jar/org/dom4j/rule/pattern/DefaultPattern.java
* /dom4j-2-1-3-sources-jar/org/dom4j/xpath/XPathPattern.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultCDATA.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/PruningDispatchHandler.java
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/dom4j-2-1-3-sources-jar/org/dom4j/rule/Stylesheet.java
* /dom4j-2-1-3-sources-jar/org/dom4j/swing/XMLTableColumnDefinition.java
* /dom4j-2-1-3-sources-jar/org/dom4j/datatype/DatatypeDocumentFactory.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/SAXEventRecorder.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMEntityReference.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/FlyweightAttribute.java
* /dom4j-2-1-3-sources-jar/org/dom4j/DocumentFactory.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultDocument.java
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* /dom4j-2-1-3-sources-jar/org/dom4j/ProcessingInstruction.java
* /dom4j-2-1-3-sources-jar/org/dom4j/util/UserDataElement.java
* /dom4j-2-1-3-sources-jar/org/dom4j/util/PerThreadSingleton.java
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* /dom4j-2-1-3-sources-jar/org/dom4j/util/XMLErrorHandler.java
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/dom4j-2-1-3-sources-jar/org/dom4j/util/NonLazyElement.java
* /dom4j-2-1-3-sources-jar/org/dom4j/bean/BeanAttributeList.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/DOMWriter.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/FlyweightEntity.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractProcessingInstruction.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/BackedList.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/STAXEventWriter.java
* /dom4j-2-1-3-sources-jar/org/dom4j/jaxb/JAXBSupport.java
* /dom4j-2-1-3-sources-jar/org/dom4j/util/IndexedElement.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/ElementStack.java
* /dom4j-2-1-3-sources-jar/org/dom4j/NodeFilter.java
* /dom4j-2-1-3-sources-jar/org/dom4j/XPathException.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/FlyweightText.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractCharacterData.java
* /dom4j-2-1-3-sources-jar/org/dom4j/rule/pattern/NodeTypePattern.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dtd/ExternalEntityDecl.java
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/dom4j-2-1-3-sources-jar/org/dom4j/swing/XMLTableDefinition.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/XPP3Reader.java
* /dom4j-2-1-3-sources-jar/org/dom4j/jaxb/JAXBWriter.java
* /dom4j-2-1-3-sources-jar/org/dom4j/bean/BeanAttribute.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractCDATA.java
* /dom4j-2-1-3-sources-jar/org/dom4j/swing/DocumentTreeModel.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/FlyweightProcessingInstruction.java

* /dom4j-2-1-3-sources-jar/org/dom4j/util/ProxyDocumentFactory.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/PruningElementStack.java
* /dom4j-2-1-3-sources-jar/org/dom4j/DocumentType.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/ContentListFacade.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractEntity.java
* /dom4j-2-1-3-sources-jar/org/dom4j/util/UserDataAttribute.java
* /dom4j-2-1-3-sources-jar/org/dom4j/Visitor.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/SAXWriter.java
* /dom4j-2-1-3-sources-jar/org/dom4j/Node.java
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/dom4j-2-1-3-sources-jar/org/dom4j/Attribute.java
* /dom4j-2-1-3-sources-jar/org/dom4j/swing/XMLTableModel.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMProcessingInstruction.java
* /dom4j-2-1-3-sources-jar/org/dom4j/rule/Mode.java
* /dom4j-2-1-3-sources-jar/org/dom4j/rule/NullAction.java
* /dom4j-2-1-3-sources-jar/org/dom4j/Namespace.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultProcessingInstruction.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/FlyweightComment.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/SAXValidator.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/BaseElement.java
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* /dom4j-2-1-3-sources-jar/org/dom4j/xpath/DefaultXPath.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractAttribute.java
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* /dom4j-2-1-3-sources-jar/org/dom4j/datatype/DatatypeAttribute.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultEntity.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractDocument.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/QNameCache.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractNode.java
* /dom4j-2-1-3-sources-jar/org/dom4j/jaxb/JAXBRuntimeException.java
* /dom4j-2-1-3-sources-jar/org/dom4j/util/IndexedDocumentFactory.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractBranch.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/HTMLWriter.java
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* /dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMDocumentFactory.java
* /dom4j-2-1-3-sources-jar/org/dom4j/datatype/DatatypeElementFactory.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultComment.java
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* /dom4j-2-1-3-sources-jar/org/dom4j/swing/BranchTreeNode.java
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/dom4j-2-1-3-sources-jar/org/dom4j/io/SAXModifier.java
* /dom4j-2-1-3-sources-jar/org/dom4j/swing/LeafTreeNode.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMNodeHelper.java

* /dom4j-2-1-3-sources-jar/org/dom4j/jaxb/JAXBObjectModifier.java
* /dom4j-2-1-3-sources-jar/org/dom4j/jaxb/JAXBReader.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/ElementModifier.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMAttributeNodeMap.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/XMLResult.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/SAXModifyReader.java
* /dom4j-2-1-3-sources-jar/org/dom4j/xpp/ProxyXmlStartTag.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dtd/AttributeDecl.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/DocumentInputSource.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/STAXEventReader.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/SAXContentHandler.java
* /dom4j-2-1-3-sources-jar/org/dom4j/util/SingletonStrategy.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractDocumentType.java
*
/dom4j-2-1-3-sources-jar/org/dom4j/DocumentException.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractText.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMNamespace.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultDocumentType.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/SAXModifyException.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMDocument.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractElement.java
* /dom4j-2-1-3-sources-jar/org/dom4j/util/UserDataDocumentFactory.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/XPPReader.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultAttribute.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/OutputFormat.java
* /dom4j-2-1-3-sources-jar/org/dom4j/datatype/NamedTypeResolver.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/SingleIterator.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMAttribute.java
* /dom4j-2-1-3-sources-jar/org/dom4j/rule/RuleManager.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultElement.java
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/dom4j-2-1-3-sources-jar/org/dom4j/datatype/InvalidSchemaException.java
* /dom4j-2-1-3-sources-jar/org/dom4j/xpath/DefaultNamespaceContext.java
* /dom4j-2-1-3-sources-jar/org/dom4j/datatype/DatatypeElement.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/DocumentSource.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/ElementNameIterator.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/DOMSAXContentHandler.java
* /dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMElement.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/JAXPHelper.java
* /dom4j-2-1-3-sources-jar/org/dom4j/rule/RuleSet.java
* /dom4j-2-1-3-sources-jar/org/dom4j/Branch.java
* /dom4j-2-1-3-sources-jar/org/dom4j/Text.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/DOMDocumentResult.java
* /dom4j-2-1-3-sources-jar/org/dom4j/datatype/SchemaParser.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/DispatchHandler.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/SAXModifyContentHandler.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractComment.java
*

/dom4j-2-1-3-sources-jar/org/dom4j/util/AttributeHelper.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultText.java
* /dom4j-2-1-3-sources-jar/org/dom4j/tree/DefaultNamespace.java
* /dom4j-2-1-3-sources-jar/org/dom4j/Element.java
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*/

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* /dom4j-2-1-3-sources-jar/org/dom4j/DocumentHelper.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/SAXReader.java
* /dom4j-2-1-3-sources-jar/org/dom4j/io/SAXHelper.java

1.493 iptables 1.8.8-6.el9_1

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

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

a) Accompany
the work with the complete corresponding
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properly with a modified version of the library, if
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Some devices are designed to deny users access to install or run

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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 make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

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The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

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* /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/web/DocExpansion.java
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* /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/web/SecurityConfiguration.java
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* /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/readers/operation/SwaggerOperationResponseClassReader.java
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 /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/readers/operation/SwaggerResponseMessageReader.java
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* /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/configuration/SwaggerCommonConfiguration.java
*
 /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/readers/operation/ResponseHeaders.java
* /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/web/ApiKeyVehicle.java
* /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/readers/parameter/ParameterAnnotationReader.java
* /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/web/SwaggerResourcesProvider.java
* /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/schema/ApiModelBuilder.java
* /springfox-swagger-common-2-9-2-sources-3-

jar/springfox/documentation/swagger/web/InMemorySwaggerResourcesProvider.java
* /springfox-swagger-common-2-9-2-sources-3-
jar/springfox/documentation/swagger/web/ClassOrApiAnnotationResourceGrouping.java
* /springfox-swagger-common-2-9-2-sources-3-
jar/springfox/documentation/swagger/schema/ApiModelTypeNameProvider.java
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jar/springfox/documentation/swagger/readers/operation/OperationImplicitParametersReader.java
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* /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/annotations/Annotations.java
*
 /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/readers/operation/VendorExtensionsReader.java
* /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/readers/operation/OperationNotesReader.java
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* /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/readers/operation/SwaggerMediaTypeReader.java
* /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/readers/operation/OperationSummaryReader.java
* /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/readers/operation/OperationHttpMethodReader.java
* /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/readers/operation/SwaggerOperationModelsProvider.java
*
 /springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/readers/operation/OperationNicknameIntoUniqueIdReader.java

1.500 spring-xml 3.0.9.RELEASE

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* /spring-xml-3-0-9-release-sources-1-jar/org/springframework/xml/sax/AbstractXmlReader.java
*
/spring-xml-3-0-9-release-sources-1-jar/org/springframework/xml/validation/Jaxp13ValidatorFactory.java
* /spring-xml-3-0-9-release-sources-1-jar/org/springframework/xml/xpath/XPathException.java
* /spring-xml-3-0-9-release-sources-1-jar/org/springframework/xml/xpath/XPathExpressionFactoryBean.java
* /spring-xml-3-0-9-release-sources-1-jar/org/springframework/xml/namespace/SimpleNamespaceContext.java
* /spring-xml-3-0-9-release-sources-1-jar/org/springframework/xml/xsd/XsdSchemaException.java
* /spring-xml-3-0-9-release-sources-1-
jar/org/springframework/xml/xsd/commons/CommonsXsdSchemaException.java
* /spring-xml-3-0-9-release-sources-1-jar/org/springframework/xml/XmlException.java
* /spring-xml-3-0-9-release-sources-1-jar/org/springframework/xml/validation/Jaxp15ValidatorFactory.java
* /spring-xml-3-0-9-release-sources-1-jar/org/springframework/xml/xpath/JaxenXPathTemplate.java
* /spring-xml-3-0-9-release-sources-1-jar/org/springframework/xml/xpath/XPathParseException.java
* /spring-xml-3-0-9-release-sources-1-jar/org/springframework/xml/namespace/QNameUtils.java
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/spring-xml-3-0-9-release-sources-1-jar/org/springframework/xml/xsd/commons/CommonsXsdSchema.java
* /spring-xml-3-0-9-release-sources-1-jar/org/springframework/xml/namespace/QNameEditor.java
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jar/org/springframework/xml/xsd/commons/CommonsXsdSchemaCollection.java
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1.501 spring-jdbc 5.3.33

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 /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/init/ResourceDatabasePopulator.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/namedparam/SqlParameterSource.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/object/SqlFunction.java
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*/
/**
  * Close this LobCreator session and free its temporarily created BLOBs and CLOBs.
  * Will not need to do anything if using PreparedStatement's standard methods,
  * but might be necessary to free database resources if using proprietary means.
  * <p>NOTE: Needs to be invoked after the involved

PreparedStatements have
 * been executed or the affected O/R mapping sessions have been flushed.
 * Otherwise, the database resources for the temporary BLOBs might stay allocated.
 */

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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/support/SQLErrorCodesFactory.java
*
 /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/support/xml/SqlXmlValue.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/object/StoredProcedure.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/InterruptibleBatchPreparedStatementSetter.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/IncorrectResultSetColumnCountException.java
* /spring-jdbc-5-3-33-sources-1-
jar/org/springframework/jdbc/support/CustomSQLExceptionTranslatorRegistry.java
* /spring-jdbc-5-3-33-sources-1-
jar/org/springframework/jdbc/JdbcUpdateAffectedIncorrectNumberOfRowsException.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/support/JdbcUtils.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/support/SqlLobValue.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/IsolationLevelDataSourceAdapter.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/metadata/DerbyTableMetaDataProvider.java

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/spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/object/MappingSqlQueryWithParameters.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/support/lob/TemporaryLobCreator.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/embedded/OutputStreamFactory.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/PreparedStatementCreator.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/ResultSetSupportingSqlParameter.java
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/spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/metadata/TableMetaDataProvider.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/ConnectionHolder.java
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* /spring-jdbc-5-3-33-sources-1-
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/ArgumentTypePreparedStatementSetter.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/ParameterizedPreparedStatementSetter.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/SqlRowSetResultSetExtractor.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/namedparam/EmptySqlParameterSource.java
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/spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/object/SqlOperation.java
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* /spring-jdbc-5-3-33-sources-1-
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/object/SqlQuery.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/BadSqlGrammarException.java
* /spring-jdbc-5-3-33-sources-1-
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/SqlTypeValue.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/metadata/TableParameterMetaData.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/SqlInOutParameter.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/SimpleConnectionHandle.java
* /spring-jdbc-5-3-33-sources-1-
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/spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/SqlReturnResultSet.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/support/AbstractSqlTypeValue.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/ConnectionHandle.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/WebSphereDataSourceAdapter.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/RowMapperResultSetExtractor.java
*
/spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/namedparam/NamedParameterBatchUpdateUtils.java
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/spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/namedparam/NamedParameterJdbcOperations.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/DataClassRowMapper.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/support/SQLErrorCodeSQLExceptionTranslator.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/SQLWarningException.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/namedparam/NamedParameterJdbcTemplate.java

* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/simple/SimpleJdbcCall.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/metadata/GenericCallMetaDataProvider.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/simple/AbstractJdbcInsert.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/DataSourceUtils.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/metadata/CallParameterMetaData.java
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 /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/support/AbstractFallbackSQLExceptionTranslator.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/JdbcTemplate.java
* /spring-jdbc-5-3-33-sources-1-
jar/org/springframework/jdbc/core/namedparam/BeanPropertySqlParameterSource.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/DelegatingDataSource.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/RowMapper.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/DataSourceTransactionManager.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/TransactionAwareDataSourceProxy.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/metadata/CallMetaDataProvider.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/simple/AbstractJdbcCall.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/lookup/AbstractRoutingDataSource.java
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*/
/**
* Strategy interface for translating between {@link SQLException SQLExceptions}
* and Spring's data access strategy-agnostic {@link DataAccessException}
* hierarchy.
*
* <p>Implementations can be generic (for example, using
* {@link java.sql.SQLException#getSQLState() SQLState} codes for JDBC) or
 wholly
* proprietary (for example, using Oracle error codes) for greater precision.
*
* @author Rod Johnson
* @author Juergen Hoeller

* @see org.springframework.dao.DataAccessException
*/

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*/
/**
* Implement this interface when parameters need to be customized based
* on the connection. We might need to do this to make use of proprietary
* features, available only with a specific Connection type.
*
* @author Rod Johnson
* @author Thomas Risberg
* @see CallableStatementCreatorFactory#newCallableStatementCreator(ParameterMapper)
 * @see org.springframework.jdbc.object.StoredProcedure#execute(ParameterMapper)
*/
/**
  * Create a Map of input parameters, keyed by name.
  * @param con a JDBC connection. This is useful (and the purpose of this interface)

```
 * if we need to do something RDBMS-specific with a proprietary Connection
 * implementation class. This class conceals such proprietary details. However,
 * it is best to avoid using such proprietary RDBMS features if possible.
 * @return a Map of input parameters, keyed by name (never {@code null})
 * @throws SQLException if an SQLException is encountered setting
 * parameter values (that is, there's no need to catch SQLException)
 */
```

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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/support/SqlValue.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/support/xml/XmlCharacterStreamProvider.java
*
 /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/BatchPreparedStatementSetter.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/config/JdbcNamespaceHandler.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/support/incrementer/AbstractSequenceMaxValueIncrementer.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/lookup/DataSourceLookupFailureException.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/support/xml/XmlResultProvider.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/lookup/JndiDataSourceLookup.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/embedded/SimpleDriverDataSourceFactory.java
*
 /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/support/xml/XmlBinaryStreamProvider.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/support/xml/Jdbc4SqlXmlHandler.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/init/DataSourceInitializer.java
* /spring-jdbc-5-3-33-sources-1-
jar/org/springframework/jdbc/datasource/lookup/BeanFactoryDataSourceLookup.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/config/EmbeddedDatabaseBeanDefinitionParser.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/metadata/OracleCallMetaDataProvider.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/metadata/SybaseCallMetaDataProvider.java
* /spring-jdbc-5-3-33-sources-1-
jar/org/springframework/jdbc/datasource/embedded/EmbeddedDatabaseFactoryBean.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/ConnectionProxy.java
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 /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/metadata/PostgresCallMetaDataProvider.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/metadata/SqlServerCallMetaDataProvider.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/AbstractDriverBasedDataSource.java
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/**
* The classes in this package make JDBC easier to use and
* reduce the likelihood of common errors. In particular, they:
*
* Simplify error handling, avoiding the need for try/catch/finally
* blocks in application code.

* Present exceptions to application code in a generic hierarchy of
* unchecked exceptions, enabling applications to catch data access
* exceptions without being dependent on JDBC, and to ignore fatal
* exceptions there is no value in catching.
* Allow the implementation of error handling to be modified
* to target different RDBMSes without introducing proprietary
* dependencies into application code.
*
*
* <p>This package and related packages are discussed in Chapter 9 of
* Expert One-On-One J2EE Design and Development
* by Rod Johnson (Wrox, 2002).
*/

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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/metadata/GenericTableMetaDataProvider.java
*
 /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/metadata/TableMetaDataContext.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/init/CannotReadScriptException.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/datasource/init/ScriptUtils.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/metadata/TableMetaDataProviderFactory.java
* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/core/ColumnMapRowMapper.java
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* /spring-jdbc-5-3-33-sources-1-jar/org/springframework/jdbc/support/incrementer/HsqlMaxValueIncrementer.java
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* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/scanners/CachingOperationReader.java
* /springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/SpringGroupingStrategy.java
* /springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/ControllerNamingUtils.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/readers/operation/OperationReader.java
* /springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/paths/Paths.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/readers/parameter/ModelAttributeField.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/readers/parameter/ExpandedParameterBuilder.java
*
 /springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/paths/PathSanitizer.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/plugins/DuplicateGroupsDetector.java
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* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/plugins/PathAndParametersEquivalence.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/plugins/ResolvedMethodParameterEquivalence.java
*

/springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/plugins/JacksonSerializerConvention.java
* /springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/PropertySourcedRequestMappingHandlerMapping.java
* /springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/plugins/DefaultRequestHandlerCombiner.java
* /springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/scanners/ResourcePathProvider.java
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* /springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/readers/parameter/ExpansionContext.java
* /springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/readers/parameter/ParameterTypeDeterminer.java
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jar/springfox/documentation/spring/web/readers/parameter/ParameterRequiredReader.java
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jar/springfox/documentation/spring/web/readers/operation/OperationModelsProvider.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/readers/operation/DefaultOperationReader.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/scanners/ApiDescriptionLookup.java
*
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jar/springfox/documentation/spring/web/scanners/ApiDescriptionReader.java
* /springfox-spring-web-2-9-2-sources-3-

jar/springfox/documentation/spring/web/readers/operation/OperationDeprecatedReader.java
* /springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/plugins/ApiSelectorBuilder.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/readers/operation/DefaultTagsProvider.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/OperationCachingEquivalence.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/readers/operation/OperationParameterReader.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/readers/operation/ApiOperationReader.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/scanners/ApiListingReferenceScanner.java
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jar/springfox/documentation/spring/web/readers/parameter/ModelAttributeParameterExpander.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/scanners/ApiDocumentationScanner.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/readers/parameter/ParameterDataTypeReader.java
*
/springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/scanners/MediaTypeReader.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/readers/operation/OperationResponseClassReader.java
* /springfox-spring-web-2-9-2-sources-3-
jar/springfox/documentation/spring/web/plugins/DocumentationPluginsManager.java

* /springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/readers/operation/ResponseMessagesReader.java
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* /springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/plugins/CombinedRequestHandler.java
* /springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/readers/operation/OperationParameterHeadersConditionReader.java
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* /springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/DescriptionResolver.java

1.507 packaging 20.4

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1.516 commons-lang 2.1

1.516.1 Available under license :

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Found in path(s):
* /commons-lang-2-1-sources-6-jar/org/apache/commons/lang/ArrayUtils.java
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